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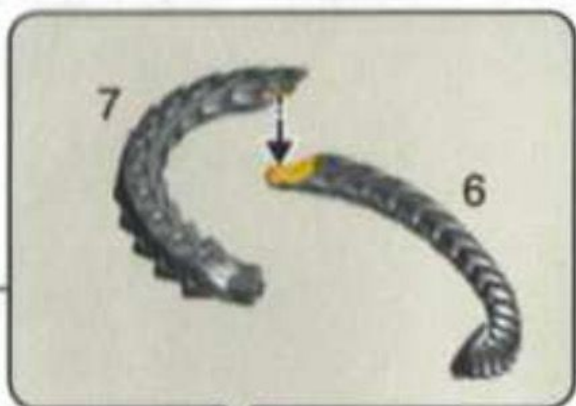
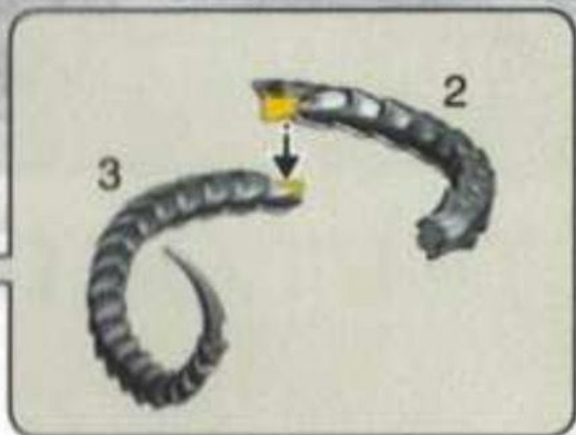
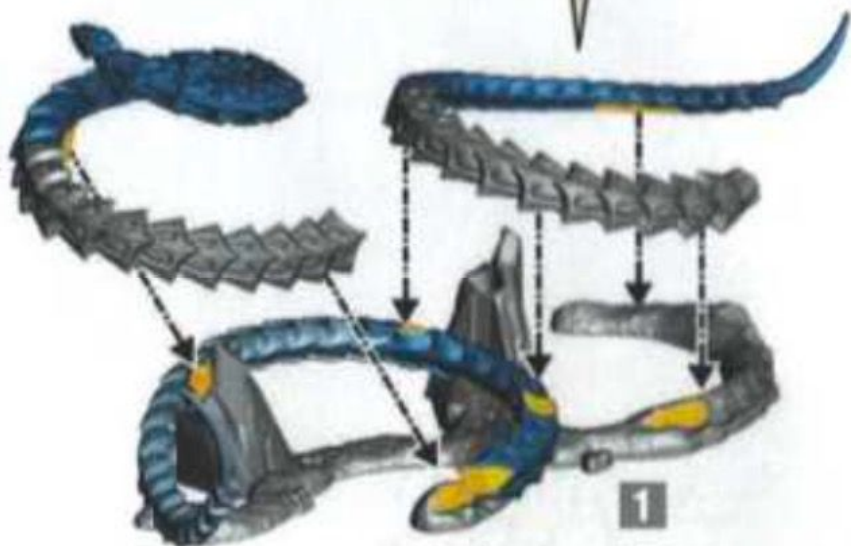
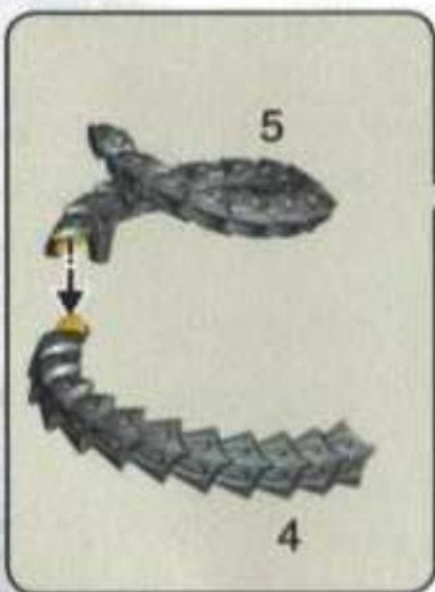
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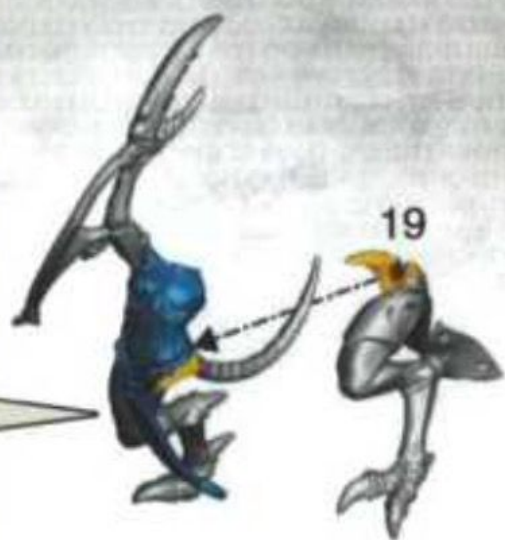
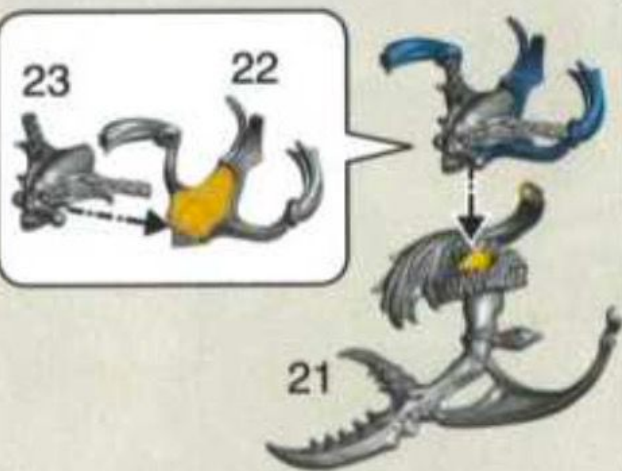
THE CONTORTED EPITOME

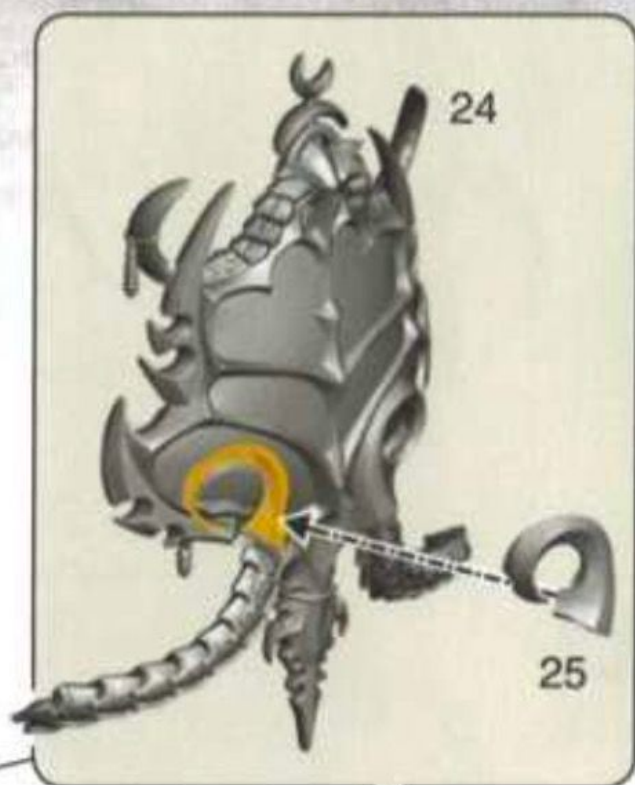


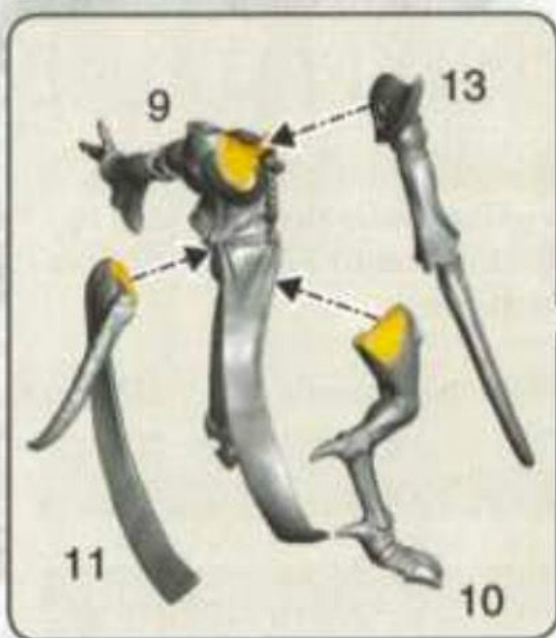
- READ THIS FIRST · À LIRE EN PREMIER
- LEER ANTES DE MONTAR · LIES DIES ZUERST
- LEGGI PRIMA QUESTO

- Before assembling your model kit please read through the instructions in this booklet carefully.
- Avant de vous lancer dans l'assemblage de ce kit, veuillez lire attentivement les instructions de ce livret.
- Antes de montar el contenido de este kit, lee estas instrucciones cuidadosamente.
- Bitte lies diese Anleitung sorgfältig, bevor du mit dem Zusammenbau deines Modells beginnst.
- Prima di assemblare il tuo modello, leggi le istruzioni di questo libretto con attenzione.

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THE CONTORTED EPITOME

The Contorted Epitome writhes across the battlefield on lashing metallic tentacles, twisting under the control of its Daemonette attendants to reflect its enemy's darkest desires and deepest fears.

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Ravaging Claws	1"	9	3+	4+	-1	1
Coiled Tentacles	3"	2	3+	4+	-2	2

DESCRIPTION

The Contorted Epitome is a single model. It is armed with Ravaging Claws and Coiled Tentacles.

ABILITIES

Gift of Power: *The Heralds that guard a Contorted Epitome can use its power to enhance their own spells.*

You can re-roll casting, unbinding and dispelling rolls for this model.

Swallow Energy: *A Contorted Epitome steals the most intense and excessive energies, channelling them back to Slaanesh's Temple of Twisted Mirrors.*

Roll a dice each time you allocate a mortal wound to this model. On a 2+, that mortal wound is negated.

Horrible Fascination: *When a warrior stares into the Contorted Epitome's mirror, they see all of their hopes and fears reflected there, and cannot tear their eyes away.*

At the start of the combat phase, roll a dice for each enemy unit that is within 6" of any friendly models with this ability. On a 4+, that unit fights at the end of that combat phase, after the players have picked any other units to fight with in that combat phase.

If a unit that is affected by this ability is also affected by any rules that would allow it to fight at the start of the combat phase, that unit is not affected by this rule or those other rules (the effects cancel each other out).

MAGIC

This model is a **WIZARD**. It can attempt to cast 2 spells in your hero phase, and attempt to unbind 2 spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Overwhelming Acquiescence spells.

Overwhelming Acquiescence: *The Herald engulfs the foe in an arcane haze of dreams and unattainable desires.*

Overwhelming Acquiescence has a casting value of 7. If successfully cast, you can pick up to D3 enemy units within 24" of the caster that are visible to them. You can re-roll hit rolls of 1 for attacks that target those units until your next hero phase.

KEYWORDS

CHAOS, DAEMON, DAEMONETTE, SLAANESH, HEDONITE, HERO, WIZARD, HERALD OF SLAANESH, THE CONTORTED EPITOME

THE CONTORTED EPITOME

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POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
The Contorted Epitome	12"	2+	2+	5	5	8	2	8	6+

The Contorted Epitome is a single model that attacks with coiled tentacles. It is attended by Heralds of Slaanesh that attack with their ravaging claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Contorted Epitome						
Coiled tentacles	Melee	Melee	User	-2	3	-
Herald Attendants						
Ravaging claws	Melee	Melee	User	-1	2	After a Contorted Epitome makes its close combat attacks, you can attack with its Herald Attendants. Make 8 additional attacks using this weapon profile. Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.

ABILITIES

Daemonic, Quicksilver Swiftness, Daemonic Ritual

Locus of Slaanesh: Add 1 to the Strength characteristic of **SLAANESH DAEMON** units whilst they are within 6" of one or more models with this ability.

Gift of Power: Add 1 to Psychic tests and Deny the Witch tests taken for this model.

Swallow Energy: Roll one D6 each time this model suffers a mortal wound; on a 2+ that mortal wound is ignored.

Horrible Fascination: If an enemy unit within 6" of any models with this ability is chosen to Fall Back, your opponent must first roll 3D6. The unit can only Fall Back if the total is less than the highest Leadership characteristic in that unit.

PSYKER

This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. It knows the *Smite* psychic power and two psychic powers from the Slaanesh discipline.

FACTION KEYWORDS

CHAOS, SLAANESH, DAEMON

KEYWORDS

CHARACTER, CAVALRY, PSYKER, DAEMONETTE, HERALD OF SLAANESH, THE CONTORTED EPITOME