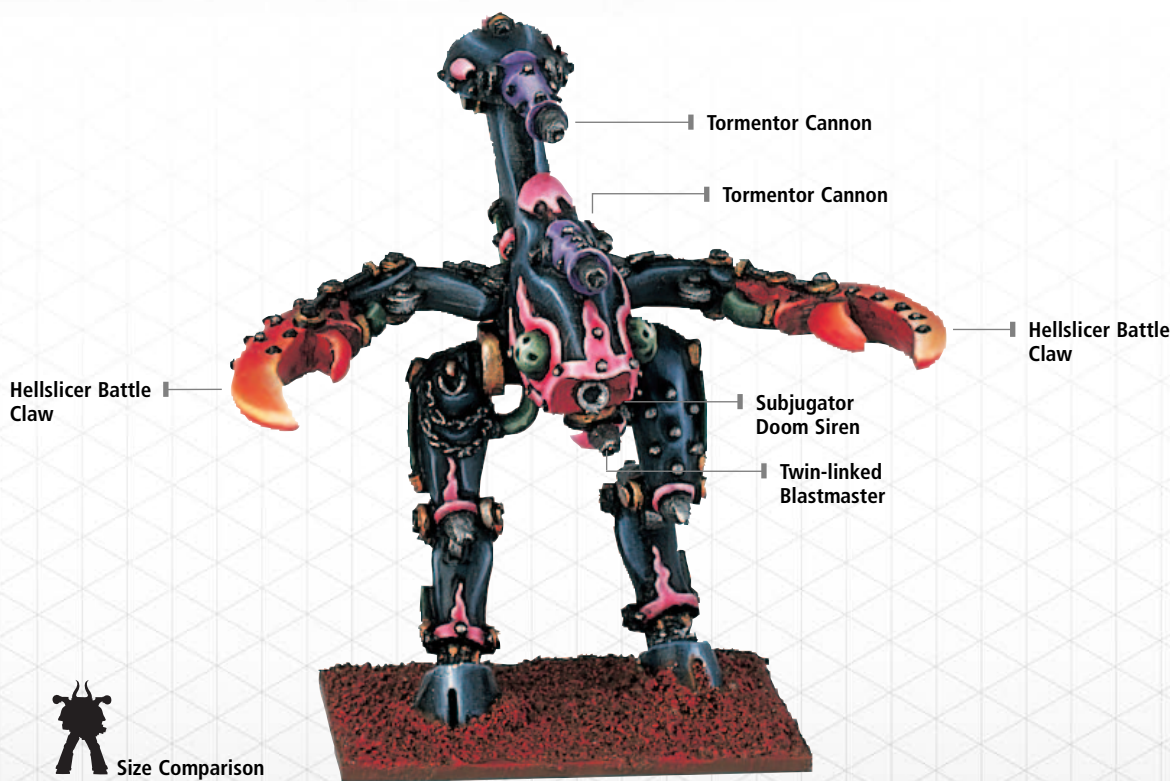


SLAANESH SUBJUGATOR

POINTS: 500

The Subjugator embodies the essence of Slaanesh: lithe, swift and deadly. Its Hellslicers can rip apart a foe many times its own size, while the psychically-charged tormentor cannon it carries leaves a trail of charred wrecks and ashen corpses wherever it is fired.

When the hordes of Slaanesh attack, a Subjugator will race ahead of the army, galloping towards its foe with its long, powerful legs, the daemonic spirits inside chattering and screaming with the sensations that battle brings. These shrieks turns to howls of elation as the tormentor cannons are brought to bear and the foe is destroyed in exquisite agony .



UNIT: 1 Slaanesh Subjugator

TYPE: Super-heavy Walker

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT:

- Two Tormentor Cannons
- Two Hell Slicers
- Twin-linked Blastmaster
- Subjugator Doom Siren

WEAPON	RANGE	ST	AP	SPECIAL
Tormentor Cannon	48"	8	3	Heavy 1, 5" Blast, Pinning, Primary Weapon
Blastmaster (Varied Frequency)	36"	5	4	Assault 2, 5" Pinning
Blastmaster (Single Frequency)	48"	8	3	Heavy 1, Blast Pinning
Subjugator Doom Siren	Hellstorm	5	3	Assault 1

ARMOUR

WS	BS	S	FRONT	SIDE	REAR	I	A
4	3	10	12	12	10	2	5

SPECIAL RULES:

Possessed: A Subjugator ignores Gun Crew Shaken and Driver Stunned results.

Hellslicer Battle Claws: The Subjugator is armed with two hellslicers, which count as primary weapons, even though they are not big enough to count as Titan Close Combat weapons. The Subjugator loses two of its Attacks for each claw it cannot use in an assault.

Agile: In the Shooting phase the Subjugator can choose to:

- Fire all available weapons as normal.
- Or fire a single Primary Weapon and move an extra D6" (as per the Fleet of Foot rule)
- Or fire no weapons other than its Doom Siren and move an extra 2D6" (as per the Fleet of Foot rule)