

LEGION OF EXCESS

6 Stratagems · 4 Enhancements

 2 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

False Majesty (Aura)

30 pts

LEGIONES DAEMONICA SLAANESH model only. While a friendly LEGIONES DAEMONICA SLAANESH unit (excluding MONSTERS) is within 6" of the bearer, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Dreaming Crown (Aura)

30 pts

LEGIONES DAEMONICA SLAANESH model only. While a friendly LEGIONES DAEMONICA SLAANESH unit (excluding MONSTERS) is within 6" of the bearer, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

Soul Glutton

10 pts

LEGIONES DAEMONICA SLAANESH MONSTER model only. At the end of the Fight phase, if one or more enemy models were destroyed this phase as a result of one or more of the bearer's attacks, it can use this Enhancement. If it does, it regains up to D3 lost wounds.

Avatar of Perfection

15 pts

LEGIONES DAEMONICA SLAANESH MONSTER model only. At the start of each phase, if there are no other friendly units within 6" of the bearer, you can: re-roll Advance rolls made for the bearer; re-roll Charge rolls made for the bearer; ignore any or all modifiers to its Move characteristic and to any Advance and/or Charge rolls made for the bearer.

DETACHMENT RULE

LEGIONES DAEMONICA SLAANESH units from your army are eligible to declare a charge in a turn in which they Fell Back.

STRATAGEMS (6/6)

1 CP LEGION OF EXCESS – STRATEGIC PLOY STRATAGEM **COMMAND**

SENSORY EXCRUCIATION

When: Your Command phase.

Target: One Legiones Daemonica Slaanesh Monster unit from your army that is on the battlefield.

Effect: Each unit on the battlefield that is within your army's Shadow of Chaos must take a Battle-shock test, subtracting 1 from that test if they are Below Half-strength. Designer's Note: This Stratagem forces all friendly and enemy units alike within your army's Shadow of Chaos to take a Battle-shock test. This can allow a Chaos Daemons player to heal units from their army through the Daemonic Manifestation army rule, at the risk of causing some of their own units to become Battle-shocked.

1 CP LEGION OF EXCESS – BATTLE TACTIC STRATAGEM **SHOOTING**

OVERWHELMING EXCESS

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One Legiones Daemonica Slaanesh unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

1 CP LEGION OF EXCESS – STRATEGIC PLOY STRATAGEM **SHOOTING**

RAPTUROUS AGONY

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly LEGIONES DAEMONICA SLAANESH unit (excluding MONSTER/VEHICLE units).

Target: That LEGIONES DAEMONICA SLAANESH unit.

Effect: Attacks that target your unit with a S greater than your unit's T have -1 to wound rolls.

1 CP LEGION OF EXCESS – BATTLE TACTIC STRATAGEM **CHARGE**

CAVALCADE OF BLADES

When: Your Charge phase, just after a Legiones Daemonica Slaanesh unit from your army ends a Charge move.

Target: That LEGIONES DAEMONICA SLAANESH unit.

Effect: Select one enemy unit within Engagement Range of your unit, then roll one D6 for each model in your unit that is within Engagement Range of that enemy unit, or roll six D6 instead if your unit is a MONSTER unit: for each 4+, that enemy unit suffers 1 mortal wound.

1 CP LEGION OF EXCESS – STRATEGIC PLOY STRATAGEM **CHARGE**

PHANTASMAL LONGING

When: Your Movement phase or your Charge phase.

Target: One Legiones Daemonica Slaanesh unit from your army.

Effect: Until the end of the phase, each time a model in your unit makes a move, it can move through terrain features.

2 CP LEGION OF EXCESS – BATTLE TACTIC STRATAGEM **FIGHT**

ARCHAGONISTS

When: Fight phase.

Target: One Legiones Daemonica Slaanesh Monster unit or up to two Legiones Daemonica Slaanesh units (excluding Monsters) from your army that have not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in one of those units makes an attack, add 1 to the Wound roll.