

C O D E X

CHAOS - EMPEROR'S CHILDREN

classic2

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FRAKTIONSREGELN

THRILL SEEKERS

If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:

- It cannot target a unit it was within Engagement Range of at the start of the turn
- It cannot target a unit that was the target of another unit's charge or attack this phase.

UEBERSICHT

Carnival of Excess

Empyric Suffusion, Dark Blessings, Possessed Blade, Warp Walker

Coterie of the Conceited

Pledge of Eternal Servitude, Pledge of Dark Glory, Pledge of Mortal Pain, Pledge of Unholy Fortune

Court of the Phoenician

Soulstain Made Manifest, Exalted Patron, Spiritsliver, Tears of the Phoenix

Elegant Brutes

Cacophonic Accompaniment, Frenzied Ferocity

Frenzied Host

Howling Plate, Euphoric Crown

Mercurial Host

Steeped in Suffering, Intoxicating Musk, Tactical Perfection, Loathsome Dexterity

Peerless Bladesmen

Faultless Opportunist, Blinding Speed, Distortion, Rise to the Challenge

Rapid Evisceration

Sublime Presence, Spearhead Striker, Accomplished Tactician, Heretek Adept

Slaanesh's Chosen

Eager to Prove, Repulsed by Weakness, Proud and Vainglorious, Slayer of Champions

Spectacle of Slaughter

Eager Patrons, Beguiling Grotesquerie

ENHANCEMENTS

Empyric Suffusion

15 pts

When you target this unit with the Heroic Intervention stratagem, that use is -1 CP.

Dark Blessings

10 pts

Once per battle, just after an enemy unit has selected its targets, the bearer can use this Enhancement. If it does, until the end of the phase, the bearer has a 3+ invulnerable save.

Possessed Blade

35 pts

At the start of the battle, select one melee weapon equipped by the bearer; add 1 to the Attacks characteristic of that weapon. In addition, each time the bearer is selected to fight, it can use this Enhancement. If it does, when resolving those attacks add 1 to the Damage characteristic of that weapon and that weapon has the [Devastating Wounds] and [Hazardous] abilities.

Warp Walker

35 pts

Each time the bearer's unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Movement characteristic of models in that unit. Each time a model in the bearer's unit makes a Normal, Advance or Fall Back move, it can move through enemy models. When doing so, it can move within Engagement Range of such models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

DETACHMENT-REGEL

- While an Emperor's Children unit from your army is within 6" of one or more friendly Legions of Excess units, it is Empowered.

- While a Legions of Excess unit from your army is within 6" of one or more friendly Emperor's Children units, it is Empowered.

While a unit from your army is Empowered, weapons equipped by models in that unit have the [Sustained Hits 1] ability. If such a weapon already has that ability, each time an attack is made with that weapon, an unmodified Hit roll of 5+ scores a Critical Hit.

STRATAGEMS

1 CP

CARNIVAL OF EXCESS – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

UNCANNY REACTIONS

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

Target: One 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

CARNIVAL OF EXCESS – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

CHARGE

SYCOPHANTIC SURGE

When: Your Charge phase.

Target: One LEGIONS OF EXCESS unit from your army.

Effect: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced or Fell Back, provided at least one of the targets of that charge is within Engagement Range of one or more Emperor's Children units from your army.

2 CP

CARNIVAL OF EXCESS – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

DARK APPARITIONS

When: End of your opponent's Fight phase.

Target: One Daemonettes unit from your army that is not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves. If it arrives back on the battlefield in the Reinforcements step of your next Movement phase using the Deep Strike ability, it can be set up anywhere that is more than 6" horizontally away from all enemy units (instead of more than 8"), provided it is also set up wholly within 8" of one or more friendly Emperor's Children units.

1 CP

CARNIVAL OF EXCESS – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

ECSTATIC SLAUGHTER

When: Fight phase, just after a LEGIONS OF EXCESS unit from your army destroys an enemy unit.

Target: That Legions OF Excess unit and one friendly Emperor's Children unit within 6" of it that is not within Engagement Range of one or more enemy units.

Effect: Your EMPEROR'S CHILDREN unit can declare a charge. If it does so and it has already been selected to fight this phase, it cannot fight again this phase.

1 CP

CARNIVAL OF EXCESS – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

SUSTAINED BY AGONY

When: Fight phase, just after an Emperor's Children unit from your army destroys an enemy unit.

Target: That EMPEROR'S CHILDREN unit.

Effect: Select one friendly Legions of Excess unit within 6" of your unit. One model in that LEGIONS OF EXCESS unit recovers up to 3 lost wounds or, if it is a Daemonettes unit, return upto D3+3 destroyed models to it instead.

2 CP

CARNIVAL OF EXCESS – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

VIOLENT CRESCENDO

When: Fight phase.

Target: One Slaanesh Beasts, Slaanesh Infantry or SLAANESH Mounted unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3". When doing so, it does not need to end that move closer to the closest enemy model, provided it ends that move as close as possible to the closest enemy unit.

COTERIE OF THE CONCEITED

3 DP · PRIORITY ASSETS

ENHANCEMENTS

Pledge of Eternal Servitude

25 pts

The first time the bearer is destroyed, take a Leadership test for the bearer at the end of the phase. If that test is passed, set the bearer back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with D6 wounds remaining (up to its Wounds characteristic).

Pledge of Dark Glory

25 pts

While the bearer is leading a unit, improve the Leadership and Objective Control characteristics of models in that unit by 1.

Pledge of Mortal Pain

15 pts

At the start of your Shooting phase, select one enemy unit within 12" of and visible to the bearer. That unit must take a Leadership test, subtracting 2 from the result if it is Battle-shocked: if failed, that enemy unit suffers 3 mortal wounds.

Pledge of Unholy Fortune

30 pts

Once per turn, after making a Hit roll, a Wound roll or a saving throw for a model in the bearer's unit, if the bearer is not Battle-shocked, it can use this Enhancement. If it does, treat the result as an unmodified roll of 6 instead.

DETACHMENT-REGEL

At the start of the battle round, if your Warlord is on the battlefield, you must pledge a number to Slaanesh representing how many enemy units will be destroyed this battle round. At the end of the battle round, if the number of enemy units destroyed this battle round is greater than or equal to your pledge, you gain a number of Pact points equal to your pledge. Otherwise, you do not gain any Pact points this battle round and your Warlord model suffers D3 mortal wounds.

Emperor's Children units from your army gain a bonus depending on how many Pact points you have gained during the battle, as shown below (these are all cumulative).

1+: Each time a model in this unit makes an attack, re-roll a Hit roll of 1.

3+: Each time a model in this unit makes an attack, re-roll a Wound roll of 1.

5+: Melee weapons equipped by models in this unit have the [Lethal Hits] and [Sustained Hits 1]] abilities.

7+: Each time a model in this unit makes an attack, a Critical Hit is scored on an unmodified Hit roll of 5+.

STRATAGEMS

1 CP

COTERIE OF THE CONCEITED – EPIC
DEED STRATAGEM · WAHAPEDIA

COMMAND

UNSHAKEABLE OPPONENTS

When: Command phase.

Target: One Emperor's Children unit from your army.

Effect: Until the end of the turn, each time a model in your unit makes an attack, you can ignore any or all modifiers to the following: that attack's Ballistic Skill or Weapon Skill characteristic; the Hit roll; the Wound roll.

1 CP

COTERIE OF THE CONCEITED –
WARGEAR STRATAGEM · WAHAPEDIA

SHOOTING

ARMOUR OF ABHORRENCE

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

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

Effect: Until the attacking unit has finished making its attacks, each time an attack targets a model in your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP

COTERIE OF THE CONCEITED – EPIC
DEED STRATAGEM · WAHAPEDIA

SHOOTING

UNBOUND ARROGANCE

When: Your Shooting phase or the Fight phase, just after an Emperor's Children unit from your army destroys an enemy unit.

Target: That EMPEROR'S CHILDREN unit.

Effect: Increase your pledge to Slaanesh by 1.

Restriction: You can only use this Stratagem once per battle round.

1 CP

COTERIE OF THE CONCEITED –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

FIGHT

EMBRACE THE PAIN

When: Start of the Fight phase.

Target: One Emperor's Children Infantry unit from your army.

Effect: Until the end of the phase, each time an enemy model within Engagement Range of your unit selects targets, it must select your unit as the target of its attacks.

1 CP

COTERIE OF THE CONCEITED – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

FIGHT

MARTIAL PERFECTION

When: Fight phase.

Target: One Emperor's Children unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Hit roll.

1 CP

COTERIE OF THE CONCEITED –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

ANY

PROTECTION OF THE DARK PRINCE

When: Any phase, just after a mortal wound or attack is allocated to a model in an Emperor's Children unit from your army.

Target: That EMPEROR'S CHILDREN unit.

Effect: Until the end of the phase, models in your unit have the Feel No Pain 6+ ability, and the Feel No Pain 4+ ability against mortal wounds.

ENHANCEMENTS

Soulstain Made Manifest

15 pts

At the start of the Fight phase, you can select one enemy unit within Engagement Range of the bearer; that unit must take a Battle-shock test, subtracting 1 from the result.

Exalted Patron

15 pts

Add 1" to the Move characteristic of the bearer.

Spiritsliver

20 pts

Add 1 to the Strength and Attacks characteristics of the bearer's melee weapons.

Tears of the Phoenix

25 pts

Each time a model in the bearer's unit makes a melee attack, you can ignore any or all modifiers to that attack's Weapon Skill characteristic and any or all modifiers to the Hit roll and Wound roll.

DETACHMENT-REGEL

Emperor's Children units from your army have the following ability:

Sensational Performance: Each time this unit is selected to fight, if this unit made a Charge move this turn, it can use this ability. If it does, until the end of the phase:

- This unit cannot target a unit it was within Engagement Range of at the start of the turn.
- This unit cannot target a unit that was the target of another unit's attack this phase.
- Improve the Strength and Armour Penetration characteristics of this unit's melee weapons by 1.

STRATAGEMS

1 CP

COURT OF THE PHOENICIAN
STRATAGEM · WAHAPEDIA

SHOOTING

CATALYTIC STIMULUS

When: Your opponent's Shooting phase, just after an enemy unit has shot.

Target: One EMPEROR'S CHILDREN unit from your army that lost one or more wounds as a result of those attacks.

Effect: Your unit can make a surge move of up to D6".

1 CP

COURT OF THE PHOENICIAN
STRATAGEM · WAHAPEDIA

SHOOTING

CLOSE-QUARTERS EXCRUCIATION

When: Your Shooting phase.

Target: One Emperor's Children unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time an EMPEROR'S CHILDREN model in your unit makes an attack that targets an eligible unit within 12", improve the Strength and Armour Penetration characteristics of that attack by 1.

1 CP

COURT OF THE PHOENICIAN
STRATAGEM · WAHAPEDIA

SHOOTING

CONTEMPTUOUS DISREGARD

When: Your opponent's Shooting phase or the Fight phase.

Target: One Emperor's Children unit from your army.

Effect: Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll.

1 CP

COURT OF THE PHOENICIAN
STRATAGEM · WAHAPEDIA

CHARGE

EUPHORIC INSPIRATION

When: Your Charge phase.

Target: One Emperor's Children Daemon unit from your army.

Effect: Until the end of the phase, you can re-roll Charge rolls for friendly Emperor's Children units within 6" of your unit.

1 CP

COURT OF THE PHOENICIAN
STRATAGEM · WAHAPEDIA

CHARGE

SINUOUS BREACH

When: Your Movement phase or your Charge phase.

Target: One Emperor's Children Daemon unit from your army that has not been selected to move or charge this phase.

Effect: Until the end of the phase, each time your unit makes a Normal, Advance or Charge move, it can move horizontally through terrain features.

2 CP

COURT OF THE PHOENICIAN STRATAGEM
· WAHAPEDIA

FIGHT

PRIDEFUL SUPERIORITY

When: Fight phase.

Target: One Emperor's Children unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a CHARACTER unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

ELEGANT BRUTES

 1 DP · TAKE AND HOLD

ENHANCEMENTS

Cacophonous Accompaniment

20 pts

- This model has Deep Strike.
- This unit's ranged attacks have [IGNORES COVER].

Frenzied Ferocity

15 pts

This unit's attacks have [SUSTAINED HITS 1].

DETACHMENT-REGEL

When a friendly EMPEROR'S CHILDREN TERMINATOR unit is set up, that unit has +1 to charge rolls until the end of the turn.

STRATAGEMS

1 CP

ELEGANT BRUTES STRATAGEM ·
WAHAPEDIA

SHOOTING

DELIGHT IN AGONY

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly EMPEROR'S CHILDREN TERMINATOR unit.

Target: That EMPEROR'S CHILDREN TERMINATOR unit.

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

1 CP

ELEGANT BRUTES STRATAGEM ·
WAHAPEDIA

SHOOTING

PSYCHEDELIC SOULFLAME

When: Your Shooting phase or the Fight phase, when a friendly EMPEROR'S CHILDREN TERMINATOR unit is selected to attack.

Target: That EMPEROR'S CHILDREN TERMINATOR unit

Effect: Your unit's attacks have +2 S.

1 CP

ELEGANT BRUTES STRATAGEM ·
WAHAPEDIA

FIGHT

WARP PLUNGE

When: End of your opponent's Fight phase.

Target: One friendly unengaged EMPEROR'S CHILDREN TERMINATOR unit.

Effect: Place your unit in strategic reserves.

FRENZIED HOST

1 DP · RECONNAISSANCE

ENHANCEMENTS

Howling Plate

20 pts

This unit's ranged attacks have +1 AP.

Euphoric Crown

20 pts

This model's melee attacks have +1 S.

DETACHMENT-REGEL

When a friendly EMPEROR'S CHILDREN BATTLELINE unit is selected to make an advance/fall-back move, that unit's BATTLELINE models' attacks have [SUSTAINED HITS 1] until the end of the turn.

STRATAGEMS

1 CP

FRENZIED HOST STRATAGEM ·
WAHAPEDIA

SHOOTING

ABSOLUTE SENSORY OVERLOAD

When: Your Shooting phase, when a friendly EMPEROR'S CHILDREN BATTLELINE unit is selected to shoot.

Target: That EMPEROR'S CHILDREN BATTLELINE unit.

Effect: Those ranged attacks do not prevent your unit from being hidden.

1 CP

FRENZIED HOST STRATAGEM ·
WAHAPEDIA

SHOOTING

POSSESSIVE MANIA

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly EMPEROR'S CHILDREN BATTLELINE unit within range of an objective.

Target: That EMPEROR'S CHILDREN BATTLELINE unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP

FRENZIED HOST STRATAGEM ·
WAHAPEDIA

SHOOTING

AGONISED CACOPHONY

When: Start of your Shooting phase.

Target: One friendly EMPEROR'S CHILDREN BATTLELINE unit.

Effect: Select one visible enemy unit within 12" of your unit. That enemy unit has +6" detection range.

MERCURIAL HOST

2 DP · RECONNAISSANCE

ENHANCEMENTS

Steeped in Suffering

20 pts

Each time a model in the bearer's unit makes an attack that targets an enemy unit below its Starting Strength, add 1 to the Hit roll. If that target is also Below Half-Strength, add 1 to the Wound roll as well.

Intoxicating Musk

20 pts

Each time a melee attack targets the bearer's unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of that unit, subtract 1 from the Wound roll.

Tactical Perfection

15 pts

After both players have deployed their armies, select up to two Emperor's Children units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

Loathsome Dexterity

10 pts

Each time a model in the bearer's unit makes a Normal, Advance or Fall Back move, it can move through enemy models. When doing so, it can move within Engagement Range of such models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

DETACHMENT-REGEL

You can re-roll Advance rolls made for Emperor's Children units from your army.

STRATAGEMS

1 CP

MERCURIAL HOST – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

DARK VIGOUR

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Emperor's Children unit from your army (excluding Beasts and Vehicles) that is within 8" of the enemy unit that just ended that move.

Effect: Your unit can make a Normal move of up to 6".

1 CP

MERCURIAL HOST – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

CAPRICIOUS REACTIONS

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

Target: One Emperor's Children 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

MERCURIAL HOST – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

MOVEMENT

HONOUR THE PRINCE

When: Your Movement phase.

Target: One Emperor's Children Infantry unit from your army that has not been selected to move this phase.

Effect: Until the end of the phase, if your unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.

2 CP

MERCURIAL HOST – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

COMBAT STIMMS

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Emperor's Children INFANTRY 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 Wound roll.

1 CP

MERCURIAL HOST – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

FIGHT

CRUEL RAIDERS

When: End of your opponent's Fight phase.

Target: One Emperor's Children unit from your army that is wholly within 9" of one or more battlefield edges and not within 3" horizontally of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP

MERCURIAL HOST – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

VIOLENT EXCESS

When: Fight phase.

Target: One Emperor's Children unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability.



ENHANCEMENTS

Faultless Opportunist

15 pts

You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

Blinding Speed

25 pts

Once per battle, at the start of the Fight phase, the bearer can use this Enhancement. If it does so, until the end of the phase, models in the bearer's unit have the Fights First ability.

Distortion

25 pts

Add 1 to the Attacks and Damage characteristics of melee weapons equipped by the bearer.

Rise to the Challenge

30 pts

Once per battle, at the end of the Fight phase, if the bearer is within Engagement Range of three or more enemy models, it can use this Enhancement. If it does, the bearer can fight one additional time. When doing so, you can select one ability using the Exquisite Swordsmanship Detachment rule to apply to those attacks.

DETACHMENT-REGEL

Each time an Emperor's Children unit from your army is selected to fight, if it made a Charge move this turn, select one of the abilities below. While resolving those attacks, melee weapons equipped by models in that unit have the ability:

- [Lethal Hits]
- [Sustained Hits 1]

STRATAGEMS

1 CP

PEERLESS BLADESMEN –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

COMMAND

TERRIFYING SPECTACLE

When: Your opponent's Command phase.

Target: One Emperor's Children unit from your army that made a Charge move in the previous turn and destroyed one or more enemy units in the previous Fight phase.

Effect: Each enemy unit within 6" of your unit must take a Battle-shock test, subtracting 1 from that test if they are Below Half-strength. Enemy units affected by this Stratagem do not need to take any other Battle-shock tests in the same phase.

2 CP

PEERLESS BLADESMEN –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

MOVEMENT

CUT DOWN THE WEAK

When: Your opponent's Movement phase, just after an enemy unit Falls Back.

Target: One Emperor's Children unit from your army (you can only select a Vehicle if it is a Walker) that is within 6" of that enemy unit and would be eligible to declare a charge against that enemy unit if it were your Charge phase.

Effect: Your unit can declare a charge. When doing so, you must select that enemy unit as a target of that charge, and your unit does not receive a Charge bonus this turn.

1 CP

PEERLESS BLADESMEN – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

CRUEL BLADESMAN

When: Fight phase.

Target: One Emperor's Children unit from your army that made a Charge move this turn and has not been selected to fight this phase.

Effect: Until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by models in your unit by 1.

2 CP

PEERLESS BLADESMEN – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

DEATH ECSTASY

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Emperor's Children 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 a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP

PEERLESS BLADESMEN – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

DEFT PARRY

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Emperor's Children 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

PEERLESS BLADESMEN – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

INCESSANT VIOLENCE

When: Fight phase, just before an Emperor's Children unit from your army Consolidates.

Target: That EMPEROR'S CHILDREN unit.

Effect: Until the end of the phase, each time a model in your unit makes a Consolidation move, it can move up to 6" instead of up to 3", provided your unit ends that Consolidation move within Engagement Range of one or more enemy units.

RAPID EVISCERATION

2 DP · DISRUPTION

ENHANCEMENTS

Sublime Presence

25 pts

Once per turn, in your Movement phase, the bearer can use this Enhancement. If it does, select one friendly Emperor's Children Transport that is in Strategic Reserves. Until the end of the phase, for the purposes of setting up that Transport on the battlefield, treat the current battle round number as being one higher than it actually is.

Spearhead Striker

20 pts

Each time the bearer disembarks from a Transport, until the end of the turn, you can re-roll Charge rolls made for the bearer's unit and enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit.

Accomplished Tactician

35 pts

Once per turn, in your opponent's Shooting phase, just after an enemy unit has shot, you can select one friendly Emperor's Children unit within 9" of the bearer that was hit by one or more of those attacks, then select one friendly Transport that unit is wholly within 6" of and is able to embark within. That Emperor's Children unit can embark in that Transport.

Heretek Adept

35 pts

Once per battle round, when a saving throw is failed for a friendly Emperor's Children Vehicle model within 6" of the bearer, you can change the Damage characteristic of that attack to 0.

DETACHMENT-REGEL

Each time an Emperor's Children model from your army makes an attack, if it is a Transport model or disembarked from a Transport this turn, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

STRATAGEMS

1 CP

RAPID EVISCERATION – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

COMMAND

ADVANCE AND CLAIM

When: Your Command phase.

Target: One Emperor's Children Transport from your army that has one or more Tormentors units embarked within it (excluding Battle-shocked units).

Effect: Select one objective marker you control that your TRANSPORT is within range of. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

1 CP

RAPID EVISCERATION – EPIC DEED
STRATAGEM · WAHAPEDIA

MOVEMENT

DYNAMIC BREAKTHROUGH

When: Your Movement phase.

Target: One Emperor's Children Vehicle unit from your army that has not been selected to move this phase.

Effect: Until the end of the phase, each time a model in your unit makes a move, it can move through enemy models (excluding MONSTERS and VEHICLES). When doing so, it can move within Engagement Range of such models but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

1 CP

RAPID EVISCERATION – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

REACTIVE DISEMBARKATION

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

Target: One Emperor's Children Transport from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: One Emperor's Children unit embarked within your TRANSPORT can disembark. When doing so, models in that unit can be set up anywhere on the battlefield wholly within 6" of that TRANSPORT and not within Engagement Range of one or more enemy units.

1 CP

RAPID EVISCERATION – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

CHARGE

CEASELESS ONSLAUGHT

When: Your Charge phase.

Target: One Emperor's Children unit from your army that disembarked from a Transport that made a Normal move this turn.

Effect: Your EMPEROR'S CHILDREN unit is treated as having made an assault disembark move (Core Rules, 18.06) for that disembarkation.

1 CP

RAPID EVISCERATION – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

ONTO THE NEXT

When: End of the Fight phase.

Target: One EMPEROR'S CHILDREN unit from your army that destroyed an enemy unit this phase, and one friendly TRANSPORT it is able to embark within.

Effect: If your EMPEROR'S CHILDREN unit is wholly within 6" of that TRANSPORT, it can embark within it. Your unit can embark within that TRANSPORT in a turn it disembarked from a TRANSPORT.

1 CP

RAPID EVISCERATION – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

OUTFLANKING STRIKE

When: End of your opponent's Fight phase.

Target: One Emperor's Children Transport from your army, or up to two Emperor's Children Dedicated Transports from your army.

Effect: For each of those TRANSPORTS wholly within 9" of one or more battlefield edges, remove it from the battlefield and place it into Strategic Reserves.



ENHANCEMENTS

Eager to Prove

15 pts

You can re-roll Charge rolls made for the bearer's unit. While the bearer's unit is your army's Favoured Champions, add 2" to the Move characteristic of models in that unit.

Repulsed by Weakness

25 pts

Each time an enemy unit (excluding Monster and Vehicle units) within Engagement Range of the bearer's unit Falls Back, models in that enemy unit must take Desperate Escape tests. When doing so, if the bearer's unit is your army's Favoured Champions, subtract 1 from each of those Desperate Escape tests.

Proud and Vainglorious

20 pts

You can re-roll Battle-shock and Leadership tests taken for the bearer's unit. While the bearer's unit is your army's Favoured Champions, add 1 to the Objective Control characteristics of models in that unit.

Slayer of Champions

15 pts

The bearer's melee weapons have the [Precision] ability, and each time the bearer makes a melee attack that targets a Character unit, improve the Strength and Armour Penetration characteristics of that attack by 1.

DETACHMENT-REGEL

Emperor's Children Character units from your army can ignore any or all modifiers to their Move characteristic and any or all modifiers to Advance and Charge rolls made for them.

At the start of the battle, your Warlord's unit is your army's Favoured Champions. The first time in each player's turn that an Emperor's Children Character unit from your army destroys an enemy unit, after resolving all of its attacks, that Character unit becomes your army's Favoured Champions, replacing the old one.

Each time a model in your army's Favoured Champions unit makes an attack, you can re-roll the Wound roll.

STRATAGEMS

1 CP

SLAANESH'S CHOSEN – EPIC DEED
STRATAGEM · WAHAPEDIA

SHOOTING

DIABOLIC MAJESTY

When: Your Shooting phase or the Fight phase, just after an Emperor's Children Character unit becomes your army's Favoured Champions.

Target: That EMPEROR'S CHILDREN unit.

Effect: Each enemy unit within 6" of your unit must take a Battle-shock test, subtracting 1 from the result.

Restriction: You can only use this Stratagem once per battle round.

1 CP

SLAANESH'S CHOSEN – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

HEIGHTENED JEALOUSY

When: Your Shooting phase or the Fight phase, just after an Emperor's Children Character unit becomes your army's Favoured Champions, or just after your army's Favoured Champions unit destroys an enemy unit.

Target: Your army's Favoured Champions unit.

Effect: Until the end of the phase, each time a model in an EMPEROR'S CHILDREN CHARACTER unit from your army that is not your army's Favoured Champions makes an attack, add 1 to the Strength characteristic of that attack.

1 CP

SLAANESH'S CHOSEN – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

VENGEFUL SURGE

When: Your opponent's Shooting phase, when an enemy unit that targeted a friendly unengaged EMPEROR'S CHILDREN CHARACTER unit this phase has shot.

Target: That EMPEROR'S CHILDREN CHARACTER unit.

Effect: Your unit can make a surge move of up to D6". If your unit is not your army's Favoured Champions, you can re-roll the dice to determine the distance of that surge move.

1 CP

SLAANESH'S CHOSEN – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

CHARGE

REFUSAL TO BE OUTDONE

When: Your Charge phase, when a friendly EMPEROR'S CHILDREN CHARACTER unit within 12" of an engaged enemy unit declares a charge.

Target: That EMPEROR'S CHILDREN CHARACTER unit.

Effect: Your unit can re-roll charge rolls. Your unit must end that charge move engaged with one or more of those enemy units.

1 CP

SLAANESH'S CHOSEN – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

BEAUTIFUL DEATH

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Emperor's Children Character 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 a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if your unit is your army's Favoured Champions. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP

SLAANESH'S CHOSEN – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

DEVOTED DUELLISTS

When: Fight phase.

Target: One or more Emperor's Children Character units from your army that have not been selected to fight this phase.

Effect: Select one enemy unit. Until the end of the phase, melee weapons equipped by models in those CHARACTER units have the [SUSTAINED HITS 1] ability while targeting that enemy unit.

SPECTACLE OF SLAUGHTER



1 DP · DISRUPTION

ENHANCEMENTS

Eager Patrons

20 pts

This unit has +2" M.

Beguiling Grotesquerie

15 pts

Enemy units cannot target this unit with snap shooting attacks.

DETACHMENT-REGEL

Friendly FLAWLESS BLADES units have Fights First.

STRATAGEMS

1 CP

SPECTACLE OF SLAUGHTER
STRATAGEM · WAHAPEDIA

MOVEMENT

INTOXICATED BY TRIUMPH

When: Your opponent's Movement phase, when an enemy unit that was engaged with a friendly FLAWLESS BLADES unit ends a fall-back move, if that FLAWLESS BLADES unit is unengaged.

Target: That FLAWLESS BLADES unit.

Effect: Your unit can make a normal move of up to D3+3".

1 CP

SPECTACLE OF SLAUGHTER
STRATAGEM · WAHAPEDIA

CHARGE

SINGLE-MINDED STRIKE

When: Your Charge phase, when a friendly FLAWLESS BLADES unit starts a charge move.

Target: That FLAWLESS BLADES unit.

Effect: Your unit can move through models (excluding MONSTER/VEHICLE models).

1 CP

SPECTACLE OF SLAUGHTER STRATAGEM
· WAHAPEDIA

FIGHT

HONOUR IS FOR FOOLS

When: Fight phase, when a friendly FLAWLESS BLADES unit is selected to fight.

Target: That FLAWLESS BLADES unit.

Effect: Your unit's melee attacks have [PRECISION].

CHAMPION OF EXCESS

[CRUCIBLE]

80 PTS

M	T	Sv	W	LD	OC
7"	4	3+	4	6+	1

INVULNERABLE

SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Agonising Energies - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	18"	D6	3+	6	-2	D3
Agonising Energies - witchfire PSYCHIC	18"	D6	3+	5	-1	D3
Bolt pistol PISTOL	12"	1	2+	4	0	1
Boltgun PRECISION	24"	2	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	2+	7	-1	1
Screamer pistol IGNORES COVER PISTOL	12"	3	2+	5	-1	2
Sonic blaster IGNORES COVER	18"	3	2+	5	-1	2
► Blastmaster - single frequency IGNORES COVER	18"	3	2+	10	-2	3
► Blastmaster - varied frequency IGNORES COVER	18"	6	2+	6	-2	1
► Plasma gun - standard PRECISION RAPID FIRE 1	24"	1	2+	7	-2	1
► Plasma gun - supercharge HAZARDOUS PRECISION RAPID FIRE 1	24"	1	2+	8	-3	2
► Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blissblade	Melee	4	2+	6	-3	2
Chainfist ANTI-VEHICLE 3+	Melee	5	3+	8	-2	2
Close combat weapon	Melee	6	2+	4	0	1

AUFSTELLUNG

1x Champion of Excess [Crucible]

Equipped with: Agonising Energies - focused witchfire, Agonising Energies - witchfire, Bolt pistol, Boltgun, Combi-bolter, Combi-weapon, Heavy flamer, Reaper autocannon, Screamer pistol, Sonic blaster, ► Blastmaster - single frequency, ► Blastmaster - varied frequency, ► Plasma gun - standard, ► Plasma gun - supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Blissblade, Chainfist, Close combat weapon, Dueling sabre, Force weapon, Master-crafted power sword, Paired accursed weapons, Phoenix power sword, Power fist, Power weapon, Power weapon - slash

AS:

KEYWORDS: Infantry, Character, Grenades, Chaos, Slaanesh, Crucible, Champion of Excess, Leader

FACTION KEYWORDS: Emperor's Children

CHAMPION OF EXCESS

[CRUCIBLE]

80 PTS

M	T	Sv	W	LD	OC	INVULNERABLE SAVE		
7"	4	3+	4	6+	1			
Dueling sabre PRECISION	Melee	5	3+	4	-1	1		
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3		
Master-crafted power sword PRECISION	Melee	5	2+	5	-2	2		
Paired accursed weapons TWIN-LINKED	Melee	6	2+	5	-2	1		
Phoenix power spear LANCE	Melee	5	2+	7	-2	2		
Power fist	Melee	5	3+	8	-2	2		
Power weapon	Melee	6	2+	5	-2	1		
Rapture lash EXTRA ATTACKS	Melee	4	2+	4	-1	1		

ABILITIES

CORE - Leader, Leader

- Doom Siren**

In your Shooting phase, after this model's unit has shot, select one enemy Infantry unit hit by one or more of those attacks and roll three D6: for each 4+, that enemy unit suffers 1 mortal wound. If an enemy unit suffers one or more mortal wounds as a result of this ability, it must take a Battle-shock test.
- Euphoric Strikes**

Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and improve the Armour Penetration characteristic of those weapons by 1.
- Feverish Butchery**

Each time a model in this unit makes a melee attack, add 1 to the Wound roll.
- Obsessive Annunciation**

While this model is leading a unit, ranged weapons equipped by models in that unit have the [Sustained Hits 1] ability.
- Perfectionists**

While this model is leading a unit, weapons equipped by models in that unit have the [Lethal Hits] ability.
- Sickening Stimulation**

While this model is leading a unit, in your Command phase, you can return one destroyed model (excluding Character models) to that unit.
- Leader**

This model can be attached to the following unit: Emperor's Children Terminator Squad.

WEAPON ABILITIES

- Anti**

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Devastating Wounds**

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

KEYWORDS: Infantry, Character, Grenades, Chaos, Slaanesh, Crucible, Champion of Excess, Leader

FACTION KEYWORDS: Emperor's Children

CHAMPION OF EXCESS

[CRUCIBLE]

80 PTS

M	T	Sv	W	LD	OC
7"	4	3+	4	6+	1

INVULNERABLE
SAVE

4+

- Extra Attacks**
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
 - All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Lance**
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Precision**
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.
- Psychic**
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- Thrill Seekers**
If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:
 - It cannot target a unit it was within Engagement Range of at the start of the turn
 - It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

KEYWORDS: Infantry, Character,
Grenades, Chaos, Slaanesh,
Crucible, Champion of Excess,
Leader

FACTION KEYWORDS: Emperor's
Children

CHAMPION OF EXCESS

[CRUCIBLE]

80 PTS

M	T	Sv	W	LD	OC
7"	4	3+	4	6+	1

INVULNERABLE
SAVE

4+

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Infantry, Character, Grenades, Chaos, Slaanesh, Crucible, Champion of Excess, Leader

FACTION KEYWORDS: Emperor's Children

CHAOS LAND RAIDER

210 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Havoc launcher BLAST	48"	D6	3+	5	0	1
2x Soulshatter lascannon	48"	2	3+	12	-3	D6+1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

- Assault Ramp**
Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.
- Damaged: 1-5 wounds remaining**
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

TRANSPORT

- Chaos Land Raider**
This model has a transport capacity of 14 Emperor's Children Infantry models. Each Terminator and Flawless Blade model takes up the space of 2 models.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).



AUFSTELLUNG

- 1x Chaos Land Raider (Use model)
- Equipped with:** Combi-bolter, Combi-weapon, Havoc launcher, 2x Soulshatter lascannon, Twin heavy bolter, Armoured tracks
- Wargear Options:**
■ This model can be equipped with one of: Combi-bolter, Combi-weapon.



- KEYWORDS:** Vehicle, Transport, Smoke, Chaos, Slaanesh, Land Raider, Frame
- FACTION KEYWORDS:** Emperor's Children

M	T	Sv	W	LD	OC
10"	12	2+	16	6+	5

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Thrill Seekers

If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:

- It cannot target a unit it was within Engagement Range of at the start of the turn
- It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS:

Vehicle, Transport,
Smoke, Chaos, Slaanesh, Land
Raider, Frame

FACTION KEYWORDS:

Emperor's
Children

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Havoc launcher BLAST	48"	D6	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

Assault Vehicle
Units can disembark from this Vehicle after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally.

TRANSPORT

Chaos Rhino
This model has a transport capacity of 12 Emperor's Children Infantrymodels (excluding Terminator and Flawless Blade models).

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).



AUFSTELLUNG

1x Chaos Rhino (Use model)

Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, Armoured tracks

Wargear Options:

- This model can be equipped with one of: Combi-bolter, Combi-weapon.



KEYWORDS: Vehicle, Transport, Dedicated Transport, Chaos, Rhino, Smoke, Slaanesh, Frame
FACTION KEYWORDS: Emperor's Children

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

FACTION RULES

Thrill Seekers

If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:

- It cannot target a unit it was within Engagement Range of at the start of the turn
- It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 2

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

KEYWORDS: Vehicle, Transport, Dedicated Transport, Chaos, Rhino, Smoke, Slaanesh, Frame
FACTION KEYWORDS: Emperor's Children

CHAOS SPAWN

M	T	Sv	W	LD	OC
10"	5	4+	4	7+	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hideous Mutations	Melee	D6+2	4+	5	-1	2

ABILITIES

Scuttling Horrors
In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to 6".

FACTION RULES

Thrill Seekers
If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:

- It cannot target a unit it was within Engagement Range of at the start of the turn
- It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.



AUFSTELLUNG

2x Chaos Spawn - Equipped with:
Hideous Mutations (50mm)



KEYWORDS: Beast, Chaos, Slaanesh, Chaos Spawn
FACTION KEYWORDS: Emperor's Children

CHAOS TERMINATORS

155–360 PTS

TERMINATOR CHAMPION

M	T	Sv	W	LD	OC	
6"	6	2+	3	6+	1	

INVULNERABLE SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	3+	7	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8	-2	2
Paired accursed weapons TWIN-LINKED	Melee	5	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2

ABILITIES

Lethal Obsession

In your Shooting phase, after this unit has shot, you can use this ability. If you do, select one enemy unit hit by those ranged attacks. Until the end of the turn, when this unit declares a charge:

- This unit can re-roll that charge roll.
- This unit must end that charge move engaged with that enemy unit.

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).



AUFSTELLUNG

1x Terminator Champion -
Equipped with: Paired accursed weapons, Combi-bolter, Accursed weapon, Combi-weapon, Chainfist, Power fist (40mm)

4x Accursed weapon and combi-bolter oder Accursed weapon and combi-weapon oder Power fist and combi-weapon oder Chainfist and combi-bolter oder Heavy weapon oder Power fist and combi-bolter oder Chainfist and combi-weapon oder Paired accursed weapons (40mm)

Wargear Options:

- Each Terminator Champion can replace its Accursed weapon and combi-bolter with Accursed weapon and combi-weapon oder Chainfist and combi-weapon oder Paired accursed weapons (40mm)



KEYWORDS:

Infantry, Chaos, Terminator, Slaanesh, Terminator Squad

FACTION KEYWORDS:

Emperor's Children

TERMINATOR CHAMPION

M	T	Sv	W	LD	OC
6"	6	2+	3	6+	1

INVULNERABLE
SAVE

4+

- Rapid Fire**

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits**

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent**

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked**

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- Thrill Seekers**

If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:

 - It cannot target a unit it was within Engagement Range of at the start of the turn
 - It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

- Deep Strike**

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Chaos,
Terminator, Slaanesh, Terminator
Squad

FACTION KEYWORDS: Emperor's
Children

DAEMON PRINCE OF SLAANESH

165 PTS

M	T	Sv	W	LD	OC
10"	10	2+	10	6+	3

INVULNERABLE
SAVE



AUFSTELLUNG

1x Daemon Prince of Slaanesh
(60mm)

Equipped with: Infernal cannon, ▶
Hellforged weapons - strike, ▶
Hellforged weapons - sweep

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernal cannon	24"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
▶ Hellforged weapons - strike	Melee	6	2+	8	-2	3
▶ Hellforged weapons - sweep	Melee	14	2+	6	0	1

ABILITIES

Ecstatic Death

If this model is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 2+, do not remove it from play. This model can fight after the attacking unit has finished making its attacks, and is then removed from play.

Excessive Vigour (Aura)

While a friendly Slaanesh unit is within 6" of this model, if that unit made a Charge move this turn, improve the Armour Penetration characteristic of melee weapons equipped by that unit by 1.

Lord of Excess

While this model is within 3" of one or more friendly Slaanesh Infantry, this model has the Lone Operative ability.

FACTION RULES

Thrill Seekers

If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:

- It cannot target a unit it was within Engagement Range of at the start of the turn
- It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.



KEYWORDS: Monster, Character, Chaos, Daemon, Slaanesh, Daemon Prince
FACTION KEYWORDS: Emperor's Children

DAEMON PRINCE OF
SLAANESH WITH WINGS

205 PTS

M	T	Sv	W	LD	OC
14"	9	2+	10	6+	3

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernal cannon	24"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
▶ Hellforged weapons - strike	Melee	6	2+	8	-2	3
▶ Hellforged weapons - sweep	Melee	14	2+	6	0	1

ABILITIES

- Daemonic Destruction**
Each time this model ends a Charge move, select one enemy unit within Engagement Range of this model and roll one D6 for each of this model's remaining wounds: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).
- Stimulated by Pain**
Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

FACTION RULES

- Thrill Seekers**
If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:
 - It cannot target a unit it was within Engagement Range of at the start of the turn
 - It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

- Deadly Demise D3**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.
- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



- AUFSTELLUNG
- 1x Daemon Prince of Slaanesh with Wings (60mm)
- Equipped with: Infernal cannon, ▶
Hellforged weapons - strike, ▶
Hellforged weapons - sweep



KEYWORDS: Monster, Character, Chaos, Daemon, Slaanesh, Fly, Daemon Prince with Wings

FACTION KEYWORDS: Emperor's Children

DAEMONETTES

100 PTS

DAEMONETTE

M	T	Sv	W	LD	OC
9"	3	7+	1	7+	1

INVULNERABLE
SAVE

5+

ALLURESS

M	T	Sv	W	LD	OC
9"	3	7+	1	7+	1

INVULNERABLE
SAVE

5+

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Slashing claws DEVASTATING WOUNDS	Melee	3	3+	4	-1	1

ABILITIES

- Daemonic Icon**
Models in the bearer's unit have a Leadership characteristic of 6+.
- Horrifying Beauty**
At the start of the Fight phase, each enemy unit in Engagement Range of one or more units from your army with this ability must take a Battle-shock test, subtracting 1 from that test if that enemy unit is Below Half-strength.
- Instrument of Chaos**
Add 1 to Charge rolls made for the bearer's unit.

WEAPON ABILITIES

- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
- Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
- Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

CORE RULES

- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Fights First**
While every model in a unit has this ability, that unit is a Fights First unit.
See the Resolve Fights First Combats step in the Fight phase (12.04).



AUFSTELLUNG

- 9x Daemonette - Equipped with:
Slashing claws (25mm)
- 1x Alluress - Equipped with:
Slashing claws (25mm)



KEYWORDS: Infantry, Battleline, Chaos, Daemon, Slaanesh, Daemonettes, Summoned

FACTION KEYWORDS: Legions of Excess

DEFILER

300 PTS

M	T	Sv	W	LD	OC
12"	11	3+	18	6+	5

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ectoplasma destructor BLAST	36"	D6	3+	12	-3	3
2x Excruciator cannon	36"	6	3+	6	-1	2
Hades battle cannon BLAST	48"	D6+3	3+	10	-1	3
Hades lascannon	48"	2	3+	12	-3	D6+1
Heavy baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	7	-2	2
Heavy reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	48"	4	3+	9	-1	3
2x Magma cutter MELTA 2	12"	2	3+	9	-4	D6
► Heavy missile launcher - frag BLAST	48"	2D6	3+	5	-1	1
► Heavy missile launcher - krak	48"	2	3+	10	-2	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Electroscourge EXTRA ATTACKS SUSTAINED HITS 2	Melee	5	3+	12	-2	2
Shearing claws - strike PRECISION	Melee	5	3+	16	-3	D6+1
Shearing claws - sweep	Melee	10	3+	6	-2	1

ABILITIES

Damaged: 1-6 wounds remaining

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Revel in Desecration

Each time this model makes an attack that targets an enemy unit that is not below Half-strength, add 1 to the Hit roll.

Scuttling Walker

Each time this unit makes a Normal, Advance or Fall Back move, it can move through models (excluding Titanic models) and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

WEAPON ABILITIES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*



AUFSTELLUNG

1x Defiler (160mm)

Equipped with: Ectoplasma destructor, 2x Excruciator cannon, Hades battle cannon, Hades lascannon, Heavy baleflamer, Heavy reaper autocannon, 2x Magma cutter, ► Heavy missile launcher - frag, ► Heavy missile launcher - krak, Electroscourge, Shearing claws - strike, Shearing claws - sweep

Wargear Options:

- This model can replace its Heavy missile launcher with Electroscourge, Hades lascannon or Heavy reaper autocannon.
- This model can replace its Hades battle cannon with Ectoplasma destructor.
- This model can replace its Heavy missile launcher with Electroscourge.



KEYWORDS: Vehicle, Walker, Chaos, Daemon, Slaanesh, Defiler
FACTION KEYWORDS: Emperor's Children

M	T	Sv	W	LD	OC
12"	11	3+	18	6+	5

INVULNERABLE
SAVE

5+

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

Thrill Seekers
If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:

- It cannot target a unit it was within Engagement Range of at the start of the turn
- It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker,
Chaos, Daemon, Slaanesh, Defiler
FACTION KEYWORDS: Emperor's
Children

EXCRUCIATOR [CRUCIBLE]60 PTS

M	T	Sv	W	LD	OC
7"	4	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Agonising Energies - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	18"	D6	3+	6	-2	D3
Agonising Energies - witchfire PSYCHIC	18"	D6	3+	5	-1	D3
Bolt pistol PISTOL	12"	1	2+	4	0	1
Boltgun PRECISION	24"	2	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	2+	7	-1	1
Screamer pistol IGNORES COVER PISTOL	12"	3	2+	5	-1	2
Sonic blaster IGNORES COVER	18"	3	2+	5	-1	2
➤ Blastmaster - single frequency IGNORES COVER	18"	3	2+	10	-2	3
➤ Blastmaster - varied frequency IGNORES COVER	18"	6	2+	6	-2	1
➤ Plasma gun - standard PRECISION RAPID FIRE 1	24"	1	2+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS PRECISION RAPID FIRE 1	24"	1	2+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blissblade	Melee	4	2+	6	-3	2
Chainfist ANTI-VEHICLE 3+	Melee	5	3+	8	-2	2
Close combat weapon	Melee	6	2+	4	0	1
Dueling sabre PRECISION	Melee	5	3+	4	-1	1

AUFSTELLUNG

1x Excruciator [Crucible]

Equipped with: Agonising Energies - focused witchfire, Agonising Energies - witchfire, Bolt pistol, Boltgun, Combi-bolter, Combi-weapon, Heavy flamer, Reaper autocannon, Screamer pistol, Sonic blaster, ➤ Blastmaster - single frequency, ➤ Blastmaster - varied frequency, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Blissblade, Chainfist, Close combat weapon, Dueling sabre, Force weapon, Master-crafted power sword, Paired accursed weapons, Phoenix power sword, Power fist, Power weapon, Power weapon - slash

AS:

KEYWORDS: Infantry, Character, Psyker, Grenades, Chaos, Slaanesh, Excruciator, Crucible, Leader

FACTION KEYWORDS: Emperor's Children

EXCRUCIATOR [CRUCIBLE]60 PTS

M	T	Sv	W	LD	OC
7"	4	3+	4	6+	1

Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Master-crafted power sword PRECISION	Melee	5	2+	5	-2	2
Paired accursed weapons TWIN-LINKED	Melee	6	2+	5	-2	1
Phoenix power spear LANCE	Melee	5	2+	7	-2	2
Power fist	Melee	5	3+	8	-2	2
Power weapon	Melee	6	2+	5	-2	1
Rapture lash EXTRA ATTACKS	Melee	4	2+	4	-1	1

ABILITIES

CORE - Leader, Leader

- Doom Siren**

In your Shooting phase, after this model's unit has shot, select one enemy Infantry unit hit by one or more of those attacks and roll three D6: for each 4+, that enemy unit suffers 1 mortal wound. If an enemy unit suffers one or more mortal wounds as a result of this ability, it must take a Battle-shock test.
- Feverish Butchery**

Each time a model in this unit makes a melee attack, add 1 to the Wound roll.
- Obsessive Annunciation**

While this model is leading a unit, ranged weapons equipped by models in that unit have the [Sustained Hits 1] ability.
- Perfectionists**

While this model is leading a unit, weapons equipped by models in that unit have the [Lethal Hits] ability.
- Sickening Stimulation**

While this model is leading a unit, in your Command phase, you can return one destroyed model (excluding Character models) to that unit.
- Warped Invigoration (Psychic)**

In your Shooting phase, after this model has shot, if an enemy unit was hit by one or more of those attacks, until the end of the turn, add 1 to Charge rolls made for this unit.
- Leader**

This model can be attached to the following unit: Emperor's Children Terminator Squad.

WEAPON ABILITIES

- Anti**

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Devastating Wounds**

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Extra Attacks**

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

 - All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.

KEYWORDS: Infantry, Character, Psyker, Grenades, Chaos, Slaanesh, Excruciator, Crucible, Leader
FACTION KEYWORDS: Emperor's Children

EXCRUCIATOR [CRUCIBLE] 60 PTS

M	T	Sv	W	LD	OC
7"	4	3+	4	6+	1

- Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Lance

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.
- Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).
- Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- Thrill Seekers

If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:

 - It cannot target a unit it was within Engagement Range of at the start of the turn
 - It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

- Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

KEYWORDS:

Infantry, Character, Psyker, Grenades, Chaos, Slaanesh, Excruciator, Crucible, Leader

FACTION KEYWORDS:

Emperor's Children

EXCRUCIATOR [CRUCIBLE]60 PTS

M	T	Sv	W	LD	OC
7"	4	3+	4	6+	1

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Scouts 6"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Infantry, Character, Psyker, Grenades, Chaos, Slaanesh, Excruciator, Crucible, Leader
FACTION KEYWORDS: Emperor's Children

FIENDS

M	T	Sv	W	LD	OC
12"	5	7+	4	7+	2

INVULNERABLE
SAVE

5+

BLISSBRINGER

M	T	Sv	W	LD	OC
12"	5	7+	4	7+	2

INVULNERABLE
SAVE

5+

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Barbed tail and dissecting claws DEVASTATING WOUNDS	Melee	5	3+	5	-2	2

ABILITIES

Soporific Musk
Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of one or more units from your army with this ability Falls Back, models in that unit must take Desperate Escape tests. When doing so, if that enemy unit is also Battle-shocked, subtract 1 from each of those Desperate Escape tests.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



AUFSTELLUNG

2-5x Fiends - Equipped with:
Barbed tail and dissecting claws
(75 x 42mm)

1x Blissbringer - Equipped with:
Barbed tail and dissecting claws
(75 x 42mm)



KEYWORDS: Beast, Chaos,
Daemon, Slaanesh, Fiends,
Summoned
FACTION KEYWORDS: Legions of
Excess

FLAWLESS BLADES

95–190 PTS

FLAWLESS BLADE

M	T	Sv	W	LD	OC
8"	5	3+	3	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blissblade	Melee	4	2+	6	-3	2

ABILITIES

Daemonic Patrons

Each time this unit is selected to fight, it can call upon daemonic patrons. If it does, until the end of the phase, each time a model in this unit makes an attack, an unmodified Wound roll of 3+ scores a Critical Wound. At the end of the Fight phase, if this unit called upon daemonic patrons this phase and no enemy models were destroyed by attacks made by models in this unit this phase, one model in this unit is destroyed.

WEAPON ABILITIES

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

FACTION RULES

Thrill Seekers

If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:

- It cannot target a unit it was within Engagement Range of at the start of the turn
- It cannot target a unit that was the target of another unit's charge or attack this phase.



AUFSTELLUNG

3-6x Flawless Blade - Equipped with: Bolt pistol, Blissblade (40mm)



KEYWORDS: Infantry, Grenades, Chaos, Slaanesh, Flawless Blades
FACTION KEYWORDS: Emperor's Children

FLAWLESS CHAMPION

[CRUCIBLE]

100 PTS

M	T	Sv	W	LD	OC
8"	5	3+	5	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Agonising Energies - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	18"	D6	3+	6	-2	D3
Agonising Energies - witchfire PSYCHIC	18"	D6	3+	5	-1	D3
Bolt pistol PISTOL	12"	1	2+	4	0	1
Boltgun PRECISION	24"	2	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	2+	7	-1	1
Screamer pistol IGNORES COVER PISTOL	12"	3	2+	5	-1	2
Sonic blaster IGNORES COVER	18"	3	2+	5	-1	2
► Blastmaster - single frequency IGNORES COVER	18"	3	2+	10	-2	3
► Blastmaster - varied frequency IGNORES COVER	18"	6	2+	6	-2	1
► Plasma gun - standard PRECISION RAPID FIRE 1	24"	1	2+	7	-2	1
► Plasma gun - supercharge HAZARDOUS PRECISION RAPID FIRE 1	24"	1	2+	8	-3	2
► Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blissblade	Melee	4	2+	6	-3	2
Chainfist ANTI-VEHICLE 3+	Melee	5	3+	8	-2	2
Close combat weapon	Melee	6	2+	4	0	1

AUFSTELLUNG

1x Flawless Champion [Crucible]

Equipped with: Agonising Energies - focused witchfire, Agonising Energies - witchfire, Bolt pistol, Boltgun, Combi-bolter, Comb-weapon, Heavy flamer, Reaper autocannon, Screamer pistol, Sonic blaster, ► Blastmaster - single frequency, ► Blastmaster - varied frequency, ► Plasma gun - standard, ► Plasma gun - supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Blissblade, Chainfist, Close combat weapon, Dueling sabre, Force weapon, Master-crafted power sword, Paired accursed weapons, Phoenix power sword, Power fist, Power weapon, Power wash

es:

KEYWORDS: Infantry, Character, Grenades, Chaos, Slaanesh, Crucible, Flawless Champion, Leader

FACTION KEYWORDS: Emperor's Children

FLAWLESS CHAMPION

[CRUCIBLE]

100 PTS

M	T	Sv	W	LD	OC	INVULNERABLE SAVE					
8"	5	3+	5	6+	1						
Dueling sabre PRECISION						Melee	5	3+	4	-1	1
Force weapon PSYCHIC						Melee	4	3+	6	-1	D3
Master-crafted power sword PRECISION						Melee	5	2+	5	-2	2
Paired accursed weapons TWIN-LINKED						Melee	6	2+	5	-2	1
Phoenix power spear LANCE						Melee	5	2+	7	-2	2
Power fist						Melee	5	3+	8	-2	2
Power weapon						Melee	6	2+	5	-2	1
Rapture lash EXTRA ATTACKS						Melee	4	2+	4	-1	1

ABILITIES

CORE - Leader, Leader

- Doom Siren

In your Shooting phase, after this model's unit has shot, select one enemy Infantry unit hit by one or more of those attacks and roll three D6: for each 4+, that enemy unit suffers 1 mortal wound. If an enemy unit suffers one or more mortal wounds as a result of this ability, it must take a Battle-shock test.
- Feverish Butchery

Each time a model in this unit makes a melee attack, add 1 to the Wound roll.
- Obsessive Annunciation

While this model is leading a unit, ranged weapons equipped by models in that unit have the [Sustained Hits 1] ability.
- Obsessive Huntsman

Melee weapons equipped by this model have the [Precision] ability.
- Perfectionists

While this model is leading a unit, weapons equipped by models in that unit have the [Lethal Hits] ability.
- Sickening Stimulation

While this model is leading a unit, in your Command phase, you can return one destroyed model (excluding Character models) to that unit.
- Leader

This model can be attached to the following unit: Emperor's Children Terminator Squad.

WEAPON ABILITIES

- Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

KEYWORDS: Infantry, Character, Grenades, Chaos, Slaanesh, Crucible, Flawless Champion, Leader

FACTION KEYWORDS: Emperor's Children

FLAWLESS CHAMPION

[CRUCIBLE]

100 PTS

M	T	Sv	W	LD	OC
8"	5	3+	5	6+	1

INVULNERABLE
SAVE

5+

- Extra Attacks**
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
 - All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Lance**
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Precision**
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.
- Psychic**
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- Thrill Seekers**
If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:
 - It cannot target a unit it was within Engagement Range of at the start of the turn
 - It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

KEYWORDS: Infantry, Character,
Grenades, Chaos, Slaanesh,
Crucible, Flawless Champion,
Leader

FACTION KEYWORDS: Emperor's
Children

FLAWLESS CHAMPION

[CRUCIBLE]

100 PTS

M	T	Sv	W	LD	OC
8"	5	3+	5	6+	1

INVULNERABLE
SAVE

5+

- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Infiltrators**
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.
- Leader**
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.
- Lone Operative**
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.
- Scouts 6"**
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Infantry, Character,
Grenades, Chaos, Slaanesh,
Crucible, Flawless Champion,
Leader

FACTION KEYWORDS: Emperor's
Children

FULGRIM

340 PTS

M	T	Sv	W	LD	OC
16"	11	2+	16	5+	6

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Malefic lash SUSTAINED HITS 1	12"	6	2+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Serpentine tail EXTRA ATTACKS	Melee	6	2+	6	-1	1
► Daemonic blades - strike SUSTAINED HITS 1	Melee	6	2+	14	-3	D6+1
► Daemonic blades - sweep SUSTAINED HITS 1	Melee	12	2+	8	-2	2

ABILITIES

Beguiling Form

Each time a model makes an attack that targets this unit, subtract 1 from the Hit roll.

Daemon Prince of Slaanesh

At the start of your opponent's Command phase, select one of the abilities in the Daemon Prince of Slaanesh section. Until the start of your opponent's next Command phase, this model has that ability.

Daemonic Poisons

In your Shooting phase and the Fight phase, after this model has finished making its attacks, select one enemy unit hit by one or more of those attacks. Until the end of the battle, that enemy unit is poisoned. At the start of each player's Command phase, roll one D6 for each poisoned enemy unit on the battlefield: on a 4+, that enemy unit suffers D3 mortal wounds.

Daemonic Speed

This model has the Fights First ability.

Damaged: 1-6 Wounds Remaining

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Enthralling Hypnosis (Aura)

While an enemy unit is within 6" of this model, each time that unit is selected to Fall Back, it must take a Leadership test. If that test is failed, that unit must Remain Stationary this phase instead.

Serpentine

Each time this model makes a Normal, Advance or Fall Back move, it can move over sections of terrain features that are 4" or less in height.

Supreme Commander

If this model is in your army, it must be your Warlord.

WEAPON ABILITIES

Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



AUFSTELLUNG

1x Fulgrim (130mm)

Equipped with: Malefic lash, Serpentine tail, ► Daemonic blades - strike, ► Daemonic blades - sweep



KEYWORDS: Chaos, Slaanesh, Fulgrim, Primarch, Daemon, Monster, Fly, Epic Hero, Character, Mobile
FACTION KEYWORDS: Emperor's Children

M	T	Sv	W	LD	OC
16"	11	2+	16	5+	6

INVULNERABLE
SAVE



FACTION RULES

Thrill Seekers

If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:

- It cannot target a unit it was within Engagement Range of at the start of the turn
- It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Chaos, Slaanesh, Fulgrim, Primarch, Daemon, Monster, Fly, Epic Hero, Character, Mobile
FACTION KEYWORDS: Emperor's Children

M	T	Sv	W	LD	OC
12"	10	3+	14	7+	0

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	2
Hades autocannon	36"	6	3+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Heldrake claws ANTI-FLY 2+ DEVASTATING WOUNDS	Melee	5	3+	7	-1	2

ABILITIES

Airborne Predator
Each time this model ends a Normal move, you can select one enemy unit that it moved over during that move and roll two D6, adding 1 to each result if that enemy unit can FLY: for each 4+, that enemy unit suffers D3 mortal wounds.

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

Thrill Seekers
If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:
- It cannot target a unit it was within Engagement Range of at the start of the turn
- It cannot target a unit that was the target of another unit's charge or attack this phase.



AUFSTELLUNG

1x Heldrake (120 x 92mm flying base)

Equipped with: Baleflamer, Hades autocannon, Heldrake claws

Wargear Options:
■ This model can replace its Hades autocannon with Baleflamer.



KEYWORDS: Vehicle, Fly, Chaos, Daemon, Heldrake, Slaanesh

FACTION KEYWORDS: Emperor's Children

M	T	Sv	W	LD	OC
12"	10	3+	14	7+	0

INVULNERABLE
SAVE



CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

KEYWORDS: Vehicle, Fly, Chaos, Daemon, Heldrake, Slaanesh
FACTION KEYWORDS: Emperor's Children

OBSESSIONIST

M	T	Sv	W	LD	OC
7"	5	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Duelling sabre PRECISION	Melee	4	3+	5	-1	1
Power sword	Melee	4	3+	5	-2	1
Rapture lash	Melee	6	3+	4	-1	1

ABILITIES

- Excessive Assault**
Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.
- Icon of Excess**
At the end of your Shooting phase or the Fight phase, if the bearer's unit destroyed one or more enemy units this phase, the bearer's unit takes a Leadership test. If that test is passed, you gain 1CP.

WEAPON ABILITIES

- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
- Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Precision**
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

FACTION RULES

- Thrill Seekers**
If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:
- It cannot target a unit it was within Engagement Range of at the start of the turn
 - It cannot target a unit that was the target of another unit's charge or attack this phase.



AUFSTELLUNG

1x Obsessionist - Equipped with:
Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Rapture lash, Power sword (32mm)
4-9x Infractor (32mm)

- Wargear Options:**
- Each Obsessionist can replace its Bolt pistol with Plasma pistol.
 - Each Obsessionist can replace its Power sword with Rapture lash.



KEYWORDS: Infantry, Battline, Grenades, Chaos, Slaanesh, Infractors
FACTION KEYWORDS: Emperor's Children

OBSESSIONIST

M	T	Sv	W	LD	OC
7"	5	3+	2	6+	2

CORE RULES

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Infantry, Battleline,
Grenades, Chaos, Slaanesh,
Infractors

FACTION KEYWORDS: Emperor's
Children

KEEPER OF SECRETS

265 PTS

M	T	Sv	W	LD	OC
14"	10	5+	18	6+	5

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Living whip ASSAULT	12"	6	2+	6	-1	2
► Phantasmagoria - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	18"	9	2+	6	-2	1
► Phantasmagoria - witchfire DEVASTATING WOUNDS PSYCHIC	18"	6	2+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ritual knife EXTRA ATTACKS	Melee	3	2+	6	-2	2
Snapping claws DEVASTATING WOUNDS EXTRA ATTACKS	Melee	4	2+	6	-2	3
Witstealer sword	Melee	6	2+	8	-2	3

ABILITIES

- Daemon Lord of Slaanesh (Aura)**
While a friendly Legions of Excess unit is within 6" of this model, improve the Armour Penetration of melee weapons in that unit by 1.
- Mesmerising Form**
Each time an attack targets this model, subtract 1 from the Hit roll.
- Shining aegis**
The bearer has a Save characteristic of 3+.

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Extra Attacks**
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
 - All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.



- AUFSTELLUNG
- 1x Keeper of Secrets (100mm)
- Equipped with:** Living whip, ► Phantasmagoria - focused witchfire, ► Phantasmagoria - witchfire, Ritual knife, Snapping claws, Witstealer sword
- Wargear Options:**
■ This model can be equipped with one of: Living whip, Ritual knife, Shining aegis.



KEYWORDS: Monster, Character, Psyker, Chaos, Daemon, Slaanesh, Keeper of Secrets

FACTION KEYWORDS: Legions of Excess

M	T	Sv	W	LD	OC
14"	10	5+	18	6+	5

INVULNERABLE
SAVE



Psychic
Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Character, Psyker, Chaos, Daemon, Slaanesh, Keeper of Secrets
FACTION KEYWORDS: Legions of Excess

LORD EXULTANT

95 PTS

M	T	Sv	W	LD	OC
7"	5	3+	5	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1
Screamer pistol IGNORES COVER PISTOL	12"	3	2+	5	-1	2
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	6	2+	5	0	1
Master-crafted power sword PRECISION	Melee	5	2+	5	-2	2
Phoenix power spear LANCE	Melee	5	2+	7	-2	2
Power fist	Melee	3	3+	8	-2	2
Rapture lash EXTRA ATTACKS	Melee	4	2+	4	-1	1

ABILITIES

CORE - Leader

Euphoric Strikes
Once per battle, at the start of the Fight phase, this model can use this ability. If it does so, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and improve the Armour Penetration characteristic of those weapons by 1.

Lord of the Host
If this model is attached to an Emperor's Children Battleline unit during the Declare Battle Formations step, this model has the Infiltrators and Scouts 6" ability.

Perfectionists
While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Leader
This model can be attached to the following units: INFRACTORS, TORMENTORS

WEAPON ABILITIES

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).



AUFSTELLUNG

1x Lord Exultant (40mm)

Equipped with: Bolt pistol, Screamer pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Close combat weapon, Master-crafted power sword, Phoenix power spear, Power fist, Rapture lash

Wargear Options:

- This model can replace its Plasma pistol with Rapture lash or Power fist.
- This model can replace its Phoenix power spear with Master-crafted power sword or Screamer pistol.



KEYWORDS: Character, Infantry, Grenades, Chaos, Slaanesh, Lord Exultant, Leader

FACTION KEYWORDS: Emperor's Children

M	T	Sv	W	LD	OC
7"	5	3+	5	6+	1

INVULNERABLE
SAVE

4+

- Lance**
Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Pistol**
[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.
Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
 - One or more of its **[CLOSE-QUARTERS]** weapons.
 - One or more of its other ranged weapons.
- Precision**
While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

FACTION RULES

- Thrill Seekers**
If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:
 - It cannot target a unit it was within Engagement Range of at the start of the turn
 - It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

- Leader**
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Grenades, Chaos, Slaanesh, Lord Exultant, Leader

FACTION KEYWORDS: Emperor's Children

LORD KAKOPHONIST70 PTS

M	T	Sv	W	LD	OC
6"	6	2+	6	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Screamer pistol IGNORES COVER PISTOL	12"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	6	2+	5	0	1
Power sword	Melee	6	2+	5	-2	1

ABILITIES

CORE - Leader

Doom Siren

In your Shooting phase, after this model's unit has shot, select one enemy Infantry unit hit by one or more of those attacks and roll three D6: for each 4+, that enemy unit suffers 1 mortal wound. If an enemy suffers one or more mortal wounds as a result of this ability, it must take a Battle-shock test.

Obsessive Annunciation

While this model is leading a unit, ranged weapons equipped by that unit have the [SUSTAINED HITS 1] ability.

Leader

This model can be attached to the following units: CHAOS TERMINATORS, NOISE MARINES

WEAPON ABILITIES

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

FACTION RULES

Thrill Seekers

If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:

- It cannot target a unit it was within Engagement Range of at the start of the turn
- It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



AUFSTELLUNG

1x Lord Kakophonist (40mm)

Equipped with:

Screamer pistol, Close combat weapon, Power sword

Wargear Options:

- This model can replace its Power sword with Screamer pistol and close combat weapon.



KEYWORDS:

Character, Grenades, Infantry, Chaos, Slaanesh, Lord Kakophonist, Leader

FACTION KEYWORDS:

Emperor's Children

LUCIUS THE ETERNAL130 PTS

M	T	Sv	W	LD	OC
8"	6	2+	6	6+	1

INVULNERABLE
SAVE4+

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blade of the Laer PRECISION	Melee	6	2+	8	-3	3
Lash of Torment SUSTAINED HITS 1	Melee	10	2+	4	-1	1

ABILITIES

CORE - Leader

- A Challenge Worthy of Skill**
Each time this model makes an attack that targets a Character, Monster or Walker unit, you can re-roll the Hit roll and re-roll the Wound roll.
- Duellist's Hubris**
At the start of the Fight phase, if this model is not leading a unit, until the end of the phase, it has the Fights First ability.
- Leader**
This model can be attached to the following units: FLAWLESS BLADES

WEAPON ABILITIES

- Precision**
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

FACTION RULES

- Thrill Seekers**
If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:
 - It cannot target a unit it was within Engagement Range of at the start of the turn
 - It cannot target a unit that was the target of another unit's charge or attack this phase.



AUFSTELLUNG

1x Lucius the Eternal (50mm)

Equipped with: Blade of the Laer, Lash of Torment



KEYWORDS: Infantry, Character, Epic Hero, Chaos, Slaanesh, Lucius the Eternal, Leader

FACTION KEYWORDS: Emperor's Children

M	T	Sv	W	LD	OC
8"	6	2+	6	6+	1

INVULNERABLE
SAVE



CORE RULES

- Feel No Pain 5+**
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.
- Leader**
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.
- Lone Operative**
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.
If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Slaanesh, Lucius the Eternal, Leader
FACTION KEYWORDS: Emperor's Children

MAULERFIEND

120 PTS

M	T	Sv	W	LD	OC
10"	10	3+	12	6+	3

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Magma cutter MELTA 2	6"	2	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lasher tendrils EXTRA ATTACKS	Melee	6	3+	7	-1	1
Maulerfiend fists	Melee	6	3+	14	-2	D6+1

ABILITIES

- Damaged: 1-4 wounds remaining**
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Glutton for Punishment**
Each time this model makes an attack, if it is below its Starting Strength, add 1 to the Hit roll. If this model is also Below Half-Strength, add 1 to the Wound roll as well.

FACTION RULES

- Thrill Seekers**
If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:
 - It cannot target a unit it was within Engagement Range of at the start of the turn
 - It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

- Deadly Demise D3**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.



- AUFSTELLUNG
- 1x Maulerfiend (120 x 92mm)
- Equipped with:** 2x Magma cutter, Lasher tendrils, Maulerfiend fists
- Wargear Options:**
 - This model can replace its Lasher tendrils with 2 magma cutters.



KEYWORDS: Vehicle, Walker, Chaos, Daemon, Slaanesh, Maulerfiend

FACTION KEYWORDS: Emperor's Children

DISHARMONIST

M	T	Sv	W	LD	OC
6"	5	3+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Screamer pistol IGNORES COVER PISTOL	12"	3	3+	5	-1	2
Sonic blaster IGNORES COVER	18"	3	3+	5	-1	2
► Blastmaster - single frequency IGNORES COVER	18"	3	3+	10	-2	3
► Blastmaster - varied frequency IGNORES COVER	18"	6	3+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	5	0	1
Power sword	Melee	4	3+	5	-2	1

ABILITIES

Terrifying Crescendo
In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next Shooting phase, each time a Battle-shock or Leadership test is taken for that enemy unit, subtract 1 from that test.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an **IGNORES COVER** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Pistol
PISTOL and **CLOSE-QUARTERS** are identical for all rules purposes.

Units containing one or more models with a **CLOSE-QUARTERS** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **CLOSE-QUARTERS** weapons.
- One or more of its other ranged weapons.

FACTION RULES

Thrill Seekers
If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:

- It cannot target a unit it was within Engagement Range of at the start of the turn
- It cannot target a unit that was the target of another unit's charge or attack this phase.



AUFSTELLUNG

1x Disharmonist - Equipped with:
Close combat weapon, Sonic blaster, Power sword, Screamer pistol (40mm)

5x Noise Marine w/ sonic blaster
oder Noise Marine w/ blastmaster
(40mm)

Wargear Options:

- Each Disharmonist can replace its Sonic blaster with Screamer pistol and power sword.



KEYWORDS: Infantry, Chaos, Slaanesh, Noise Marines
FACTION KEYWORDS: Emperor's Children

SEEKERS

85–155 PTS

SEEKER

M	T	Sv	W	LD	OC
14"	4	7+	2	7+	1

INVULNERABLE
SAVE



HEARTSEEKER

M	T	Sv	W	LD	OC
14"	4	7+	2	7+	1

INVULNERABLE
SAVE



AUFSTELLUNG

4-9x Seeker - Equipped with:
Lashing tongues, Slashing claws
(60 x 35.5mm)

1x Heartseeker - Equipped with:
Lashing tongues, Slashing claws
(60 x 35.5mm)

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lashing tongues EXTRA ATTACKS LETHAL HITS	Melee	2	4+	4	0	1
Slashing claws DEVASTATING WOUNDS	Melee	3	3+	4	-1	1

ABILITIES

Daemonic Icon

Models in the bearer's unit have a Leadership characteristic of 6+.

Instrument of Chaos

Add 1 to Charge rolls made for the bearer's unit.

Unholy Speed

You can re-roll Advance and Charge rolls made for this unit.

WEAPON ABILITIES

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].



KEYWORDS: Mounted, Chaos, Daemon, Slaanesh, Summoned, Seekers
FACTION KEYWORDS: Legions of Excess

SEEKER

M	T	Sv	W	LD	OC
14"	4	7+	2	7+	1

INVULNERABLE
SAVE



HEARTSEEKER

M	T	Sv	W	LD	OC
14"	4	7+	2	7+	1

INVULNERABLE
SAVE



CORE RULES

- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Scouts 9"**
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:
- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
 - If that unit is wholly within your deployment zone, it can make a scout move.
 - If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Mounted, Chaos, Daemon, Slaanesh, Summoned, Seekers
FACTION KEYWORDS: Legions of Excess

M	T	Sv	W	LD	OC
14"	10	3+	20	6+	5

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lash of Slaanesh ASSAULT	12"	6	2+	6	-1	2
► Pavane of Slaanesh - focused witchfire HAZARDOUS DEVASTATING WOUNDS PSYCHIC SUSTAINED HITS 3	18"	D6	2+	9	-2	D3
► Pavane of Slaanesh - witchfire DEVASTATING WOUNDS PSYCHIC	18"	D6	2+	9	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Snapping claws DEVASTATING WOUNDS EXTRA ATTACKS	Melee	4	2+	6	-2	3
Soulpiercer PRECISION	Melee	6	2+	12	-3	D6+2

ABILITIES

- Damaged: 1-7 wounds remaining**
While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Monarch of the Hunt**
At the start of the first battle round, select one enemy unit to be this model's quarry. Each time this model makes a melee attack that targets its quarry, you can re-roll the Hit roll and you can re-roll the Wound roll. Each time this model's quarry is destroyed, select one new enemy unit to be this model's quarry.
- No Prey Can Evade**
You can re-roll Advance and Charge rolls made for this model.

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Extra Attacks**
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
 - All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.



- AUFSTELLUNG
- 1x Shalaxi Helbane (100mm)
- Equipped with:** Lash of Slaanesh,
► Pavane of Slaanesh - focused witchfire, ► Pavane of Slaanesh - witchfire, Snapping claws, Soulpiercer



KEYWORDS: Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Slaanesh, Shalaxi Helbane
FACTION KEYWORDS: Legions of Excess

M	T	Sv	W	LD	OC
14"	10	3+	20	6+	5

INVULNERABLE
SAVE

4+

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Character,
Epic Hero, Psyker, Chaos, Daemon,
Slaanesh, Shalaxi Helbane

FACTION KEYWORDS: Legions of
Excess

M	T	Sv	W	LD	OC
7"	5	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1
➤ Agonising Energies - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	18"	D6	3+	6	-2	D3
➤ Agonising Energies - witchfire PSYCHIC	18"	D6	3+	5	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	6	-2	D3

ABILITIES

CORE - Leader

- Warped Interference (Psychic)
While this model is leading a unit, each time a ranged attack targets that unit, models in it have the Benefit of Cover against that attack.
- Wracking Agonies (Psychic)
In your Shooting phase, after this model has shot, select one INFANTRY unit hit by one or more of those attacks made with its Agonising Energies. Until the start of your next turn, that unit is wracked with agonies. While a unit is wracked with agonies, subtract 2" from its Move characteristic and subtract 2 from charge rolls made for it.
- Leader
This model can be attached to the following units: INFRACTORS, NOISE MARINES, TORMENTORS

WEAPON ABILITIES

- Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.



AUFSTELLUNG

1x Sorcerer (40mm)

Equipped with: Bolt pistol, ➤ Agonising Energies - focused witchfire, ➤ Agonising Energies - witchfire, Force weapon



KEYWORDS: Character, Infantry, Psyker, Chaos, Slaanesh, Grenades, Sorcerer, Leader

FACTION KEYWORDS: Emperor's Children

SORCERER

55 PTS



M	T	Sv	W	LD	OC
7"	5	3+	4	6+	1

Psychic
Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

FACTION RULES

Thrill Seekers
If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:

- It cannot target a unit it was within Engagement Range of at the start of the turn
- It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Psyker, Chaos, Slaanesh, Grenades, Sorcerer, Leader

FACTION KEYWORDS: Emperor's Children

TORMENTORS

85–170 PTS

OBSESSIONIST

M	T	Sv	W	LD	OC
7"	5	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol <small>PISTOL</small>	12"	1	3+	5	-1	1
Boltgun <small>PRECISION</small>	24"	2	3+	5	-1	1
Meltagun <small>MELTA 2 PRECISION</small>	12"	1	3+	9	-4	D6
► Plasma gun - standard <small>PRECISION RAPID FIRE 1</small>	24"	1	3+	7	-2	1
► Plasma gun - supercharge <small>HAZARDOUS PRECISION RAPID FIRE 1</small>	24"	1	3+	8	-3	2
► Plasma pistol - standard <small>PISTOL</small>	12"	1	3+	7	-2	1
► Plasma pistol - supercharge <small>HAZARDOUS PISTOL</small>	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	5	0	1
Power sword	Melee	4	3+	5	-2	1
Rapture lash	Melee	6	3+	4	-1	1

ABILITIES

Icon of Excess

At the end of your Shooting phase or the Fight phase, if the bearer's unit destroyed one or more enemy units this phase, the bearer's unit takes a Leadership test. If that test is passed, you gain 1CP.

Objective Defiled

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

WEAPON ABILITIES

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.



AUFSTELLUNG

1x Obsessionist - Equipped with:
Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Rapture lash, Power sword (32mm)

4-9x Tormentor oder Tormentor w/
plasma gun oder Tormentor w/
meltagun (32mm)

Wargear Options:

- Each Obsessionist can replace its Bolt pistol with Plasma pistol.
- Each Obsessionist can replace its Power sword with Rapture lash.



KEYWORDS: Infantry, Battleline, Grenades, Chaos, Slaanesh, Tormentors
FACTION KEYWORDS: Emperor's Children

OBSESSIONIST

M	T	Sv	W	LD	OC
7"	5	3+	2	6+	2

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

Thrill Seekers
If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:

- It cannot target a unit it was within Engagement Range of at the start of the turn
- It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

KEYWORDS: Infantry, Battline,
Grenades, Chaos, Slaanesh,
Tormentors

FACTION KEYWORDS: Emperor's
Children

PUNKTELISTE

EINHEIT	PUNKTE
Champion of Excess [Crucible]	80 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Chaos Land Raider	210 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Chaos Rhino	70 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Chaos Spawn	70 pts
Chaos Terminators	155 pts (bis 5 Modelle) · 360 pts (ab 6 Modellen)
Daemon Prince of Slaanesh	165 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts
Daemon Prince of Slaanesh with Wings	205 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Daemonettes	100 pts
Defiler	300 pts · ab der 2. gleichnamigen Einheit im Heer: +50 pts
Excruciator [Crucible]	60 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Fiends	90 pts (bis 3 Modelle) · 190 pts (ab 4 Modellen)
Flawless Blades	95 pts (bis 3 Modelle) · 190 pts (ab 4 Modellen)
Flawless Champion [Crucible]	100 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Fulgrim	340 pts
Heldrake	175 pts
Infractors	95 pts (bis 5 Modelle) · 175 pts (ab 6 Modellen)
Keeper of Secrets	265 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Lord Exultant	95 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Lord Kakophonist	70 pts
Lucius the Eternal	130 pts
Maulerfiend	120 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Noise Marines	160 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Seekers	85 pts (bis 5 Modelle) · 155 pts (ab 6 Modellen)
Shalaxi Helbane	315 pts
Sorcerer	55 pts
Tormentors	85 pts (bis 5 Modelle) · 170 pts (ab 6 Modellen)

ENHANCEMENTS — CARNIVAL OF EXCESS

ENHANCEMENT	PUNKTE
Empyric Suffusion	15 pts
Dark Blessings	10 pts
Possessed Blade	35 pts
Warp Walker	35 pts

ENHANCEMENTS — COTERIE OF THE CONCEITED

ENHANCEMENT	PUNKTE
Pledge of Eternal Servitude	25 pts
Pledge of Dark Glory	25 pts
Pledge of Mortal Pain	15 pts
Pledge of Unholy Fortune	30 pts

ENHANCEMENTS — COURT OF THE PHOENICIAN

ENHANCEMENT	PUNKTE
Soulstain Made Manifest	15 pts
Exalted Patron	15 pts
Spiritsliver	20 pts
Tears of the Phoenix	25 pts

ENHANCEMENTS — ELEGANT BRUTES

ENHANCEMENT	PUNKTE
Cacophonic Accompaniment	20 pts
Frenzied Ferocity	15 pts

ENHANCEMENTS — FRENZIED HOST

ENHANCEMENT	PUNKTE
Howling Plate	20 pts
Euphoric Crown	20 pts

ENHANCEMENTS — MERCURIAL HOST

ENHANCEMENT	PUNKTE
Steeped in Suffering	20 pts
Intoxicating Musk	20 pts
Tactical Perfection	15 pts
Loathsome Dexterity	10 pts

ENHANCEMENTS — PEERLESS BLADESMEN

ENHANCEMENT	PUNKTE
Faultless Opportunist	15 pts
Blinding Speed	25 pts
Distortion	25 pts
Rise to the Challenge	30 pts

ENHANCEMENTS — RAPID EVISCERATION

ENHANCEMENT	PUNKTE
Sublime Presence	25 pts

ENHANCEMENT	PUNKTE
Spearhead Striker	20 pts
Accomplished Tactician	35 pts
Heretek Adept	35 pts

ENHANCEMENTS — SLAANESH'S CHOSEN

ENHANCEMENT	PUNKTE
Eager to Prove	15 pts
Repulsed by Weakness	25 pts
Proud and Vainglorious	20 pts
Slayer of Champions	15 pts

ENHANCEMENTS — SPECTACLE OF SLAUGHTER

ENHANCEMENT	PUNKTE
Eager Patrons	20 pts
Beguiling Grotesquerie	15 pts

