CODEX

CHAOS - EMPEROR'S CHILDREN

newvision

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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.

CHAOS - EMPEROR'S CHILDREN

DETACHMENT OVERVIEW

10 Detachments

Carnival of Excess
6 Stratagems · 4 Enhancements

Coterie of the Conceited
6 Stratagems · 4 Enhancements

Court of the Phoenician
6 Stratagems · 4 Enhancements

Elegant Brutes
3 Stratagems · 2 Enhancements

Frenzied Host
3 Stratagems · 2 Enhancements

Mercurial Host
6 Stratagems · 4 Enhancements

Peerless Bladesmen
6 Stratagems · 4 Enhancements

Rapid Evisceration
6 Stratagems · 4 Enhancements

Slaanesh's Chosen
6 Stratagems · 4 Enhancements

Spectacle of Slaughter
3 Stratagems · 2 Enhancements

CHAOS - EMPEROR'S CHILDREN

CARNIVAL OF EXCESS

6 Stratagems · 4 Enhancements

3 DP · DISRUPTION

ENHANCEMENTS (4)

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 RULE

- 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 (6/6)

1 CP CARNIVAL OF EXCESS – BATTLE TACTIC STRATAGEM **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 **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 **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 **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 **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 **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.

CHAOS - EMPEROR'S CHILDREN

COTERIE OF THE CONCEITED

6 Stratagems · 4 Enhancements

3 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

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 RULE

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 (6/6)

1 CP COTERIE OF THE CONCEITED – EPIC DEED STRATAGEM — 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 — 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

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

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

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

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.

CHAOS - EMPEROR'S CHILDREN

COURT OF THE PHOENICIAN

6 Stratagems · 4 Enhancements

2 DP · PURGE THE FOE

ENHANCEMENTS (4)

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 RULE

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 (6/6)

1 CP COURT OF THE PHOENICIAN STRATAGEM 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 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 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 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 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 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.

CHAOS - EMPEROR'S CHILDREN

ELEGANT BRUTES

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Cacophonic 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 RULE

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 (3/3)

1 CP ELEGANT BRUTES STRATAGEM 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 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 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.

CHAOS - EMPEROR'S CHILDREN

FRENZIED HOST

3 Stratagems · 2 Enhancements

1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

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 RULE

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 (3/3)

1 CP FRENZIED HOST STRATAGEM 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 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.

1 CP FRENZIED HOST STRATAGEM 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.

CHAOS - EMPEROR'S CHILDREN

MERCURIAL HOST

6 Stratagems · 4 Enhancements

2 DP · RECONNAISSANCE

ENHANCEMENTS (4)

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 RULE

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

STRATAGEMS (6/6)

1 CP MERCURIAL HOST – STRATEGIC PLOY STRATAGEM 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 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.

1 CP MERCURIAL HOST – BATTLE TACTIC STRATAGEM 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.

2 CP MERCURIAL HOST – BATTLE TACTIC STRATAGEM 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 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 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.

CHAOS - EMPEROR'S CHILDREN

PEERLESS BLADESMEN

6 Stratagems · 4 Enhancements

2 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

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 RULE

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 (6/6)

1 CP PEERLESS BLADESMEN – STRATEGIC PLOY STRATAGEM — 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 — 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 — 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 — 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 — 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 — 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.

CHAOS - EMPEROR'S CHILDREN

RAPID EVISCERATION

6 Stratagems · 4 Enhancements

2 DP · DISRUPTION

ENHANCEMENTS (4)

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 RULE

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 (6/6)

1 CP RAPID EVISCERATION – STRATEGIC PLOY STRATAGEM — 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 — 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 — 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 — 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 — 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 — 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.

CHAOS - EMPEROR'S CHILDREN

SLAANESH'S CHOSEN

6 Stratagems · 4 Enhancements

1 DP · PURGE THE FOE

ENHANCEMENTS (4)

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 RULE

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 (6/6)

1 CP SLAANESH'S CHOSEN – EPIC DEED STRATAGEM 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 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 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 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 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 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.

CHAOS - EMPEROR'S CHILDREN

SPECTACLE OF SLAUGHTER

3 Stratagems · 2 Enhancements

1 DP · DISRUPTION

ENHANCEMENTS (2)

Eager Patrons — 20 pts

This unit has +2" M.

Beguiling Grotesquerie — 15 pts

Enemy units cannot target this unit with snap shooting attacks.

DETACHMENT RULE

Friendly FLAWLESS BLADES units have Fights First.

STRATAGEMS (3/3)

1 CP · SPECTACLE OF SLAUGHTER STRATAGEM · 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 · 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 · 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].

CHAOS - EMPEROR'S CHILDREN

CHAMPION OF EXCESS [CRUCIBLE]

80 PTS

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

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
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

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

FACTION: Emperor's Children 80 PTS

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 spear, Power fist, Power weapon, Rapture lash

Wargear Options:

- This model can be equipped with one of: Agonising Energies, Boltgun, Blastmaster, Combi-bolter, Combi-weapon, Heavy flamer, Plasma gun, Reaper autocannon, Sonic blaster.
- This model can be equipped with up to 2 of: Plasma pistol, Bolt pistol, Screamer pistol.
- This model can be equipped with up to 2 of: Blissblade, Chainfist, Close combat weapon, Dueling sabre, Force weapon, Master-crafted power sword, Paired accursed weapons, Phoenix power spear, Power fist, Power weapon, Rapture lash.

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 RULES

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.

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.

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.

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.

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.

CHAOS - 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

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.

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.

Chaos Land Raider (Transport)
Capacity: 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 RULES

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).

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.

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").

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.

CHAOS RHINO

70 PTS

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

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.

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.

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

WEAPON RULES

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).*

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").

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.

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.

CHAOS SPAWN

70 PTS

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

AUFSTELLUNG

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

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”.

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.

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.

CHAOS - EMPEROR'S CHILDREN

CHAOS TERMINATORS

155–360 PTS

TERMINATOR CHAMPION

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

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

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, Chainfist and combi-bolter, Chainfist and combi-weapon, Power fist and combi-bolter, Power fist and combi-weapon or Paired accursed weapons.
- Each Heavy weapon can replace its Heavy flamer with Reaper autocannon.
- Each Heavy weapon can replace its Accursed weapon with Chainfist or Power fist.

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 RULES

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).

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.

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.

◈ 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.

CHAOS - EMPEROR'S CHILDREN

DAEMON PRINCE OF SLAANESH

165 PTS

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

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

AUFSTELLUNG

1x Daemon Prince of Slaanesh (60mm)

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

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.

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").

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.

CHAOS - EMPEROR'S CHILDREN

DAEMON PRINCE OF SLAANESH WITH WINGS

205 PTS

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

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

AUFSTELLUNG

1x Daemon Prince of Slaanesh with Wings (60mm)

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

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.

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").

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.

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.

CHAOS - EMPEROR'S CHILDREN

DAEMONETTES

100 PTS

DAEMONETTE

M	T	SV	W	LD	OC	
9"	3	7+	1	7+	1	5+

ALLURESS

M	T	SV	W	LD	OC	
9"	3	7+	1	7+	1	5+

MELEE WEAPONS

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

AUFSTELLUNG

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

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 RULES

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).

CHAOS - EMPEROR'S CHILDREN

DEFILER

300 PTS

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

5+

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

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 baleflamer with Electroscourge, Hades lascannon or Heavy reaper autocannon.
- This model can replace its Two excruciator cannons with Two magma cutters.

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 RULES

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.*

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.

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").

◈ 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.

CHAOS - 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
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

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 spear, Power fist, Power weapon, Rapture lash

Wargear Options:

- This model can be equipped with one of: Agonising Energies, Boltgun, Blastmaster, Combi-bolter, Combi-weapon, Heavy flamer, Plasma gun, Reaper autocannon, Sonic blaster.
- This model can be equipped with up to 2 of: Plasma pistol, Bolt pistol, Screamer pistol.
- This model can be equipped with up to 2 of: Blissblade, Chainfist, Close combat weapon, Dueling sabre, Force weapon, Master-crafted power sword, Paired accursed weapons, Phoenix power spear, Power fist, Power weapon, Rapture lash.

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 RULES

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.

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.

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.

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.

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.

CHAOS - EMPEROR'S CHILDREN

FIENDS

90–190 PTS

FIENDS

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

BLISSBRINGER

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

MELEE WEAPONS

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

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)

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 RULES

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.

FLAWLESS BLADES

95–190 PTS

FLAWLESS BLADE

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

5+

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

AUFSTELLUNG

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

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 RULES

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.

CORE 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.

CHAOS - EMPEROR'S CHILDREN

FLAWLESS CHAMPION [CRUCIBLE]

100 PTS

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

5+

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
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

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

FACTION: Emperor's Children 100 PTS

AUFSTELLUNG

1x Flawless Champion [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 spear, Power fist, Power weapon, Rapture lash

Wargear Options:

- This model can be equipped with one of: Agonising Energies, Boltgun, Blastmaster, Combi-bolter, Combi-weapon, Heavy flamer, Plasma gun, Reaper autocannon, Sonic blaster.
- This model can be equipped with up to 2 of: Plasma pistol, Bolt pistol, Screamer pistol.
- This model can be equipped with up to 2 of: Blissblade, Chainfist, Close combat weapon, Dueling sabre, Force weapon, Master-crafted power sword, Paired accursed weapons, Phoenix power spear, Power fist, Power weapon, Rapture lash.

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 RULES

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.

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.

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.

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.

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.

CHAOS - EMPEROR'S CHILDREN

FULGRIM

340 PTS

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

4+

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

AUFSTELLUNG

1x Fulgrim (130mm)

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

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 RULES

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).*

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").

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.

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.

CHAOS - EMPEROR'S CHILDREN

HELDRAKE

175 PTS

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

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

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.

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 RULES

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.

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").

Hover

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

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.

CHAOS - EMPEROR'S CHILDREN

INFRACTORS

95–175 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 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

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.

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 RULES

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.

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.

◈ 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.

CHAOS - EMPEROR'S CHILDREN

KEEPER OF SECRETS

265 PTS

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

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

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.

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 RULES

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.

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").

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.

CHAOS - EMPEROR'S CHILDREN

LORD EXULTANT

95 PTS

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

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

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.

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 RULES

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.

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.

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.

CHAOS - EMPEROR'S CHILDREN

LORD KAKOPHONIST

70 PTS

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

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

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.

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 RULES

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.

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

FACTION: Emperor's Children 70 PTS

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.

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.

CHAOS - EMPEROR'S CHILDREN

LUCIUS THE ETERNAL

130 PTS

M	T	SV	W	LD	OC	
8"	6	2+	6	6+	1	4+

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

AUFSTELLUNG

1x Lucius the Eternal (50mm)

Equipped with: Blade of the Laer, Lash of Torment

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 RULES

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).*

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.

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.

CHAOS - EMPEROR'S CHILDREN

MAULERFIEND

120 PTS

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

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

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.

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.

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").

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.

CHAOS - EMPEROR'S CHILDREN

NOISE MARINES

160 PTS

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

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.

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 RULES

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.

CORE 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.

CHAOS - EMPEROR'S CHILDREN

SEEKERS

85–155 PTS

SEEKER

M	T	SV	W	LD	OC	
14"	4	7+	2	7+	1	5+

HEARTSEEKER

M	T	SV	W	LD	OC	
14"	4	7+	2	7+	1	5+

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

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)

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 RULES

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**].*

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.

CHAOS - EMPEROR'S CHILDREN

SHALAXI HELBANE

315 PTS

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

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

AUFSTELLUNG

1x Shalaxi Helbane (100mm)

Equipped with: Lash of Slaanesh, ➤ Pavane of Slaanesh - focused witchfire, ➤ Pavane of Slaanesh - witchfire, Snapping claws, Soulpiercer

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 RULES

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.

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").

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.

CHAOS - EMPEROR'S CHILDREN

SORCERER

55 PTS

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

AUFSTELLUNG

1x Sorcerer (40mm)

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

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 RULES

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.

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

◈ 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.

◈ 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.

CHAOS - 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 PISTOL	12"	1	3+	5	-1	1
Boltgun PRECISION	24"	2	3+	5	-1	1
Meltagun MELTA 2 PRECISION	12"	1	3+	9	-4	D6
➤ Plasma gun - standard PRECISION RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS PRECISION RAPID FIRE 1	24"	1	3+	8	-3	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	3	3+	5	0	1
Power sword	Melee	4	3+	5	-2	1
Rapture lash	Melee	6	3+	4	-1	1

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.

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 RULES

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.*

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).*

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.

◈ 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.

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)

EINHEIT	PUNKTE
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

ENHANCEMENT	PUNKTE
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

ENHANCEMENT	PUNKTE
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
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