

C O D E X

# CHAOS - EMPEROR'S CHILDREN

classic2



# INHALTSVERZEICHNIS

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# FRAKTIONSREGELN

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## 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.



# FRAKTIONSKRAM

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**COMBI-BOLTER**

RANGED WEAPONS

\$text: 24"

name: Range

typeld: 9896-9419-16a1-92fc



# UEBERSICHT

## Carnival of Excess

Empyric Suffusion, Dark Blessings, Possessed Blade, Warp Walker

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## Coterie

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

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## Court of the Phoenician

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

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## Frenzied Host

Howling Plate, Euphoric Crown

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## Mercurial Host

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

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## Peerless Bladesmen

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

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## Rapid Evisceration

Sublime Presence, Spearhead Striker, Accomplished Tactician, Heretek Adept

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## Slaanesh's Chosen

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

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# CARNIVAL OF EXCESS

## ENHANCEMENTS

### Empyric Suffusion

15 pts

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

### Dark Blessings

10 pts

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

### Possessed Blade

25 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

30 pts

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

## DETACHMENT-REGEL

• While an Emperor's Children unit from your army is within 6" of one or more friendly Legions of Excess units, it is Empowered. • While a LEGIONS OF EXCESS unit from your army is within 6" of one or more friendly EMPEROR'S CHILDREN units, it is Empowered.

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

## LEGIONS OF EXCESS

You can include Legions of Excess units in your army, even though they do not have the EMPEROR'S CHILDREN Faction keyword. The combined points cost of such units you can include in your army is:

• Incursion: Up to 500 pts • Strike Force: Up to 1000 pts • Onslaught: Up to 1500 pts No LEGIONS OF EXCESS models from your army can be your WARLORD.

## STRATAGEMS

1 CP

CARNIVAL OF EXCESS – BATTLE  
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

### UNCANNY REACTIONS

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

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

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

1 CP

CARNIVAL OF EXCESS – BATTLE  
TACTIC STRATAGEM · WAHAPEDIA

CHARGE

### SYCOPHANTIC SURGE

**When:** Your Charge phase.

**Target:** One LEGIONS OF EXCESS unit from your army.

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

2 CP

CARNIVAL OF EXCESS – STRATEGIC  
PLOY STRATAGEM · WAHAPEDIA

FIGHT

### DARK APPARITIONS

**When:** End of your opponent's Fight phase.

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

**Effect:** Remove your unit from the battlefield and place it into Strategic Reserves. If it arrives back on the battlefield in the Reinforcements step of your next Movement phase using the Deep Strike ability, it can be set up anywhere that is more than 6" horizontally away from all enemy units (instead of more than 9"), provided it is also set up wholly within 9" of one or more friendly Emperor's Children units.

1 CP

CARNIVAL OF EXCESS – STRATEGIC  
PLOY STRATAGEM · WAHAPEDIA

FIGHT

### ECSTATIC SLAUGHTER

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

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

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

1 CP

CARNIVAL OF EXCESS – BATTLE TACTIC  
STRATAGEM · WAHAPEDIA

FIGHT

### SUSTAINED BY AGONY

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

**Target:** That EMPEROR'S CHILDREN unit.

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

2 CP

CARNIVAL OF EXCESS – STRATEGIC  
PLOY STRATAGEM · WAHAPEDIA

FIGHT

### VIOLENT CRESCENDO

**When:** Fight phase.

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

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

# COTERIE

## ENHANCEMENTS

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### 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).

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### 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.

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### 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.

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### 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.

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# COURT OF THE PHOENICIAN

## ENHANCEMENTS

### Soulstain Made Manifest

15 pts

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

### Exalted Patron

15 pts

Add 1" to the Move characteristic of the bearer.

### Spiritsliver

20 pts

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

### Tears of the Phoenix

25 pts

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

## DETACHMENT-REGEL

Once per battle round, when you target a Fulgrim unit from your army with the Sinuous Breach or Prideful Superiority Stratagem, you can reduce the CP cost of that use of that Stratagem by 1CP.

## STRATAGEMS

1 CP

COURT OF THE PHOENICIAN –  
STRATAGEM · WAHAPEDIA

SHOOTING

### CATALYTIC STIMULUS

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

**Target:** One Emperor's Children unit from your army that lost one or more wounds as a result of those attacks.

**Effect:** Your unit can make a Stimulus move. To do so, roll one D6: models in your unit move a number of inches up to the result, but your unit must end that move as close as possible to the closest enemy unit (excluding AIRCRAFT). When doing so, those models can be moved within Engagement Range of that enemy unit.

1 CP

COURT OF THE PHOENICIAN –  
STRATAGEM · WAHAPEDIA

SHOOTING

### CONTEMPTUOUS DISREGARD

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

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

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

1 CP

COURT OF THE PHOENICIAN –  
STRATAGEM · WAHAPEDIA

SHOOTING

### CLOSE-QUARTERS EXCRUCIATION

**When:** Your Shooting phase.

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

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

1 CP

COURT OF THE PHOENICIAN –  
STRATAGEM · WAHAPEDIA

CHARGE

### EUPHORIC INSPIRATION

**When:** Your Charge phase.

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

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

1 CP

COURT OF THE PHOENICIAN –  
STRATAGEM · WAHAPEDIA

CHARGE

### SINUOUS BREACH

**When:** Your Movement phase or your Charge phase.

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

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

2 CP

COURT OF THE PHOENICIAN –  
STRATAGEM · WAHAPEDIA

FIGHT

### PRIDEFUL SUPERIORITY

**When:** Fight phase.

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

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

# FRENZIED HOST

## ENHANCEMENTS

### Howling Plate

20 pts

This unit's ranged attacks have +1 AP.

### Euphoric Crown

20 pts

This model's melee attacks have +1 S.

## STRATAGEMS

**1 CP** FRENZIED HOST STRATAGEM

SHOOTING

**Far from hiding from the foe, these warriors unleash such an**

**When:** Your Shooting phase, when a friendly EMPEROR'S CHILDREN

**Target:** That EMPEROR'S CHILDREN BATTLELINE unit.

**Effect:** Those ranged attacks do not prevent your unit from

**1 CP** FRENZIED HOST STRATAGEM

SHOOTING

**Far from hiding from the foe, these warriors unleash such an**

**When:** Your Shooting phase, when a friendly EMPEROR'S CHILDREN

**Target:** That EMPEROR'S CHILDREN BATTLELINE unit.

**Effect:** Those ranged attacks do not prevent your unit from

**1 CP** FRENZIED HOST STRATAGEM

SHOOTING

**Having seized some vital location or enthralling prize, these**

**When:** Your opponent's Shooting phase or the Fight phase, when an

**Target:** That EMPEROR'S CHILDREN BATTLELINE unit.

**Effect:** Attacks that target your unit have -1 AP until that enemy

**1 CP** FRENZIED HOST STRATAGEM

SHOOTING

**Having seized some vital location or enthralling prize, these**

**When:** Your opponent's Shooting phase or the Fight phase, when an

**Target:** That EMPEROR'S CHILDREN BATTLELINE unit.

**Effect:** Attacks that target your unit have -1 AP until that enemy

**1 CP** FRENZIED HOST STRATAGEM

SHOOTING

**Hurling vile semiorganic screamer grenades into the midst of**

**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

**1 CP** FRENZIED HOST STRATAGEM

SHOOTING

**Hurling vile semiorganic screamer grenades into the midst of**

**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



# MERCURIAL HOST

## ENHANCEMENTS

### Steeped in Suffering

20 pts

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

### Intoxicating Musk

20 pts

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

### Tactical Perfection

15 pts

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

### Loathsome Dexterity

10 pts

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

## DETACHMENT-REGEL

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

## STRATAGEMS

1 CP

MERCURIAL HOST – STRATEGIC  
PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

### DARK VIGOUR

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

**Target:** One Emperor's Children unit from your army (excluding Beasts and Vehicles) that is within 9" of the enemy unit that just ended that move.

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

1 CP

MERCURIAL HOST – BATTLE TACTIC  
STRATAGEM · WAHAPEDIA

SHOOTING

### CAPRICIOUS REACTIONS

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

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

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

1 CP

MERCURIAL HOST – BATTLE TACTIC  
STRATAGEM · WAHAPEDIA

MOVEMENT

### HONOUR THE PRINCE

**When:** Your Movement phase.

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

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

2 CP

MERCURIAL HOST – BATTLE TACTIC  
STRATAGEM · WAHAPEDIA

FIGHT

### COMBAT STIMMS

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

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

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

1 CP

MERCURIAL HOST – STRATEGIC PLOY  
STRATAGEM · WAHAPEDIA

FIGHT

### CRUEL RAIDERS

**When:** End of your opponent's Fight phase.

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

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

1 CP

MERCURIAL HOST – BATTLE TACTIC  
STRATAGEM · WAHAPEDIA

FIGHT

### VIOLENT EXCESS

**When:** Fight phase.

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

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

CHAOS - EMPEROR'S CHILDREN · DETACHMENT

# PEERLESS BLADESMEN

## ENHANCEMENTS

### Faultless Opportunist

15 pts

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

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

### Blinding Speed

25 pts

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

### Distortion

25 pts

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

### Rise to the Challenge

30 pts

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

## DETACHMENT-REGEL

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

- [LETHAL HITS] • [SUSTAINED HITS 1]

## STRATAGEMS

1 CP

PEERLESS BLADESMEN –  
STRATEGIC PLOY STRATAGEM ·  
WAHAPEDIA

COMMAND

### TERRIFYING SPECTACLE

**When:** Your opponent's Command phase.

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

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

2 CP

PEERLESS BLADESMEN –  
STRATEGIC PLOY STRATAGEM ·  
WAHAPEDIA

MOVEMENT

### CUT DOWN THE WEAK

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

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

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

1 CP

PEERLESS BLADESMEN – BATTLE TACTIC  
STRATAGEM · WAHAPEDIA

FIGHT

### CRUEL BLADESMAN

**When:** Fight phase.

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

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

2 CP

PEERLESS BLADESMEN – STRATEGIC  
PLOY STRATAGEM · WAHAPEDIA

FIGHT

### DEATH ECSTASY

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

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

**Effect:** Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP

PEERLESS BLADESMEN – BATTLE TACTIC  
STRATAGEM · WAHAPEDIA

FIGHT

### DEFT PARRY

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

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

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

1 CP

PEERLESS BLADESMEN – BATTLE TACTIC  
STRATAGEM · WAHAPEDIA

FIGHT

### INCESSANT VIOLENCE

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

**Target:** That EMPEROR'S CHILDREN unit.

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

# RAPID EVISCERATION

## ENHANCEMENTS

### Sublime Presence

25 pts

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

### Spearhead Striker

20 pts

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

### Accomplished Tactician

35 pts

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

### Heretek Adept

35 pts

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

## DETACHMENT-REGEL

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

## STRATAGEMS

1 CP

RAPID EVISCERATION – STRATEGIC  
PLOY STRATAGEM · WAHAPEDIA

COMMAND

### ADVANCE AND CLAIM

**When:** Your Command phase.

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

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

1 CP

RAPID EVISCERATION – EPIC DEED  
STRATAGEM · WAHAPEDIA

MOVEMENT

### DYNAMIC BREAKTHROUGH

**When:** Your Movement phase.

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

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

1 CP

RAPID EVISCERATION – STRATEGIC  
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

### REACTIVE DISEMBARKATION

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

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

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

1 CP

RAPID EVISCERATION – STRATEGIC  
PLOY STRATAGEM · WAHAPEDIA

CHARGE

### CEASELESS ONSLAUGHT

**When:** Your Charge phase.

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

**Effect:** Until the end of the phase, your EMPEROR'S CHILDREN unit is eligible to declare a charge.

1 CP

RAPID EVISCERATION – STRATEGIC  
PLOY STRATAGEM · WAHAPEDIA

FIGHT

### ONTO THE NEXT

**When:** End of the Fight phase.

**Target:** One Emperor's Children unit from your army that destroyed an enemy unit this phase, and one friendly Transport it is able to embark within.

**Effect:** If your EMPEROR'S CHILDREN unit is wholly within 6" of that TRANSPORT, it can embark within it.

1 CP

RAPID EVISCERATION – STRATEGIC  
PLOY STRATAGEM · WAHAPEDIA

FIGHT

### OUTFLANKING STRIKE

**When:** End of your opponent's Fight phase.

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

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

# SLAANESH'S CHOSEN

## ENHANCEMENTS

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### 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.

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### 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.

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### 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.

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### 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.

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CHAMPION OF EXCESS

[CRUCIBLE]

80 PTS

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

INVULNERABLE

SAVE

4+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Champion of Excess [Crucible]

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

AS:

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

FACTION KEYWORDS: Emperor's Children

CHAMPION OF EXCESS

[CRUCIBLE]

80 PTS

| M                                       | T     | Sv | W  | LD | OC | INVULNERABLE<br>SAVE |  |  |
|-----------------------------------------|-------|----|----|----|----|----------------------|--|------------------------------------------------------------------------------------|
| 7"                                      | 4     | 3+ | 4  | 6+ | 1  |                      |  |                                                                                    |
| Dueling sabre<br>PRECISION              | Melee | 5  | 3+ | 4  | -1 | 1                    |  |                                                                                    |
| Force weapon<br>PSYCHIC                 | Melee | 4  | 3+ | 6  | -1 | D3                   |  |                                                                                    |
| Master-crafted power sword<br>PRECISION | Melee | 5  | 2+ | 5  | -2 | 2                    |  |                                                                                    |
| Paired accursed weapons<br>TWIN-LINKED  | Melee | 6  | 2+ | 5  | -2 | 1                    |  |                                                                                    |
| Phoenix power spear<br>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<br>EXTRA ATTACKS           | Melee | 4  | 2+ | 4  | -1 | 1                    |  |                                                                                    |

ABILITIES

CORE - Leader, Leader

- Doom Siren

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

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

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

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

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

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

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

WEAPON ABILITIES

- Anti

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

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

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

FACTION KEYWORDS: Emperor's Children

CHAMPION OF EXCESS

[CRUCIBLE]

80 PTS

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

INVULNERABLE  
SAVE

4+

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

FACTION RULES

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

CORE RULES

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

FACTION KEYWORDS: Emperor's  
Children

CHAMPION OF EXCESS

[CRUCIBLE]

80 PTS

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

INVULNERABLE  
SAVE

4+

- Deep Strike**  
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Infiltrators**  
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.
- Leader**  
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.
- Scouts 6"**  
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:
  - If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
  - If that unit is wholly within your deployment zone, it can make a scout move.
  - If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

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

**FACTION KEYWORDS:** Emperor's Children

CHAOS LAND RAIDER

220 PTS

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

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

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

WEAPON ABILITIES

- Anti**  
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.  
*Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*
- Blast**  
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.  
*Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*
- Devastating Wounds**  
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.  
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.  
*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*
- Rapid Fire**  
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.  
*Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*



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



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

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

Sustained Hits

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

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

Twin-linked

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

FACTION RULES

Thrill Seekers

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

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

CORE RULES

Deadly Demise D6

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

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

TRANSPORT

Chaos Land Raider

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

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

FACTION KEYWORDS: Emperor's Children

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<br>RAPID FIRE 2                                           | 24"   | 2  | 3+ | 4 | 0  | 1 |
| Combi-weapon<br>ANTI-INFANTRY 4+<br>DEVASTATING WOUNDS<br>RAPID FIRE 1 | 24"   | 1  | 4+ | 4 | 0  | 1 |
| Havoc launcher<br>BLAST                                                | 48"   | D6 | 3+ | 5 | 0  | 1 |

MELEE WEAPONS

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

ABILITIES

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

WEAPON ABILITIES

- Anti**  
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.  
*Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*
- Blast**  
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.  
*Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*
- Devastating Wounds**  
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.  
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.  
*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*
- Rapid Fire**  
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.  
*Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*



**AUFSTELLUNG**

1x Chaos Rhino

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

**Wargear Options:**

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



**KEYWORDS:** Vehicle, Transport, Dedicated Transport, Chaos, Rhino, Smoke, Slaanesh, Frame

**FACTION KEYWORDS:** Emperor's Children

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

FACTION RULES

Thrill Seekers

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

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

CORE RULES

Deadly Demise D3

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

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

Firing Deck 2

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

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

TRANSPORT

Chaos Rhino

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

CHAOS SPAWN

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

✂ MELEE WEAPONS

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

ABILITIES

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

FACTION RULES

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

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

CORE RULES

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



AUFSTELLUNG

2x Chaos Spawn - Equipped with:  
Hideous Mutations



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



CHAOS TERMINATORS

145–360 PTS

TERMINATOR CHAMPION

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 5 | 2+ | 3 | 6+ | 1  |

INVULNERABLE SAVE

4+

RANGED WEAPONS

| WEAPON                                                                 | RANGE | A  | BS  | S | AP | D |
|------------------------------------------------------------------------|-------|----|-----|---|----|---|
| Combi-bolter<br>RAPID FIRE 2                                           | 24"   | 2  | 3+  | 4 | 0  | 1 |
| Combi-weapon<br>ANTI-INFANTRY 4+<br>DEVASTATING WOUNDS<br>RAPID FIRE 1 | 24"   | 1  | 4+  | 4 | 0  | 1 |
| Heavy flamer<br>IGNORES COVER<br>TORRENT                               | 12"   | D6 | N/A | 5 | -1 | 1 |
| Reaper autocannon<br>DEVASTATING WOUNDS<br>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<br>ANTI-VEHICLE 3+           | Melee | 3 | 4+ | 8 | -2 | 2 |
| Paired accursed weapons<br>TWIN-LINKED | Melee | 5 | 3+ | 5 | -2 | 1 |
| Power fist                             | Melee | 3 | 3+ | 8 | -2 | 2 |

ABILITIES

Lethal Obsession

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

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

WEAPON ABILITIES

Anti

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

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

Devastating Wounds

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

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

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

Ignores Cover

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



AUFSTELLUNG

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

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

Wargear Options:

- Each Terminator Champion can replace its Accursed weapon and combi-bolter with Accursed weapon and combi-weapon oder Chainfist and combi-bolter



KEYWORDS:

Infantry, Chaos, Terminator, Slaanesh, Terminator Squad

FACTION KEYWORDS:

Emperor's Children

TERMINATOR CHAMPION

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 5 | 2+ | 3 | 6+ | 1  |

INVULNERABLE  
SAVE

4+

- Rapid Fire**

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

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

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

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

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

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

FACTION RULES

- Thrill Seekers**

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

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

CORE RULES

- Deep Strike**

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

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

FACTION KEYWORDS: Emperor's  
Children

# DAEMON PRINCE OF SLAANESH

170 PTS

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

INVULNERABLE  
SAVE

4+

## RANGED WEAPONS

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

## MELEE WEAPONS

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

## ABILITIES

- Ecstatic Death**  
If this model is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 2+, do not remove it from play. This model can fight after the attacking unit has finished making its attacks, and is then removed from play.
- Excessive Vigour (Aura)**  
While a friendly Slaanesh unit is within 6" of this model, if that unit made a Charge move this turn, improve the Armour Penetration characteristic of melee weapons equipped by that unit by 1.
- Lord of Excess**  
While this model is within 3" of one or more friendly Slaanesh Infantry, this model has the Lone Operative ability.

## FACTION RULES

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

## CORE RULES

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



- AUFSTELLUNG
- 1x Daemon Prince of Slaanesh
- Equipped with: Infernal cannon, ▶  
Hellforged weapons - strike, ▶  
Hellforged weapons - sweep



KEYWORDS: Monster, Character,  
Chaos, Daemon, Slaanesh, Daemon  
Prince

FACTION KEYWORDS: Emperor's  
Children



DAEMON PRINCE OF  
SLAANESH WITH WINGS

205 PTS

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

INVULNERABLE  
SAVE

4+

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

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

FACTION RULES

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

- It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

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



- AUFSTELLUNG
- 1x Daemon Prince of Slaanesh with Wings
- Equipped with: Infernal cannon, Hellforged weapons - strike, Hellforged weapons - sweep



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

FACTION KEYWORDS: Emperor's Children



DAEMONETTES

90 PTS

DAEMONETTE

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

INVULNERABLE  
SAVE

5+

ALLURESS

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

INVULNERABLE  
SAVE

5+

⌘ MELEE WEAPONS

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

ABILITIES

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

WEAPON ABILITIES

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

CORE RULES

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



- AUFSTELLUNG
- 9x Daemonette - Equipped with:  
Slashing claws
- 1x Alluress - Equipped with:  
Slashing claws



**KEYWORDS:** Infantry, Battline,  
Chaos, Daemon, Slaanesh,  
Daemonettes, Summoned

**FACTION KEYWORDS:** Legions of  
Excess



# DEFILER

300 PTS

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

INVULNERABLE  
SAVE



## RANGED WEAPONS

| WEAPON                                                            | RANGE | A    | BS  | S  | AP | D    |
|-------------------------------------------------------------------|-------|------|-----|----|----|------|
| Ectoplasma destructor<br>BLAST                                    | 36"   | D6   | 3+  | 12 | -3 | 3    |
| Excruciator cannon                                                | 36"   | 6    | 3+  | 6  | -1 | 2    |
| Hades battle cannon<br>BLAST                                      | 48"   | D6+3 | 3+  | 10 | -1 | 3    |
| Hades lascannon                                                   | 48"   | 2    | 3+  | 12 | -3 | D6+1 |
| Heavy baleflamer<br>IGNORES COVER<br>TORRENT                      | 12"   | D6+3 | N/A | 7  | -2 | 2    |
| Heavy reaper autocannon<br>DEVASTATING WOUNDS<br>SUSTAINED HITS 1 | 48"   | 4    | 3+  | 9  | -1 | 3    |
| Magma cutter<br>MELTA 2                                           | 12"   | 2    | 3+  | 9  | -4 | D6   |
| ► Heavy missile launcher - frag<br>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<br>EXTRA ATTACKS<br>SUSTAINED HITS 2 | Melee | 5  | 3+ | 12 | -2 | 2    |
| Shearing claws - strike<br>PRECISION                | Melee | 5  | 3+ | 16 | -3 | D6+1 |
| Shearing claws - sweep                              | Melee | 10 | 3+ | 6  | -2 | 1    |

## ABILITIES

### Revel in Desecration

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

### Scuttling Walker

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

## WEAPON ABILITIES

### Blast

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

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



## AUFSTELLUNG

1x Defiler

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

### Wargear Options:

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



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

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

INVULNERABLE  
SAVE

5+

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

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.  
*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

**Extra Attacks**  
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:  
- All of that model's [EXTRA ATTACKS] weapons.  
- One of that model's other melee weapons, if possible.

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

**Melta**  
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.  
*Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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

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

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

FACTION RULES

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

CORE RULES

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

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

EXCRUCIATOR [CRUCIBLE]60 PTS

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

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Excruciator [Crucible]

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

**AS:**

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

**FACTION KEYWORDS:** Emperor's Children

EXCRUCIATOR [CRUCIBLE]60 PTS

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

|                                         |       |   |    |   |    |    |
|-----------------------------------------|-------|---|----|---|----|----|
| Force weapon<br>PSYCHIC                 | Melee | 4 | 3+ | 6 | -1 | D3 |
| Master-crafted power sword<br>PRECISION | Melee | 5 | 2+ | 5 | -2 | 2  |
| Paired accursed weapons<br>TWIN-LINKED  | Melee | 6 | 2+ | 5 | -2 | 1  |
| Phoenix power spear<br>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<br>EXTRA ATTACKS           | Melee | 4 | 2+ | 4 | -1 | 1  |

ABILITIES

CORE - Leader, Leader

- Doom Siren**

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

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

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

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

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

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

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

WEAPON ABILITIES

- Anti**

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

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

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

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

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

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

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

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

EXCRUCIATOR [CRUCIBLE] 60 PTS

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

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

FACTION RULES

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

CORE RULES

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

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

EXCRUCIATOR [CRUCIBLE] 60 PTS

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

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

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

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

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

FIENDS

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

INVULNERABLE  
SAVE

5+

BLISSBRINGER

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

INVULNERABLE  
SAVE

5+

⌘ MELEE WEAPONS

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

ABILITIES

**Soporific Musk**

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

WEAPON ABILITIES

**Devastating Wounds**

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

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

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

CORE RULES

**Deep Strike**

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



AUFSTELLUNG

2-5x Fiends - Equipped with:  
Barbed tail and dissecting claws

1x Blissbringer - Equipped with:  
Barbed tail and dissecting claws



**KEYWORDS:** Beast, Chaos, Daemon, Slaanesh, Fiends, Summoned

**FACTION KEYWORDS:** Legions of Excess



FLAWLESS BLADES

95–190 PTS

FLAWLESS BLADE

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

INVULNERABLE  
SAVE

5+



AUFSTELLUNG

3-6x Flawless Blade - Equipped with: Bolt pistol, Blissblade

RANGED WEAPONS

| WEAPON                | RANGE | A | BS | S | AP | D |
|-----------------------|-------|---|----|---|----|---|
| Bolt pistol<br>PISTOL | 12"   | 1 | 3+ | 4 | 0  | 1 |

MELEE WEAPONS

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

ABILITIES

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

WEAPON ABILITIES

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

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

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

FACTION RULES

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

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



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



# FLAWLESS CHAMPION

## [CRUCIBLE]

100 PTS

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

INVULNERABLE  
SAVE



## RANGED WEAPONS

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

## ✂ MELEE WEAPONS

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

## AUFSTELLUNG

## 1x Flawless Champion [Crucible]

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

es:

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

**FACTION KEYWORDS:** Emperor's Children

FLAWLESS CHAMPION

[CRUCIBLE]

100 PTS

| M                                       | T | Sv | W | LD | OC | INVULNERABLE SAVE |   |    |   |    |    |  |
|-----------------------------------------|---|----|---|----|----|-------------------|---|----|---|----|----|------------------------------------------------------------------------------------|
| 8"                                      | 5 | 3+ | 5 | 6+ | 1  |                   |   |    |   |    |    |                                                                                    |
| Dueling sabre<br>PRECISION              |   |    |   |    |    | Melee             | 5 | 3+ | 4 | -1 | 1  |                                                                                    |
| Force weapon<br>PSYCHIC                 |   |    |   |    |    | Melee             | 4 | 3+ | 6 | -1 | D3 |                                                                                    |
| Master-crafted power sword<br>PRECISION |   |    |   |    |    | Melee             | 5 | 2+ | 5 | -2 | 2  |                                                                                    |
| Paired accursed weapons<br>TWIN-LINKED  |   |    |   |    |    | Melee             | 6 | 2+ | 5 | -2 | 1  |                                                                                    |
| Phoenix power spear<br>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<br>EXTRA ATTACKS           |   |    |   |    |    | Melee             | 4 | 2+ | 4 | -1 | 1  |                                                                                    |

ABILITIES

CORE - Leader, Leader

- Doom Siren

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

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

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

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

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

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

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

WEAPON ABILITIES

- Anti

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

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

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

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

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

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

FACTION KEYWORDS: Emperor's Children

FLAWLESS CHAMPION

[CRUCIBLE]

100 PTS

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

INVULNERABLE  
SAVE

5+

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

FACTION RULES

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

CORE RULES

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

FACTION KEYWORDS: Emperor's  
Children

FLAWLESS CHAMPION  
[CRUCIBLE]

100 PTS

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

INVULNERABLE  
SAVE

5+

- Deep Strike**  
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Infiltrators**  
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.
- Leader**  
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.
- Lone Operative**  
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.  
  
If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.
- Scouts 6"**  
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:  
  
- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.  
  
- If that unit is wholly within your deployment zone, it can make a scout move.  
  
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

**KEYWORDS:** Infantry, Character, Grenades, Chaos, Slaanesh, Crucible, Flawless Champion, Leader  
**FACTION KEYWORDS:** Emperor's Children

# FULGRIM

340 PTS

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

INVULNERABLE  
SAVE



## RANGED WEAPONS

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

## MELEE WEAPONS

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

## ABILITIES

- Beguiling Form**  
Each time a model makes an attack that targets this unit, subtract 1 from the Hit roll.
- Daemon Prince of Slaanesh**  
At the start of your opponent's Command phase, select one of the abilities in the Daemon Prince of Slaanesh section. Until the start of your opponent's next Command phase, this model has that ability.
- Daemonic Poisons**  
In your Shooting phase and the Fight phase, after this model has finished making its attacks, select one enemy unit hit by one or more of those attacks. Until the end of the battle, that enemy unit is poisoned. At the start of each player's Command phase, roll one D6 for each poisoned enemy unit on the battlefield: on a 4+, that enemy unit suffers D3 mortal wounds.
- Daemonic Speed**  
This model has the Fights First ability.
- Damaged: 1-6 Wounds Remaining**  
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Enthralling Hypnosis (Aura)**  
While an enemy unit is within 6" of this model, each time that unit is selected to Fall Back, it must take a Leadership test. If that test is failed, that unit must Remain Stationary this phase instead.
- Serpentine**  
Each time this model makes a Normal, Advance or Fall Back move, it can move over sections of terrain features that are 4" or less in height.
- Supreme Commander**  
If this model is in your army, it must be your Warlord.

## WEAPON ABILITIES

- Extra Attacks**  
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
  - One of that model's other melee weapons, if possible.
- Sustained Hits**  
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
- Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).*



### AUFSTELLUNG

1x Fulgrim

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



**KEYWORDS:** Chaos, Slaanesh, Fulgrim, Primarch, Daemon, Monster, Fly, Epic Hero, Character, Mobile

**FACTION KEYWORDS:** Emperor's Children

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

INVULNERABLE  
SAVE



FACTION RULES

Thrill Seekers

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

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

CORE RULES

Deadly Demise D6

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

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

Deep Strike

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

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

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

INVULNERABLE  
SAVE

5+

RANGED WEAPONS

| WEAPON                                 | RANGE | A    | BS  | S | AP | D |
|----------------------------------------|-------|------|-----|---|----|---|
| Baleflamer<br>IGNORES COVER<br>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<br>ANTI-FLY 2+<br>DEVASTATING WOUNDS | Melee | 5 | 3+ | 7 | -1 | 2 |

ABILITIES

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

WEAPON ABILITIES

- Anti**  
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.  
*Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*
- Devastating Wounds**  
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.  
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.  
*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*
- Ignores Cover**  
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Torrent**  
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

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

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



- AUFSTELLUNG
- 1x Heldrake
- Equipped with: Baleflamer, Hades autocannon, Heldrake claws
- Wargear Options:
- This model can replace its Hades autocannon with Baleflamer.



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

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

INVULNERABLE  
SAVE



CORE RULES

Deadly Demise D3

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

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

Hover

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

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

OBSESSIONIST

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 7" | 4 | 3+ | 2 | 6+ | 2  |

RANGED WEAPONS

| WEAPON                                               | RANGE | A | BS | S | AP | D |
|------------------------------------------------------|-------|---|----|---|----|---|
| Bolt pistol<br>PISTOL                                | 12"   | 1 | 3+ | 4 | 0  | 1 |
| ► Plasma pistol - standard<br>PISTOL                 | 12"   | 1 | 3+ | 7 | -2 | 1 |
| ► Plasma pistol - supercharge<br>HAZARDOUS<br>PISTOL | 12"   | 1 | 3+ | 8 | -3 | 2 |

MELEE WEAPONS

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

ABILITIES

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

WEAPON ABILITIES

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

FACTION RULES

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



AUFSTELLUNG

- 1x Obsessionist - Equipped with:  
Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Rapture lash, Power sword
- 4-9x Infractor
- Wargear Options:**
- Each Obsessionist can replace its Bolt pistol with Plasma pistol.
  - Each Obsessionist can replace its Power sword with Rapture lash.



**KEYWORDS:** Infantry, Battline, Grenades, Chaos, Slaanesh, Infractors

**FACTION KEYWORDS:** Emperor's Children

OBSESSIONIST

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 7" | 4 | 3+ | 2 | 6+ | 2  |

CORE RULES

Scouts 6"

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

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

KEEPER OF SECRETS

255 PTS

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

INVULNERABLE  
SAVE

4+

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

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

WEAPON ABILITIES

- Assault  
Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).
- Devastating Wounds  
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.  
  
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.  
  
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Extra Attacks  
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:  
  - All of that model's [EXTRA ATTACKS] weapons.
  - One of that model's other melee weapons, if possible.
- Hazardous  
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.



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



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

FACTION KEYWORDS: Legions of Excess

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

INVULNERABLE  
SAVE



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

CORE RULES

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

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

LORD EXULTANT

80 PTS

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

INVULNERABLE  
SAVE

4+

RANGED WEAPONS

| WEAPON                                               | RANGE | A | BS | S | AP | D |
|------------------------------------------------------|-------|---|----|---|----|---|
| Bolt pistol<br>PISTOL                                | 12"   | 1 | 3+ | 4 | 0  | 1 |
| Screamer pistol<br>IGNORES COVER<br>PISTOL           | 12"   | 3 | 2+ | 5 | -1 | 2 |
| ► Plasma pistol - standard<br>PISTOL                 | 12"   | 1 | 3+ | 7 | -2 | 1 |
| ► Plasma pistol - supercharge<br>HAZARDOUS<br>PISTOL | 12"   | 1 | 3+ | 8 | -3 | 2 |

MELEE WEAPONS

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

ABILITIES

CORE - Leader

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

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

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

**Leader**  
This model can be attached to the following units: Infractors; Tormentors

WEAPON ABILITIES

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

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

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

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



AUFSTELLUNG

1x Lord Exultant

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

**Wargear Options:**

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



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

**FACTION KEYWORDS:** Emperor's Children

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

INVULNERABLE  
SAVE

4+

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

FACTION RULES

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

CORE RULES

- Infiltrators**  
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.
- Leader**  
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.
- Scouts 6"**  
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:
  - If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
  - If that unit is wholly within your deployment zone, it can make a scout move.
  - If that unit is embarked within a **DEDICATED TRANSPORT** that is wholly within your deployment zone, and if every model embarked within that **DEDICATED TRANSPORT** has the Scouts ability, that **DEDICATED TRANSPORT** can make a scout move.

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

**FACTION KEYWORDS:** Emperor's Children

LORD KAKOPHONIST70 PTS

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 5 | 2+ | 6 | 6+ | 1  |

INVULNERABLE  
SAVE

4+

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE - Leader

Doom Siren

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

Obsessive Annunciation

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

Leader

This model can be attached to the following units: Emperor's Children Terminator Squad; Noise Marines

WEAPON ABILITIES

Ignores Cover

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

Pistol

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

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

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

- One or more of its other ranged weapons.

FACTION RULES

Thrill Seekers

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

- It cannot target a unit it was within Engagement Range of at the start of the turn

- It cannot target a unit that was the target of another unit's charge or attack this phase.

CORE RULES

Leader

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



AUFSTELLUNG

1x Lord Kakophonist

Equipped with: Screamer pistol, Close combat weapon, Power sword

Wargear Options:

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



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

FACTION KEYWORDS: Emperor's Children



LUCIUS THE ETERNAL120 PTS

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 8" | 5 | 2+ | 6 | 6+ | 1  |

INVULNERABLE  
SAVE

4+

✕ MELEE WEAPONS

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

ABILITIES

CORE - Leader

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

WEAPON ABILITIES

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

FACTION RULES

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



AUFSTELLUNG

1x Lucius the Eternal

Equipped with: Blade of the Laer, Lash of Torment



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

FACTION KEYWORDS: Emperor's Children

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 8" | 5 | 2+ | 6 | 6+ | 1  |

INVULNERABLE  
SAVE



CORE RULES

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

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

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

INVULNERABLE  
SAVE

5+

RANGED WEAPONS

| WEAPON                  | RANGE | A | BS | S | AP | D  |
|-------------------------|-------|---|----|---|----|----|
| Magma cutter<br>MELTA 2 | 6"    | 2 | 3+ | 9 | -4 | D6 |

MELEE WEAPONS

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

ABILITIES

Glutton for Punishment

Each time this model makes an attack, if it is below its Starting Strength, add 1 to the Hit roll. If this model is also Below Half-Strength, add 1 to the Wound roll as well.

FACTION RULES

Thrill Seekers

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

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

CORE RULES

Deadly Demise D3

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

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



AUFSTELLUNG

1x Maulerfiend

**Equipped with:** Magma cutter, Lasher tendrils, Maulerfiend fists

**Wargear Options:**

- This model can replace its Lasher tendrils with 2 magma cutters.



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

FACTION KEYWORDS: Emperor's Children



DISHARMONIST

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 5 | 3+ | 2 | 6+ | 1  |

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

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

WEAPON ABILITIES

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

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

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

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

FACTION RULES

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

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



AUFSTELLUNG

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

5x Noise Marine w/ sonic blaster  
oder Noise Marine w/ blastmaster

**Wargear Options:**

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



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



# SEEKERS

80–155 PTS

## SEEKER

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

INVULNERABLE  
SAVE



## HEARTSEEKER

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

INVULNERABLE  
SAVE



## MELEE WEAPONS

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

## ABILITIES

### Daemonic Icon

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

### Instrument of Chaos

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

### Unholy Speed

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

## WEAPON ABILITIES

### Devastating Wounds

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

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

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

### Extra Attacks

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

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

### Lethal Hits

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

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



## AUFSTELLUNG

4-9x Seeker - Equipped with:  
Lashing tongues, Slashing claws  
1x Heartseeker - Equipped with:  
Lashing tongues, Slashing claws



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

SEEKER

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

INVULNERABLE  
SAVE

5+

HEARTSEEKER

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

INVULNERABLE  
SAVE

5+

CORE RULES

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

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

SHALAXI HELBANE

315 PTS

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

INVULNERABLE  
SAVE

4+

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

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

WEAPON ABILITIES

- Assault**  
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Devastating Wounds**  
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.  
  
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.  
  
*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*
- Extra Attacks**  
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:  
  - All of that model's [EXTRA ATTACKS] weapons.
  - One of that model's other melee weapons, if possible.
- Hazardous**  
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.



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



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

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

INVULNERABLE  
SAVE

4+

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

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

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

CORE RULES

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

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

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

FACTION KEYWORDS: Legions of  
Excess

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

RANGED WEAPONS

| WEAPON                                                                               | RANGE | A  | BS | S | AP | D  |
|--------------------------------------------------------------------------------------|-------|----|----|---|----|----|
| Agonising Energies - focused witchfire<br>DEVASTATING WOUNDS<br>HAZARDOUS<br>PSYCHIC | 18"   | D6 | 3+ | 6 | -2 | D3 |
| Agonising Energies - witchfire<br>PSYCHIC                                            | 18"   | D6 | 3+ | 5 | -1 | D3 |
| Bolt pistol<br>PISTOL                                                                | 12"   | 1  | 3+ | 4 | 0  | 1  |

MELEE WEAPONS

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

ABILITIES

CORE - Leader

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

WEAPON ABILITIES

- Devastating Wounds  
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.  
  
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.  
  
*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*
- Hazardous  
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Pistol  
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.  
  
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:  
  - One or more of its [CLOSE-QUARTERS] weapons.
  - One or more of its other ranged weapons.
- Precision  
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.



AUFSTELLUNG

1x Sorcerer

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



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

FACTION KEYWORDS: Emperor's Children

# SORCERER

55 PTS



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

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

## FACTION RULES

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

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

## CORE RULES

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

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

**FACTION KEYWORDS:** Emperor's Children

# TORMENTORS

80–160 PTS

## OBSESSIONIST

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 7" | 4 | 3+ | 2 | 6+ | 2  |

### RANGED WEAPONS

| WEAPON                                                                                | RANGE | A | BS | S | AP | D  |
|---------------------------------------------------------------------------------------|-------|---|----|---|----|----|
| Bolt pistol<br><small>PISTOL</small>                                                  | 12"   | 1 | 3+ | 4 | 0  | 1  |
| Boltgun<br><small>PRECISION</small>                                                   | 24"   | 2 | 3+ | 4 | 0  | 1  |
| Meltagun<br><small>MELTA 2<br/>PRECISION</small>                                      | 12"   | 1 | 3+ | 9 | -4 | D6 |
| ► Plasma gun - standard<br><small>PRECISION<br/>RAPID FIRE 1</small>                  | 24"   | 1 | 3+ | 7 | -2 | 1  |
| ► Plasma gun - supercharge<br><small>HAZARDOUS<br/>PRECISION<br/>RAPID FIRE 1</small> | 24"   | 1 | 3+ | 8 | -3 | 2  |
| ► Plasma pistol - standard<br><small>PISTOL</small>                                   | 12"   | 1 | 3+ | 7 | -2 | 1  |
| ► Plasma pistol - supercharge<br><small>HAZARDOUS<br/>PISTOL</small>                  | 12"   | 1 | 3+ | 8 | -3 | 2  |

### MELEE WEAPONS

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

### ABILITIES

#### Icon of Excess

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

#### Objective Defiled

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

### WEAPON ABILITIES

#### Hazardous

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

#### Melta

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

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



### AUFSTELLUNG

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

4-9x Tormentor oder Tormentor w/  
plasma gun oder Tormentor w/  
meltagun

#### Wargear Options:

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



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

OBSESSIONIST

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 7" | 4 | 3+ | 2 | 6+ | 2  |

**Pistol**

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

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

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

**Precision**

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

**Rapid Fire**

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

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

FACTION RULES

**Thrill Seekers**

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

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

CORE RULES

**Infiltrators**

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

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

**FACTION KEYWORDS:** Emperor's  
Children

# PUNKTELISTE

| EINHEIT                              | PUNKTE                                                                                   |
|--------------------------------------|------------------------------------------------------------------------------------------|
| Champion of Excess [Crucible]        | 80 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)  |
| Chaos Land Raider                    | 220 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                    | 145 pts (bis 5 Modelle) · 360 pts (ab 6 Modellen)                                        |
| Daemon Prince of Slaanesh            | 170 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: +30 pts                               |
| Daemonettes                          | 90 pts                                                                                   |
| Defiler                              | 300 pts · ab der 2. gleichnamigen Einheit im Heer: +40 pts                               |
| Excruciator [Crucible]               | 60 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)  |
| Fiends                               | 90 pts (bis 3 Modelle) · 180 pts (ab 4 Modellen)                                         |
| Flawless Blades                      | 95 pts (bis 3 Modelle) · 190 pts (ab 4 Modellen)                                         |
| Flawless Champion [Crucible]         | 100 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) |
| Fulgrim                              | 340 pts                                                                                  |
| Heldrake                             | 175 pts                                                                                  |
| Infractors                           | 85 pts (bis 5 Modelle) · 160 pts (ab 6 Modellen)                                         |
| Keeper of Secrets                    | 255 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts                               |
| Lord Exultant                        | 80 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts                                |
| Lord Kakophonist                     | 70 pts                                                                                   |
| Lucius the Eternal                   | 120 pts                                                                                  |
| Maulerfiend                          | 120 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts                               |
| Noise Marines                        | 145 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts                               |
| Seekers                              | 80 pts (bis 5 Modelle) · 155 pts (ab 6 Modellen)                                         |
| Shalaxi Helbane                      | 315 pts                                                                                  |
| Sorcerer                             | 55 pts                                                                                   |
| Tormentors                           | 80 pts (bis 5 Modelle) · 160 pts (ab 6 Modellen)                                         |

## ENHANCEMENTS — CARNIVAL OF EXCESS

| ENHANCEMENT       | PUNKTE |
|-------------------|--------|
| Empyric Suffusion | 15 pts |
| Dark Blessings    | 10 pts |
| Possessed Blade   | 25 pts |
| Warp Walker       | 30 pts |

ENHANCEMENTS — COTERIE

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

ENHANCEMENTS — COURT OF THE PHOENICIAN

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

ENHANCEMENTS — FRENZIED HOST

| ENHANCEMENT    | PUNKTE |
|----------------|--------|
| Howling Plate  | 20 pts |
| Euphoric Crown | 20 pts |

ENHANCEMENTS — MERCURIAL HOST

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

ENHANCEMENTS — PEERLESS BLADESMEN

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

ENHANCEMENTS — RAPID EVISCERATION

| ENHANCEMENT            | PUNKTE |
|------------------------|--------|
| Sublime Presence       | 25 pts |
| 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 |

