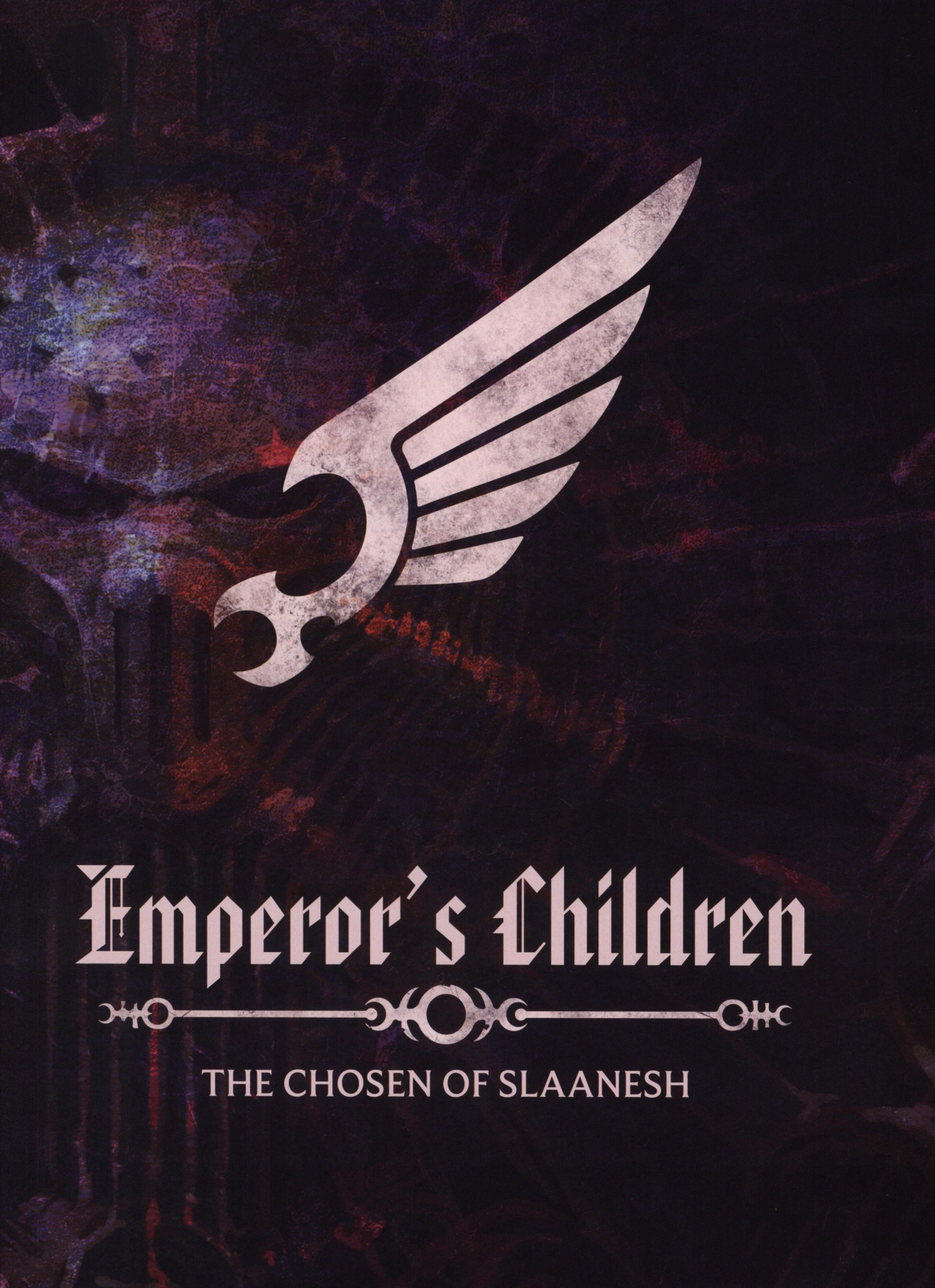
Emperor's Children
THE CHOSEN OF SLAANESH

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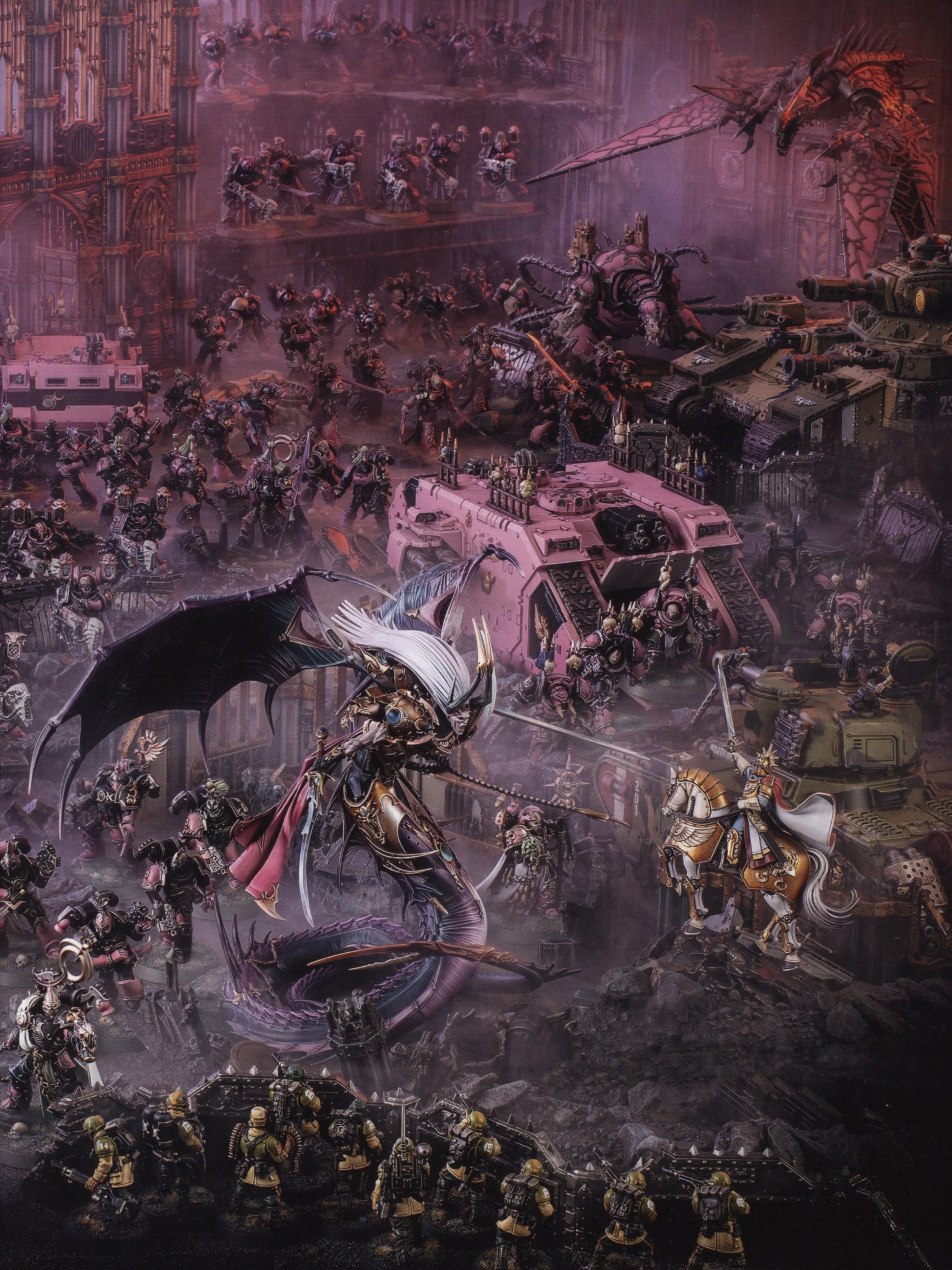


# The Illuminated

THE GALAXY OFFERS A HOST OF EXPERIENCES TO THOSE WITH THE WILL TO INDULGE: GARISH VISTAS OF DEVASTATION, DEAFENING SOUNDSCAPES OF TORMENT AND THE FEEL OF FLESH TEARING AND BONE SNAPPING. THE EMPEROR'S CHILDREN – THE CHOSEN TRAITOR LEGION OF SLAANESH – REVEL IN THIS VISCERAL JOY. THOUGH ALL OTHERS ARE BENEATH THEIR CONTEMPT, THEY ARE DRIVEN TO SHARE WITH THEM THE BLISS OF AGONY TO WHICH DEGRADATION HAS MADE THEM PRIVY.

THESE CHAMPIONS OF THE DARK PRINCE BESTRIDE THE BATTLEFIELD AS ARROGANT GROTESQUES. THEY ARE TRANSHUMAN WARRIORS CLAD IN BAROQUE ARMOUR THAT IS ALIVE WITH SINUOUS SIGILS AND NAUSEATING COLOURS. ELDRITCH LIGHT GLIMMERS FROM THEIR BEJEWELLED ATTIRE AND CLOUDS OF INTOXICATING MUSK WAFT FROM THEIR PORES. THEY PERCEIVE A PERFECTION AND NOBILITY IN THEMSELVES THAT, IN TRUTH, HAS LONG SINCE VANISHED, SMOTHERED UNDER WARP-TAINTED EXCESS AND BLINKERED OBSESSION. THEIRS IS A DEGENERATE HUNGER AND A CEASELESS PURSUIT OF THE ZENITHS OF SENSATION. NO ACT OF BETRAYAL, PAIN OR EXUBERANCE IS BEYOND THEM, AND WITH THE FEVERISH DESPERATION OF ADDICTS, THEY SEEK OUT NEW VICES TO GRATIFY.

THE EMPEROR'S CHILDREN – THEIR VERY NAME AN INSULT TO THEIR ORIGINS – HAVE LONG BEEN A FRACTURED BROTHERHOOD. YET AFTER TEN MILLENNIA, STILL THEY PREY UPON THE GALAXY IN VIBRANT WARBANDS OF IMPERIOUS SKILL. IN EVERY BARRAGE OF EXTRAVAGANT FIREPOWER, THEY TRUMPET THEIR SUPERIORITY. WITH EVERY FLOURISH, THEY CARVE THEIR POISONOUS SIGNATURE. IN THE TATTOOED FLESH OF ENTHRALLED MORTALS, THE LACQUERED FLANKS OF BATTLE TANKS AND THE SHRIEK OF DAEMON-POSSESSED WAR ENGINES, THEY PROCLAIM THEIR ECSTATIC SUPREMACY.

## SLAANESH'S LEGION

**The Emperor's Children are debauched warriors bound in worship to the Chaos God Slaanesh. Wreathed in sweet corruption, twisted in body and mind, they ravage the galaxy in campaigns of gory excess and sensory overload. What tainted remnant remains of their souls is fixated on personal gratification at the expense of all others.**

The Emperor's Children are the greatest mortal servants of Slaanesh. They are a Traitor Legion of Space Marines, hulking warriors forged through genetic alchemy and arcane fleshcrafting to be superior in every way to the Humans they once were. They tower over ordinary men and women, their hugely muscled frames encased in advanced powered armour. Even before they followed their Primarch, Fulgrim, into a gross betrayal of their oaths, they were stronger and swifter than the common herd of Humanity, possessed of incredible resilience, refined reflexes and heightened mental capacity. They were trained to a pinnacle far above simple soldiery. They wielded some of the greatest weapons of their age and were honed into living exemplars of martial skill.

From such a lofty position of prestige, the Emperor's Children have fallen deeper into darkness than many other heretics. They strive to experience ever more extreme sensations. Pain and pleasure; ascetic denial and compulsive excess; lunatic focus and indiscriminate indulgence; only the most intense stimuli stir these jaded warriors and they seek them out with the zealotry of fanatics. Fulgrim's gene-sons do not limit themselves to purely physical perceptions, also seeking excess in sight, hearing and taste, through emotions and the application of skill, with biochemical saturation, malefic sorcery and more besides.

The bodies of many are distorted, often through exposure to the warp, the caress of daemons or via abhorrent surgical augmentation, to more readily experience a wealth of sensory input. Some have skin peeled away to expose raw nerve endings. Others go without eyelids, the better for their enlarged ocular orbs to witness as much of the galaxy as possible. There are those whose bones are dislocated or altered, their skulls warped into forms they consider aesthetically pleasing or mutated into obscene totems in praise of Slaanesh. Many have painful barbs surgically embedded in their flesh, tugging at muscles or lacerating their skin with every movement to provide a frisson of sensation.

The flesh of the Emperor's Children has become hyperreceptive to stimulus, in many cases melded with their baroque armour, so that their technological auto-senses are indivisible from their own mutated organs. The use of combat stimms, psychoactive intoxicants and soul-ravaging narcotics is widespread amongst this decadent Legion. Some of these

are produced from the rendered flesh of their victims. Emperor's Children use them to supplement their perceptions, induce raging emotional peaks or provoke physical and mental distortions that would inevitably kill those not inured to them.

Some of the chemical infusions consumed by the Emperor's Children give vibrant shades or textures to their skin, the warriors using their bodies as lurid canvases to excite their own and others' senses. In the same vein, they decorate their armour and the flanks of their battle tanks, artificers of their warbands carving grotesque scenes that appear to flicker with obscene movement. Lustrous and rare metals, glossy and undulating curves of lacquer, shimmering minerals, fine silks and foul excretions are all used in clashing combinations that revolt the senses of those who face the Emperor's Children in battle.

For all their aesthetic extravagance, the Emperor's Children are warriors first and foremost. They use battle as an arena of excess and experimentation, needing the next thrilling sensation before the excitement of the last has even faded, obsessing over pushing the experience to greater highs and more sordid lows. Victory in itself is never pleasure enough – the thrill of combat must have played its part. For some of the Legion's debased fighters, this is in the gory rupturing of the enemy, often continued long after the foe has become little more than a mashed chunk of meat. The addiction to painful humiliation is the passion for some, leaving disfigured and howling victims in their wake to testify to their skill. Others revel in wide-scale annihilation, desiring the chance to commit deeds of gross carnage. They have turned their physical prowess and mental strength to the most despicable acts, with shame and dishonour long since excised as fetters for the weak.

What the Imperium names the Era Indomitus is a time of riches and opportunities for the Emperor's Children. The Great Rift and the countless other warp storms that blight the galaxy have opened up new avenues of excess and exploitation. The taint of the warp has spread further than it has ever done before. Whole planets have been swallowed by the roiling tides of the immaterium, turned into daemon worlds or warped into nightmarish visions. Mortal cults to Slaanesh flourish in many systems, corrupting societies from within and ripening them into sickening forms. Human and xenos armies clash in ever more destructive wars, the noise a siren song that lures Emperor's Children warbands to feast on experiences new and exciting in form. The opportunity to prove their superiority in the committing of outlandish atrocities is a temptation the favoured of Slaanesh cannot ignore. The divide between the thrill-seeking hedonists the Emperor's Children are, and the noble guardians of Humanity they once were, began millennia ago and has widened ever since. It is a yawning gulf that can never be recrossed.

## INFINITE ATTRACTIONS

Warbands of the Emperor's Children have fought their Long War against the Imperium as have many other Chaos Space Marines. For some of Fulgrim's gene-sons, their bitter hatred for Holy Terra and the armies that fight in its name has become an unholy obsession. Unlike some other Traitor Legions, however, it is not a compulsive contempt that consumes them all. The Emperor's Children see themselves as illuminated to the manifold experiences of existence. They revel in a host of passions and manias and believe it is a tedious individual that restricts their obsession to a single idea. Visceral hatred grips the hearts of many Emperor's Children, but so do pain and joy, horror and humiliation. The pleasures of dominion over others, of inflicting cruel torments or of sublime swordsmanship devolving into maniacal hacking are all worthy in their tainted perceptions.

## THE SCOURING

After the traitor Space Marines were hurled back from the walls of the Emperor's Palace, the survivors of the loyalist Legions were united by a desire for vengeance. They sought to purge those brothers that had turned to darkness, following on their heels with the focus of a pride of lions on the hunt. The period that followed was known as the Scouring. The Traitor Legions and their twisted Primarchs continued to fight, no longer for the conquest of the Imperium, but for their own survival. War was so incessant that at times the threat to the Emperor's realm was almost as great as at the peak of the Heresy.

The wars of the Scouring lasted many years and almost exhausted the manifold armies of Terra. The loyalists eventually hounded their turncoat brethren into the Eye of Terror. It became both a prison and stronghold to the traitors but offered a stable space lane.

## GENESIS OF PERFECTION

Ten thousand years ago, when the Emperor of Mankind began his Great Crusade to forge an empire across the stars, he created the Primarchs. These twenty beings were numinous demigods, created via eldritch science using the Emperor's towering genius. As their creator, he was their father and they were his sons, intended as the generals of his armies in the conquests to come. Tragedy struck before the Primarchs were fully formed, some apocalyptic catastrophe scattering the nascent beings to worlds across the galaxy. Yet already the Emperor had embarked on the next stage of his Great Crusade. From salvaged genetic elements of each of the Primarchs, he created a Legion of Space Marines, with the III Legion wrought from a portion of the Primarch Fulgrim's essence.

These Legiones Astartes formed the brutally powerful vanguard of the Emperor's almost inexhaustible armies, fighting at the forefront of the Great Crusade to conquer the galaxy. Apocryphal references within now-forbidden data tablets claim the warriors of the III Legion were known as the Emperor's Children from an early stage. There are accounts of individual officers of the Legion serving as emissaries, envoys and standard bearers for the Emperor. The Legion as a whole were of noble bearing and lauded as exemplars against whom others were judged. Nothing proved the high esteem in which the Legion was held more than their entitlement to bear the Palatine Aquila – the Emperor's personal heraldic device – as part of their insignia. This honour was won by the actions of a cohort of the Legion's warriors who safeguarded the Emperor during an attempt on his life, fighting and dying to the last Space Marine in his service.

In time, as the Emperor and his armies fought ever more distant wars throughout the galaxy, the lost Primarchs were slowly rediscovered. The primogenitor of the III Legion was found on the grey and deprived mining world of Chemos. Fulgrim was united with the Emperor and with his gene-sons, and granted command of the Legion. It is said to have been his inspiring words of hope and destiny to the III Legion that moved the Emperor to affirm the brotherhood's cognomen. As the Emperor's Children, with Fulgrim at their head and bearing the Master of Mankind's standard, there seemed no heights of excellence to which the Legion could not rise.

Fulgrim instilled the Emperor's Children with a drive for excellence in every aspect of their existence. They sought perfection in making war, from individual mastery of weapons and tactics to the finessing of grand strategies. They adopted and refined the doctrines they witnessed amongst the other Legions, aiming not only to equal their peers but to surpass them. Fulgrim stood as the exemplar from whom his senior officers took their lead in all things, ideals spreading down each rank of hierarchy such that the whole Legion was inspired by the achievements of others.

It cannot be known when exactly a stain began to spread across the Legion's collective soul. Pride in their abilities curdled into contempt for those they saw as less than themselves. Perhaps there had been a weakness there all along, a chink in their armour ready to be exploited. When his brother Primarch, Horus Lupercal, turned traitor and initiated the galaxy-spanning Heresy, Fulgrim was amongst those who fought with him. His ideals, twisted through daemonic influence, xenos taint and calculated appeals by Horus, seeped through the Legion's command structure to contaminate the rest of the Emperor's Children.

The Horus Heresy was a conflict waged across the known galaxy, but at last Horus' armies assaulted Holy Terra itself and the Emperor's Children were among them. Few of the Legion fought in the legendary battles at the Imperial Palace. Instead, many of Fulgrim's gene-sons indulged their own need for the thrill of battle across the face of the planet. Eventually, through terrible sacrifice, the Emperor killed Horus. At a stroke, the Heresy had failed and the traitors – leaderless – fled Terra. Along with most of the heretics, Fulgrim led his Legion towards the Eye of Terror, a huge warp rift in the galactic north. They were hounded by a boiling tide of Imperial vengeance, but the Heresy had sorely weakened the Imperium. Such was the threat of traitor strongholds throughout the galaxy, and a resurgence of myriad xenos preying on vulnerable Human worlds, that the Imperial armies could not afford to dive into the warp-tainted region of the Eye of Terror to finish the traitors off.

Survival soon became the primary concern of the Emperor's Children, as it was for all of the Traitor Legions. During their flight, they had raided Imperial worlds. In the Eye of Terror, where the power of the warp suffused planets with mutation and daemons held sway, existence became more tenuous. It was not long before the traitors began to prey upon each other. The Emperor's Children were amongst the most eager. Fulgrim grew more distant from his sons; blessed with daemonhood, he sought new realms, looking for experiences yet unfelt. Without his dominant command, under attack from other traitors and each other, the Emperor's Children fractured into countless warbands.

Excess and obsession are the domains of the Chaos God Slaanesh. Dark temptations, unfulfilled desires and compulsive dreams are claimed by his servants as both lying at the heart of his power and fuelling it. Slaanesh's taint reaches into everything mortals strive for. The more extreme these cravings, the deeper into damnation mortals sink. Slaanesh's daemons whisper into the dreams of even the most self-effacing or sing siren songs through the warp, eroding restraint and luring mortals into the worship of Slaanesh through their deeds before they are aware of it. All it takes, they hiss, is one more step.

## ORCHESTRATING DESTRUCTION

**When the Emperor's Children stride to war, a tumultuous barrage of sensations assault their chosen arena. The very air shivers in fearful expectation. Painfully euphoric sights and sounds deluge their foes in visceral kaleidoscopes. Each battle is an opportunity to display their superior war-craft and to instigate the most extreme feelings.**

The Emperor's Children perpetrate their decadent campaigns throughout the galaxy to further their own stimulation. For some, warfare is a means to praise Slaanesh, seeking the Dark Prince's favour by enacting the most depraved atrocities or corrupting those ideals held sacred by others. Others seek to emulate and surpass the glories of the Legion of old or brand themselves upon the galaxy in infamy and immortality by raising an empire dedicated to excess. Some hunger for martial perfection and nobility, incapable of seeing their own gruesome perversion in all they achieve. Some lust for vengeance, desire to glut themselves on forbidden knowledge or covet cursed artefacts or far more mundane resources to fuel their endless predations. Some yearn to exceed the limits of their biologies through whatever chemical, surgical or sorcerous route offers that chance. Whatever they claim – to others or themselves – all joyously enter battle to feel and inflict as much bodily and mental suffering as possible and to revel in its creation.

The first warning of an Emperor's Children assault is a deluge of overwhelming sensation. Subtlety and restraint have their place amongst many of their champions' arsenals, but they are fleetingly employed and usually only amid battle to prolong an enemy's suffering. Thus, a trumpeted herald of woe is delivered to ensure that none doubt the magnificent excess about to be visited upon them. In some cases, this is a biochemical barrage that inflames the skies with painful colour or seeds the air with empyric musks that scour the enemy's lungs or ignite their passions. In others, the Emperor's Children unleash apocalyptic devastation with orbital bombardments and lance strikes, creating a hellish landscape of burning cities and razed fortresses to be a backlit arena fit for their warriors' own murderous deeds. Cacophonous aural assaults blare from the emitters of gilded fighter craft, rupturing eardrums and distorting weather patterns. Burrowing torpedoes carrying hallucinatory concoctions corrupt water tables. Daemonic sigils that cause waking nightmares burn in the skies above population centres, stoking unreasoning fear or dangerous lusts, causing anarchy amongst defending armies.

With their approach announced, the Emperor's Children descend. Drop craft and gunboats in eye-watering livery scream through the skies, their cannons raking choice defensive emplacements. They broadcast soul-rending screeches and shrouding barrages of sickly sweet smoke. The keening of loved ones and the rasping of razor-edged blades can be heard by those with their shrivelled wits remaining, even above the deafening aural assault. Then come the Emperor's Children, racing from dropships on foot or within the fleshy interiors of gaudy transports in a hungry eagerness to close with those who can still scream.

No two assaults are the same. The prideful champions and lords who lead their warbands see themselves as master artisans raised far above dull doctrine and pedestrian strategy and abhor any repetition that may impune their reputation in the eyes of rivals. They seek to unleash ever more diverse displays of obscene violence to discover the elusive hint of fresh experience. There are those Emperor's Children commanders, however, who are so fixated upon a single distorted strategic vision that they slavishly seek to render it in some imagined perfect form again and again, often hurling increasingly excessive amounts of materiel forward to achieve some pivotal ploy. Those who follow such warlords are often as myopic as their leaders or are so lost to the thrill of sensation as not to care for any strategy as long as it allows them to indulge their lust for battle.

Whether following some complex battle plan or losing themselves in hedonistic whirlwinds of slaughter, the sons of Fulgrim fight with a flamboyant style that no sane warrior could match. Infractors enter the fray with murderous artistry, often powering into the first foe they sight, slicing, hacking and skewering with great sweeps and violent thrusts of their razor-sharp blades. They swiftly move on to the next, howling vox-augmented battle cries that rise above any they have merely maimed to create a harmony to unnerve even disciplined troops. Squads of Tormentors are rarely far behind. They often compete with Infractors for similar crops of victims, but use salvoes of explosive bolts and deadlier ranged weapons to tear shuddering death rattles, screamed pleas or the sweet moans of pain from those they target.

### AESTHETES OF AGONY

Amongst Fulgrim's scions – some of whom are ancient veterans who have survived since the Horus Heresy – are even greater martial elites. Warp-infused swordfighters known as Flawless Blades hunt down the strongest enemy warriors. Chaos Terminators appear in blazes of teleportation energy or burst from the ramps of armoured transport tanks. These hulking

### ARENAS OF INIQUITY

Emperor's Children warbands have claimed a variety of bases for themselves across the millennia. Many of their lords demand the building of outlandish fortresses and monumental tributes to their greatness. A few have wrested control of a whole daemon world, holding back the tides of warp-spawned entities in gladiatorial tourneys to prove themselves Slaanesh's greatest servants. Other warbands have holdings beyond any warp rift, erecting palaces of flesh that rise above mountainous plateaux, or dispatching their raids from prismatic bastions that circle worlds like shimmering orbitals.

Many Emperor's Children warbands operate as fleet-based hedonists. These pleasure nomads sate their gratification wherever whim leads them, and their mobility makes them nigh impossible to hunt down. After every wanton massacre of a world's defenders, they reap a tally of fresh resources, often including a harvest of the choicest biomaterial. They soon vanish into the void, leaving behind another world a victim of their excesses.

brutes have seized ancient suits of Tactical Dreadnought armour, making each capable of withstanding horrific attacks that would disintegrate lesser warriors. These elite demand their place at the sites of the finest opportunities for sensory fulfilment. They breach the bridges of voidships and command bunkers to prey upon the enemy's vaunted warriors. Whatever warp-powered strength or multi-layered battle plate they possess is but a flickering lamp beside the roaring inferno of their ego, and they will suffer none to deny them their prize.

Battle tanks of the Emperor's Children grind forward on barbed tracks. With the crews' sensoriums bionically meshed or horrifically melded with the logic cores of their kill counters, every violent death sends surges of pleasure into their cortexes. The tanks spit heavy shells and lances of energy into the favoured targets of the crews, each armoured vehicle said to have its own fell reputation and insatiable lust to harm a particular form of victim. The machine spirits of some war engines are so thirsty for particular souls or flesh that they bypass their commanders' roared demands. Thus are born legends such as Morkairus' Sin Manglers. This squadron of Land Raiders, and their forever-entombed crews, once fought for Lord Xarien the Distorted. Since the Battle of the Scarlet Mound, however, their powerful lascannons have refused to fire upon enemy soldiers, the weapons' systems only permitting targeting solutions that might result in worthy engine kills. They will gladly plough into oncoming warriors, however, but only to enable their tooth-covered tracks to grind their flesh into heaped piles.

### SKORFLENSE

*This nerve-shredding stimulant is one of countless concoctions distilled to gift the user with shuddering peaks of scintillating agony and voids of desperate need. It is said to deliciously sharpen the imbibers' reactions as they hungrily seek to experience its effects on their sensoriums in diverse combinations of expectation and indulgence.*

### LANGUOR'S RIPOSTE

*Those Emperor's Children who relish the opportunity to prove themselves the masters of their own flesh may dare swallowing one of the many living draughts known as Languor's Riposte. These semi-sentient brews congeal in their bodies, attempting to reconstitute into whatever form they once bore in life, fighting against the warrior's skin, bones and muscles for dominance in an excruciating contest of will and endurance.*

## FAVOURED OF SLAANESH

With time, enough blood is shed by an Emperor's Children warband, enough torment reaped and savoured, that the barriers separating realspace from the warp are weakened. This is a moment of unbridled delight for the sons of Fulgrim. The reek of fear and bodily fluids saturates the air, rivalling the stink of fyceline and charred flesh. Orgiastic convulsions begin to claim some of the enemy as raw emotion seeps into the cracks of their minds. Strange chemicals condense from the pores of Emperor's Children lost to delirious excess, trickling into their mouths and stimulating agony and pleasure. Alluring wychlights sparkle amidst detonations and sibilant whispers sound in the hiss of energy discharges and the screams of those in pain. Such portents are said by the Emperor's Children to presage a more glorious tide of sensation.

The actions of the most depraved or blessed of the warband are said to draw this momentous moment closer. Sorcerers lash out with psychic torments. They flay skin with scintillating empyric shards, peel open mental barriers and offer flesh-filled curses, gifting their otherworldly boons to the ungrateful enemy. Then there are the Daemon Engines, gigantic war machines that take many terrifying forms but are empowered by a malefic entity from the warp. Emperor's Children warbands hail these infernal devices as majestic creations of art and pain, for the daemon at their heart is painfully bound and tormented, sensations it inflicts a hundredfold on the quailing enemies before it. While some prowl on mighty piston-driven limbs or roll forward on skull-crushing treads, others soar through the skies on jagged wings or float on sorcerous vapours. The raw spite that seeps out of them, hating yet fascinated by its mortal allies, is so intoxicating that many Emperor's Children warbands build entire strategies around their deployment, seeking to remain near them at all times that they might sup from the emotional fug that Daemon Engines emit.

Those Emperor's Children who, like their gene-sire, have received the greatest gift of daemonhood are said to wear away the barriers of the warp with their very presence. These Daemon Princes have achieved a horrific apotheosis, blessed with power and immortality but enslaved in body and soul to Slaanesh for all eternity. To face such a paragon of vice and obsession is to see the once-noble bearing of the Space Marines brought to the ultimate nadir.

When the Emperor's Children have – by design or inadvertently via their own hedonistic desires – committed massacres and atrocities so vile that reality itself weeps, the barriers may weaken enough for the daemons of Slaanesh to break through. Some Emperor's Children see such an event as a final anointing of their work, a divine leer of approval from their deity that their works have drawn great favour. The grim arenas of butchery they have created and the remaining souls therein become a stage of empyric insanity. The warriors leave the place, ritually gifting it to the bounding and dancing daemons of the Dark Prince. Such sites often become warp interstices or the beginnings of entire daemon worlds, even if only temporarily. But the Emperor's Children are conscious that with the daemons' changeable whim, they may decide to seek sustenance from the Emperor's Children themselves should Fulgrim's sons have left too few other mortals alive.

Other warbands actively seek out such transgressive alliances. These Emperor's Children walk a far more dangerous path, but the rewards can be great indeed. Pacts can be forged with some daemons, parleys bought with bartered souls and etched in the very worst agonies. Forbidden knowledge and arcane power can be secured, the routes to worlds of opportunity or the services of daemons in future wars if, that is, the Emperor's Children display a sufficiently pleasing depravity. Sacrifices must be made for such power and Fulgrim's champions will promise defilements beyond sanity or willingly give up to the daemons those warriors who have failed them in return. Fulgrim's scions and their deity's immortal servants seal their damned alliance by wreaking torment and bloody carnage on scales their victims' worlds will never recover from.

*Codicier Marrias spasmed as Fulgrim poured his essence from the warp into the Space Marine's flesh.* As he attuned his senses to the stimuli of realspace, Fulgrim heard the crunch of pulverising flesh and bone. There was a squeal of shearing armour and then a thunderclap of empyric detonation. Violet fire and charred chunks sprayed from the ruin of the Ultramarine Librarian's body. Mist boiled around the accreting Daemon Primarch as he sculpted a suitable form for himself. Vivid hues swam in the striated mist, as did the shadows of sinuous things that danced and sang. They were his chorus, here to direct his mortal audience in the proper appreciation of his performance. He favoured them with a theatrical grin as he completed his form.

With a flick of one hand, Fulgrim banished the mist. It burned away in a violent roil of warpflame to reveal a battlefield. He ignored the drudgery of the view – a desaturated landscape blighted by a vulgar fortress – and looked upon his sons in their adequate finery fighting Ultramarines whose blue armour was as bland as their souls. Some of the Emperor's Children raised their voices to him in jubilant praise, at turns sonorous and guttural.

A handful of Ultramarines turned to Fulgrim with cries of dismay and alarm, raising weapons in his direction. The nearest of them could not even manage that, instead shuddering with paroxysms or clawing at their rebreathers as his musk swept over them. He raised his elegant wings in exultation and with an indulgent smile poised on his lips he basked in the adulation of them all. He had no doubt his arrival elevated them – his sons and Guilliman's alike – in sublime ecstasy.

Fulgrim turned with a rhythmic ripple of undulation and a susurrus of polished scales, weaving aside from an insultingly meagre volley of fire that came his way. A glance with heavy-lidded eyes told him all he needed to know of the battle's disposition. His sons were on the brink of being routed. They had recklessly pushed forward unsupported on numerous fronts. Squads of them lunged after the Ultramarines. Prettily garish battle tanks jostled with each other for firing positions, cohesion sacrificed for greed. Individual champions swept into the loyalists' lines with shrieks of challenge.

Fulgrim leered at their enjoyment. Only his sons, it seemed, were attempting to enliven this dreary vista with colour. Ultramarines were falling to their attacks, gutted by crackling blades, sundered by detonating shells and carved open by dazzling energies. But Guilliman's sons were tediously playing their own game. They cleaved to staid doctrines: holding, redeploying, counterattacking. He could practically hear the tick-tock of their mental processes, and his lip curled in a sneer.

Fulgrim's supernatural senses were caught by a flash of heraldry. An Ultramarine officer was coordinating the defence of the fortress. Fulgrim detected the play of vox-signals centred on the warrior, saw him give curt visual signs and display a modicum of skill with a long power sword. Fulgrim hissed a chuckle as he now saw his role in this little pageant.

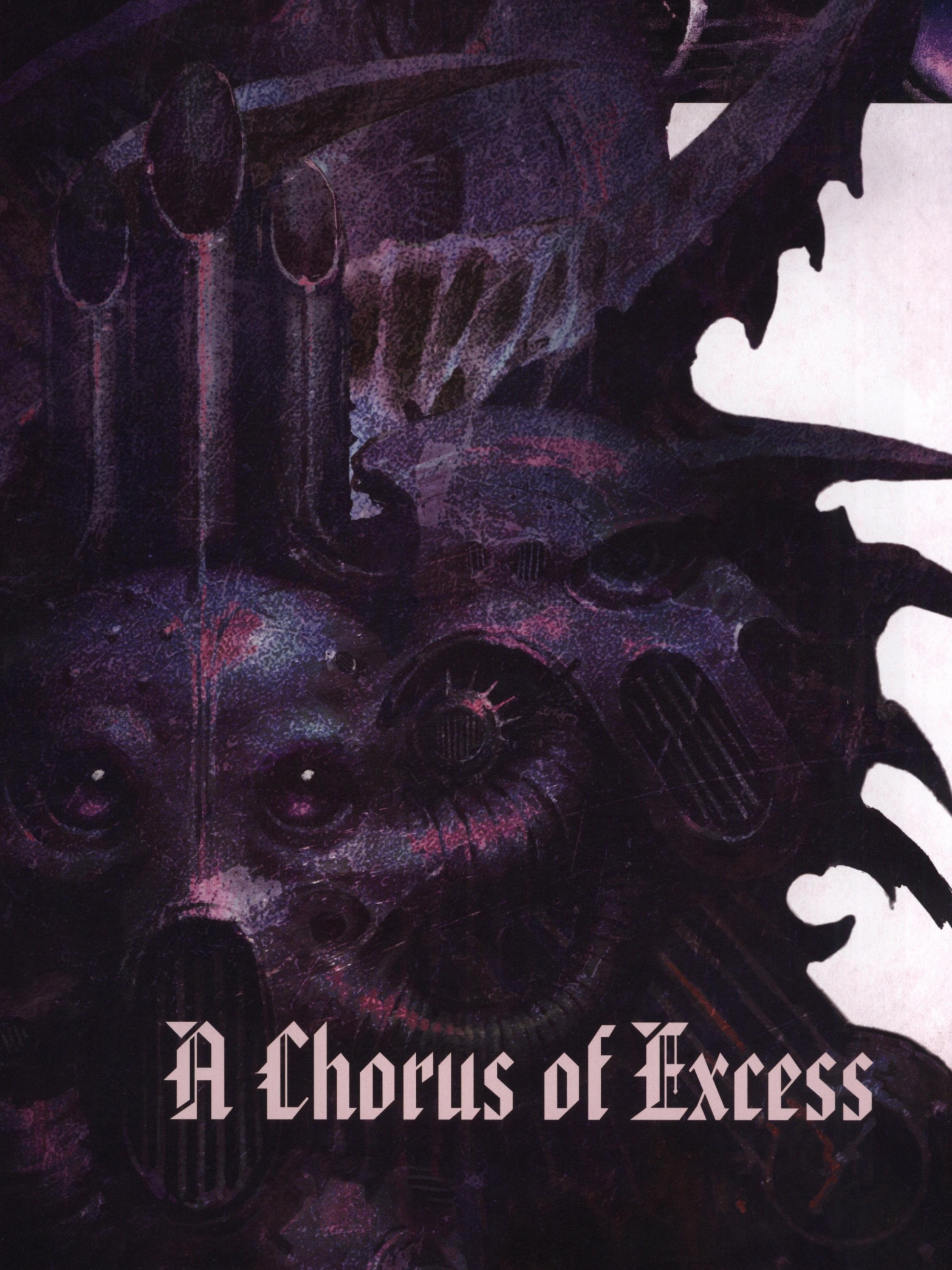
He willed himself into the air and sang a lilting ululation, as beautiful to his ears as it was agonising to the dismal loyalists. Fulgrim levelled a sword at the Ultramarine officer in obvious challenge. He banked suddenly, lunging to the ground and into a battery of artillery tanks. With a vicious slice of one blade, he skewered the engine block of one. He spiralled, bringing two more blades around to slice the turret from the second, while a lash of his tail flipped the third over, its armour cracking and explosions gutting it from inside. In the space of six mortal heartbeats, the battery was annihilated.

Fulgrim sped from one temporary diversion to the next. He beheaded and bisected his victims, and left others kneeling in pools of viscera, convulsing with toxic shock, or crawling with a single limb remaining. With every kill, Fulgrim looked towards the Ultramarine officer, drawing out the moment. He used the battlefield as his stage, circling towards his prey and ensuring none were in doubt as to his eventual target.

More firepower came his way, Guilliman's sons aware of the direst threat. Much of it flew wide, lured away by phantasmal constructs and illusory gheists. Some shots bent in mid-air and others burnt away in a nimbus that shone from him. A few shots hit; Fulgrim relished the kiss of pain, teasing the wounds wider with the fingers of a spare hand.

Eventually, Fulgrim tired, abandoning his circling performance in his lust to enact the dénouement. The weakling had surrounded himself with fawning servants; Fulgrim dealt with them in turn. He gifted each with a single killing stroke before any could react, then rose to loom over the officer. The fool held his ground, sword raised in an appallingly obvious bait. Fulgrim slashed downwards. The officer barely parried the teasing strike. The Primarch turned it into a backhand hack. He restrained himself to prolong the fight, his other weapons held high to threaten but remaining unused. He traded five blows, feeling the Ultramarine's strength and will sapped with each one.

Suddenly, all thrill seeped from Fulgrim and his passions waned. Idly, he plunged all his blades into the Ultramarine. The warrior succumbed immediately to the blades' warp toxins. Fulgrim flicked the spasming corpse away, already bored. He heard his sons, racing with eagerness into the shocked Ultramarine survivors. Fulgrim opened up his senses, needing to feel something more. There were more of Guilliman's sons to kill. Maybe he would stay, and take his time over them.



# A Chorus of Excess

# A MANY-SPLINTERED MYRIAD

**The war leaders of the Emperor's Children are devoted to individual obsessions and lavish ambitions. It is no surprise, then, that they organise and identify the warriors under their command in dizzying variety to reflect what they see as their unique superiority. Warbands of the former Legion have ravaged the galaxy under numerous guises for ten millennia, splitting and reforming in new hierarchies – often violently – to bring their abhorrent artistry to bear in blissful new facets.**

Not since the Legion Wars has there been any notion of a coherent Emperor's Children Legion. Since then, most of their warriors have fought in warbands that have grown around a central leader with overwhelming power and presence. Just as Fulgrim embodied the ideals and direction of the Legion of old, so the lords of the Emperor's Children are the focus and driver of their warriors' actions in the Era Indomitus. Each of these commanders is consumed with a prideful arrogance. Convinced of their pre-eminence over their warriors, they jealously guard their positions. None suffer any challenge to go unanswered. While some may surround themselves with coteries of subcommanders and lieutenants, these are typically sycophants and fawning celebrants with no real influence. Other champions tacitly encourage the advancement of their spiteful underlings, indulging a frisson of danger at the idea of circling plots to unseat them.

The leaders of Emperor's Children warbands give themselves all manner of extravagant titles. Many draw them from epithets screamed at them by victims or enemies, pluck them from their own fevered dreams or the whispers of daemons, or affect ranks and entitlements inspired by the Legion's history. Equally, the hierarchy of one warband can differ markedly from that of another. Some continue to use variations on terminology and organisational credos employed millennia ago, whether through some ingrained fixation or delighting in perverting their original meaning. Thus, some warbands refer to themselves as millennials and divide their assets between several cohorts and companies. Other champions label their warbands as myriads, hosts, revelliums, exaltations and the like while referring to the component formations of infantry and armour within them as spectacles, collectives, carousals or other, even stranger terms. The result is usually the same. It is also ironically far more simplistic than such grandiose titles would suggest: a single, pre-eminent lord who suffers no rivals, often ringed by a small coterie of lesser champions, and leading a single warband comprising multiple bands of warriors who typically fight as much in spiteful competition with one another as they do as brothers.

There are warbands of Emperor's Children only a dozen warriors in strength and others that number well over a thousand. Few, however, grow to amass overwhelming numbers of the kind favoured by Traitor Legions such as the Death Guard and Iron Warriors who specialise in grinding attrition. To some extent, this reflects the thrill-seeking ways of war of Fulgrim's sons, but it is also a consequence of their corrupted and overloaded psyches. Only the most potent charisma and vision can serve to weld the warriors and champions of multiple warbands together. Fulgrim, if he cared to bend his will to it, could surely do so. A few powerful legionaries have attempted to reunite huge elements of the Emperor's Children – rarely with any goal beyond their personal gain – but the cocktail of greed, lust and spite in such groups means most do not last long, fragmenting into new forms to pursue their obsessions.

## ECHOES OF INFAMY

The Emperor's Children are frequently boastful, proclaiming their exploits so that others may learn to fear and exalt them. Some broadcast them in screamed astropathic sirens. Others memorialise them in repulsive monuments of living flesh or stitch sorcerous sigils into the warp. The many warbands of Emperor's Children jealously guard their individual infamy, glorying in their own divergent depravity. Those of the Glittering Myriad have carved a horrific reputation for blindingly swift armoured assaults across the eastern reaches of the Reductus Sector. Lord Aesclemos leads them, styling himself the Silvered Regent. His shimmering flesh and the mirrored orbs of his eyes are replaced after every battle by flayed servo-thralls, while he demands his warband emulate his attire with gilded battle plate and opalescent war engines. The Konstrictus, meanwhile, lay claim to reputations as glorious artisans. The Prismatic Pyre they erect upon the site of their every victory is comprised of the eyeballs of those they have chosen to leave alive. These hideous fleshy bonfires burn as the warriors leave, their living victims crawling blindly about their fallen realm. The warriors of the Transcendent Spectacle warband boast in living murals of screaming thralls their expertise in goading their countless Daemon Engines to the very best soul feasts, while those of the Threnodic Choir orchestrate their battles to instigate wailing harmonies that destabilise tectonic plates. These are but some of the former Legion's infamous warbands, but there are many more.

## WARBAND ASSETS

The resources of Emperor's Children warbands are as diverse as their patterns of organisation. Each warband maintains a fleet of ancient and powerful warships, to ensure the swift and opportunistic capture of any prey or prize that attracts their leader's impulses. Depending on the warlord's power and influence, as well as their predilections, such fleets can range from a handful of sleek and heavily armed destroyers to huge flotillas headed by battleships and grand cruisers. The gaudily ornamented vessels of Emperor's Children warbands are gravid with attack craft and arsenals of boarding torpedoes, and contain hangars strung with dropships. These craft can deliver Fulgrim's sons onto planetary surfaces or into the bowels of a voidborne target with surgical precision.

Besides squads and retinues of egotistical warriors, warbands can often call on other assets should the mood strike their commander. Some have covens of mortal Slaanesh worshippers in their thrall or packs of the Dark Prince's daemonic servants ready to be summoned from the warp. Others harbour armoured detachments of battle tanks and combat walkers, or super-heavy assets that can bring whole hive cities to their knees. Some warbands leash huge numbers of Daemon Engines to their command, while others have lances of depraved Chaos Knights sworn to their cause by fell pacts.

# FULGRIM

## DAEMON PRIMARCH OF THE EMPEROR'S CHILDREN

**Excess and obsession given repulsive form, Fulgrim is one of the greatest servants of the Chaos God Slaanesh. He is a defiler of nobility, a serpentine spitter upon oaths, a sadist, an epicurean and an artist of the grotesque, and there are no extremes to which he will not slither.**

Where once Fulgrim embodied Human skill, refinement and progress, the drive to achieve perfection in all things, now he is a vessel of the most depraved corruption. Where he once nurtured his gene-sons and exalted their deeds, now they are but one diversion amongst many to an entity steeped in the immortal passions of the warp. Fulgrim is the gene-sire and lord of his decadent Traitor Legion, but he does not yoke his sons or himself to any manner of formalised hierarchy.

Since his ascension to daemonhood millennia ago, Fulgrim has spent long periods away from the scattered warbands that were once his Legion. He pursues esoteric experiences across realspace and in the warp, upon daemon worlds in the interstice between the two and in stranger realms besides, leaving his scions to their own ambitions. At other times, he has appeared to groups of his sons, sometimes unlooked for, at others in apparent answer to their ritualised pleas for his intoxicating presence. These are times of woe for entire sub-sectors of space, as Fulgrim leads his gene-sons in carnivals of bloodshed and destruction, favouring his warriors and his enemies alike with the vibrancy of his supernatural charisma and the sight of his sublime skill at arms.

Despite Fulgrim's inconstant devotion to what remains of his Legion, all but a handful of his sons adore and idolise him. Many Emperor's Children spend their existences searching for him, haunted by a gnawing need to bask in his visceral presence, to know but a sliver of his thoughts or witness his sublime artistry in a single battle. Fulgrim is revered and even worshipped by devotees across the galaxy, by many of his transhuman gene-sons, mortal cultists and even some xenos. There are warbands of Emperor's Children who seek him out, following tales that reverberate around the galaxy of their gene-sire holding court on a hidden daemon world. Most fail to reach their goal, falling to rivals, being destroyed or led astray in the tides of the warp or suffering one of many other fates. Yet the unspeakable acts of destruction and perverse depravity they indulge in during their quests to seek Fulgrim's lair are said to draw the eye of Slaanesh. Indeed, many who set out to join their gene-sire in his revels have risen in obscene power without ever seeing him.

Even before his daemonic apotheosis, Fulgrim was capricious and volatile, with intense passions for all manner of subjects: martial, scholarly, aesthetic and more, which could change on a whim. His turbulent emotions, his conflicting paranoia and towering self-confidence, as well as his desperate need to better himself and his Legion, would ultimately lead Fulgrim to turn traitor and slide into the worship of Slaanesh. There are precious few accounts of his deeds during the Horus Heresy, but the Iron Hands and Ultramarines hold Fulgrim in special loathing. Their Chapter legends condemn him for the felling of their loyal primogenitors, Ferrus Manus and Roboute Guilliman.

Fulgrim's emotions have only intensified with the passage of millennia in realspace and uncounted aeons of existence in the warp. When he manifests amongst his sons, he seeks to glut himself on as varied a palette of experience as possible. If in one battle he crafts an exquisite strategy to bring the foe to pain, grief and humiliation, in the next he may abandon all tactics to vent his warp-born strength and reflexes in a gory rush of reckless evisceration with not a single thought for his followers save a splinter of contempt. His elongated body ripples with muscle. His great wings of taut skin bear him aloft in defiance of physical laws. Poisons drip from his blades, a nimbus of sorcerous illusion glints from his writhing form and lust for new sensation glows in his eyes as he surges from one violent course to the next in a banquet of experience.

### THE ARSENAL OF EXCESS

When Fulgrim manifests in realspace, he gilds his form in a panoply of exotic textures, colours and scents, radiating a hideous beauty according to his whims. He often favours alluringly polished features and serrated reptilian scales, lacquered armour in eye-bleeding shades and reeking perfumed robes. Strings of glistening ampoules and bells tinkle with his every movement. In hands that may be graceful or monstrous in one battle and sheathed in fluted armoured gauntlets the next, he has variously wielded long iridescent polearms, sentient swords and twitching whips of barbed sinew or has instead flexed hands tipped with talons that drip with warp-wrought venom. Such armaments are usually formed at will from his own essence. At other times, Fulgrim has instead taken up a physical artefact – a weapon plucked as a trophy from a challenger's corpse, glittering jewels formed from the rendered essences of willing thralls or the peeled flesh of a foe worn as a gruesome fetish – if, that is, he deems their form fitting enough to be borne by a being such as he.

Some Emperor's Children speculate on the display of a heavy-bladed broadsword in Fulgrim's arsenal. It appears perfect in form but lacks the ornamentation of the Daemon Primarch's usual flair. None would dare ask their gene-sire directly, but assume it to be none other than Fireblade, the sword said to have been forged by Ferrus Manus and gifted to Fulgrim as a sign of their brotherhood. The same blade with which the lord of the Emperor's Children took his brother's head. Some believe it to be the original, somehow preserved after ten millennia. Others swear it is a manifestation of Fulgrim's daemonic subconscious, forming in his grasp in response to some buried desire.

### SALVIQINE TEARS

*These pickled strips of artificial neural webbing are stitched into the brain matter of some Emperor's Children. Those epicureans who demand their insertion claim to be able to discern the graphic final sensations of torment to which these fibres were subjected. Twisted into an unholy circuit by dark magi, they elicit screams of pain from the warrior when stimulated by battle, yet are all too soon drained.*

# THE LORDS OF EXCESS

**Those who rise to effulgent prominence over the warbands of Fulgrim's sons are obsessive generals, decadent exhibitionists, torturous murderers and more besides. All have compulsions and manias, as fickle or eternal as their Primarch's whims.**

To the Emperor's Children, no realm of excess is beyond them. Those with the intellect and power to indulge their every depraved whim have, across the millennia, delved into all manner of specialist esoterica. Some perfect biochemical alteration, forbidden technologies or foment pleasure cults to Slaanesh. At the Legion's heart, however, is the driving need to dominate through martial superiority. Through personal skill at arms and strategic foresight, and with monstrous ego, they lord their dominance of war over others.

## LORDS EXULTANT

Amongst the champions of the Emperor's Children, Lords Exultant are sadistic strategists. They view the battlefield as an exhibition arena where only they are worthy to perform. Many warbands are led by one of these charismatic and powerful commanders. They are warrior-lords who dominate through superior acumen, martial prowess and an inventive and inexhaustive supply of cruel imagination. Some of these champions are ancient heretics who claim to have been amongst the Legion's officer class at the time of the Horus Heresy. Others have fought their way to the heady heights of command in the millennia since, carving out retinues and warbands to fulfil their need for dominion. Lords Exultant are precision combatants who frequently take to battle wielding masterwork weapons accentuated with garish ornamentation. Others acquire warp-tainted blades or whips, etched with eldritch sigils in praise of the Dark Prince or even inhabited by bound daemonic entities.

Bending a daemon to their will or dominating an enemy champion in the dance of a duel is, however, too personal and narrow a triumph to satiate a Lord Exultant for long. They prefer a wider audience and a more complex test of their martial superiority. In battle, they revel in every fresh challenge posed by their enemies, for each allows them to display their superiority and expose their foe's unforgivable flaws. The obsession evident throughout their Legion is turned by Lords Exultant towards outmanoeuvring enemy commanders, using their heightened strategic awareness, tactical expertise and overstimulated sensorium to out-think their rivals. Some possess hyperintuitive abilities. Some can perceive the minute vibrations of infiltrating assassins, scent trace elements of chemical exhaust upon the wind to tell of closing armour divisions or compulsively tally the enemy's dwindling ammunition in gloating anticipation of their failure. Lords Exultant direct their warriors' firepower with scalpel precision to drive back or crack open advancing enemy war engines. They bog down the foe's elite warriors with disposable followers, stymie the arrival of reinforcements and break the sanity of inspirational orators. They allow all to witness their opponent's strategic ploys play out, only to counter them in stunning and ostentatious style, leaving friend and foe in no doubt at all as to the true master of the battlefield.

# THE WARP-TOUCHED

**For every lord making his grisly mark upon the galaxy, countless champions are vying for the favour of Slaanesh. They seek the boons of the Chaos God and the power of the warp. The gifts of the Dark Prince are potent indeed, but nothing is given without a price.**

The route to incredible power and unutterable damnation alike is known as the Path to Glory. It is named by those absolutely convinced of their unerring route to greatness, as they scorn all those who were consumed in the process as weaklings and fools.

## DAEMON PRINCES OF SLAANESH

Infernal monsters that tower over the mortals they lead to battle, Daemon Princes of Slaanesh bask in their deity's most potent supernatural gifts, each a unique nightmare vision of excess and obsession made flesh. One may be wreathed in strange scents that arrive directly in the minds of those around them to incite terror and pleasure. Another might be goaded into battle by a blissful agony that makes them shriek in delight. Yet others may vomit toxin barbs, howl with such deafening power as to shatter bones or be covered in iron-hard scales that excruciatingly chafe their own folds of skin. In battle, Daemon Princes stride through the ruin and malefic horror they unleash on bestial limbs. Some plunge into their victims from the air, soaring on wings that may be leathery or diaphanous, or riding perfumed clouds of sorcery. They disdainfully ignore the pitiful shots cast at them, their unnatural laughter driving foes to the edge of fear. Warp energy sizzles from their eyes and floral flames curl from their leering maws as they speak dread phrases that kill as sure as any blade. Each is a nightmarish expression of Slaanesh given form.

The ultimate ambition of most Emperor's Children is to achieve immortality. For the devotees of Slaanesh, this is far from an impossible goal. Those few who walk the Path to Glory to its apex are granted the prize of eternal life. Countless aspirants of excess will fall by the wayside, but a supremely talented servant will be driven, salivating, to clamber over mountains of the slain and tormented until he reaches the pinnacle of his obsessive craft. Over the centuries or millennia, such champions offer up sacrifices on ghastly scales: the rendering down of a hive city's armies for a single drop of potent elixir; the torture of a sainted hero after breaking their will; perhaps the driving of a worthy foe into the worship of Slaanesh, for murder alone is not enough. Only those who further the cause of the Dark Prince, again and again, receive the precious gift of daemonhood. They are raised to become demigods, screaming their triumph as their new bodies swell with the energies of the warp.

## SORCERERS

Unlike those in some of the Traitor Legions, the Sorcerers of the Emperor's Children are seen as gifted and blessed. These battle-psykers are capable of manifesting the power of Slaanesh, whether for the delicious appreciation of their fellow Emperor's Children or the mind-crawling horror of their foes. Often, it is both. Psykers are highly valued by the Emperor's Children as both potential recruits to raise as brother legionaries and as empyric playthings. Such psychic victims can be tortured to broadcast ripples of terror amongst the enemy. Sorcerers channel the soul-blasting energies of the warp into potent hexes and blasts of nerve-shredding wyrdflame, and they alter the foe's perceptions with nightmarish illusions. Because of their constant exposure to the power of the warp, Sorcerers are inevitably haunted by the prospect of eventually succumbing to crippling mutation or insanity. Though they believe they are above mortal concerns, the truth is that they, too, are pawns, raised up and then expended by the power of Slaanesh.

Some Sorcerers are cold-hearted strategists who vent their hatred upon the universe. Others act as advisors for the commanders of the Emperor's Children, subtly redirecting them to their own ends under the illusion of servitude. All have their own agendas and ambitions, some hidden with hallucinatory misdirection, others openly revelled in. Some make their lairs in the twisted spires of their warband's voidships, letting the raw stuff of the warp bathe their chameleonic flesh and listening to the whispers of daemons. Others wear atavistic fetishes of twitching skin and sentient organs or garb themselves in glistening robes of impossible colours. Some become flesh-puppet go-betweens for powerful daemons, and many seek daemonhood themselves.

## CHAOS SPAWN

Most Emperor's Children who tread the Path to Glory die before achieving their egotistical ambition. Their aim to earn Slaanesh's blessing is itself fraught with horrific danger. Those who receive too many are twisted in mind and body. These Chaos Spawn, as they are known, are insane, mewling creatures with no mental powers or self-awareness.

No two Chaos Spawn are alike. Such a mutated horror may sport mismatched limbs or pseudopods, be festooned with multiple faces or bulge with excessive flesh in sickening hues. Some bear questing fingers for teeth or conjoined familiars that croon nonsense verse.

Emperor's Children view spawndom with horror. Though individual Spawn are hailed as beauteous manifestations of Slaanesh's dark artistry, they are not capable of sensing and appreciating their capabilities. Fulgrim's sons cannot abide the thought of an existence divorced from feeling the pleasure and pain of battle, or of recognising their superiority any more.

# LUCIUS THE ETERNAL

SWORDSMAN, SOULTHIEF, BLADE OF AEONS

**A seemingly immortal bladefighter of superlative skill and egregious ego, Lucius has funnelled lifetimes of experience into raising his already consummate swordsmanship to almost supernatural superiority. He is host to a curse that has seen him return from death many times, each resurrection leaving him more hollow than the last, but compelled to become greater still.**

During the Great Crusade, Lucius rose to become an officer in the Emperor's Children Legion. Yet it was his skill with a blade that lifted him above most of his battle-brothers. Lucius began to take pleasure only from testing his skills against the greatest opponents he could find. Over time, he came to equate pain with victory, carrying the scars of his duels with pride and carving his flesh to link the scars into a disfiguring pattern. When Fulgrim turned traitor during the Horus Heresy, Lucius gladly followed in his footsteps. As the Legion slid deeper into excess, Lucius searched out legendary fighters amongst both traitors and loyalists, bested alien warlords and dazzled in the gladiatorial contests the Emperor's Children organised amongst themselves.

It was during one such contest that Lucius was killed by Lord Commander Cyrius. The infamous duellist inflicted an agonising death upon Lucius that was an experience of transcendent pleasure. Over time, however, Cyrius' flesh and armour began to change. Days passed, then weeks, during which dark lines surfaced from under his skin, erupting in a pattern of livid scars. Before long, Lucius was emerging. His mind and body asserted themselves and Cyrius was painfully absorbed. All that was left of the Lord Commander was a screaming face, caught in a moment of agony and subsumed into Lucius' armour.

Whatever geas has been laid on Lucius, it seems clear to other Emperor's Children that it is the work of Slaanesh. They believe the Dark Prince is loath to let such an entertaining champion meet his end in anything less than a divinely extravagant manner, if at all. In the millennia since that first horrific resurrection, Lucius has returned from death each time. How, when and where it happens never seems to occur the same way twice. He has emerged from within the flesh of a six-armed alien mercenary aboard a voidship light years from his place of death. He has pushed his way out of a gory pit of putrefying servitor offcuts on a forge world. He once surfaced from the living metal of a Cryptek centuries after his death at the hands of the Necron's mindless automata. It is said by other Emperor's Children – carefully out of Lucius' earshot – that whosoever kills him and takes even a moment's satisfaction from the act will find themselves slowly transforming into him.

Whatever the truth, there are tormented faces upon Lucius' armour that he doesn't recognise, deaths he cannot remember and lifetimes between extinctions that he cannot account for. Lucius does not know how many times he has died. Each time he returns wears away at his fragile sanity, but more so at his pride. However painful his return is to the individual he subsumes, the swordsman cannot escape the knowledge that it was a foe he did not kill with his own skill. Lucius is forever denied the chance to prove his superiority against them, and the thought enrages him. His return to existence usually commences with a murderous slew of butchery as Lucius seeks to smother any introspection with acts of exemplary and immediate savagery.

Lucius' obsession with his skill is mirrored by his contempt for every other sentient being. He has led small groups and entire warhosts of heretics with unnatural charisma and total confidence but sees in them only a means to further his own need to test himself against the galaxy's greatest warlords. Most recently, he has forged a warband known as the Faultless from the remnants of his Emperor's Children followers as well as traitors from other Legions and renegades from loyalist Chapters. With a promise to gift them victories and sensations they could achieve serving no other, Lucius has led them on a sybaritic crusade of violent indulgence.

## WITH SHRIEK, LASH AND BLADE

Lucius' haunted battle plate, the Armour of Shrieking Souls, always manifests with him, writhing with the howling spirit fragments of all those he has previously subsumed, a chorus now joined by his latest victim. In battle, the faces contort and scream, emitting a psychosonic torrent that can shred flesh and shatter minds. While foes' senses are battered by his armour's empyric assault, Lucius weaves deadly arcs with his sword and living whip. The Blade of the Laer was discovered by Fulgrim before the outbreak of the Horus Heresy, in a xenos fane of overwhelming colours and sounds, and he is said to have later gifted it to Lucius. The sword is steeped in the power of the warp and pulsates with an aura of sublime malignity. It is a master duellist's weapon and with its quicksilver edge, Lucius has taken the heads of Chapter Masters, xenos tyrants and Chaos Lords in profusion. The Lash of Torment squirms and coils in agitation even outside battle. Parasitic hooks and barbs line the length of conjoined daemonic sinew that appears to grow from within Lucius' armour. The barbs rasp and slice armour and flesh, and the lash binds and constricts those who mean Lucius harm, leaving them vulnerable to an ostentatious coup de grâce.

The fate of Lucius' armour appears somehow permanently bound up with his own. This is also the case with his warp-tainted sword and sentient whip of daemon flesh, but they have not always appeared at his rebirth. Lucius has been forced to undertake extended quests of discovery across the galaxy, only to uncover them in the hands of other champions or hidden in some forgotten vault. No matter how it happens, these weapons always find their way back to the swordsman somehow or other. They are a part of his curse, whether he wants them or not.

SKALATHRAXINE DUST

*Once ground into a warrior's eyes, this substance takes root in their ocular tissues. Filaments of sorcerous crystal grow like brittle hairs, scratching and cutting their eye sockets, growing deeper into the rest of their cranial cavities. The unbearable agony eventually drives the warrior insane. There are rumours amongst some warbands, however, that some individuals reach a symbiosis, with lurid tales of crystalline stalks piercing their skulls from the inside like glassy spines.*

# FLAWLESS BLADES

**Degenerate, stimm-saturated swordfighters with the fixation of addicts, Flawless Blades are a devolved continuance of the ancient Palatine Blades. They are hideous in appearance, bearing an unsettling similarity to some daemons of Slaanesh. These masterful fighters are too selfish to share their flesh with such warp-spawned entities but do bear the rewards of the Dark Prince.**

Flawless Blades see themselves as the greatest fighters of their warband. Whatever their former existence – a legionary of the line, a champion aspiring to greatness or even a warlord who commanded armies – their obsession with displaying their prowess in the cut and thrust of blade fighting has overwhelmed all other considerations. They gather in elitist groups, setting themselves apart from their fellow Emperor's Children and instead fighting to prove their superiority in front of each other.

The boastful arrogance of Flawless Blades makes them despised by those who fight alongside them. They proudly cultivate a sneering disregard for fellow warriors they see as worthy only of securing an arena for the Flawless Blades to display their gruesome artistry. Each of these swordmasters carries personalised masterwork weapons, honed to lethal perfection over countless battles. With long, powered blissblades or two-handed exemplar blissblades fashioned and ornamented to complement their bloody displays, they hack and sever their foes in gory dismemberments. Though they perceive themselves as paragons of perfection, their assaults are cackling whirlwinds of madness devoid of restraint. Flawless Blades deride the concept of the economical killing strike and the merciful execution. They tear their enemies apart in fountains of blood and sprays of armour fragments, as often leaving their victims to bleed out in screaming agony behind them as executing them. All that matters is the excess of the display and humbled acknowledgement of all who see them that the Flawless Blades are their superiors.

Their duels – whether on blood-soaked battlefields, in gladiatorial bouts or in grand impromptu arenas of their own imagining as they hack and slash their way across nameless alien worlds – demonstrate their capacity to kill anyone and anything they choose. Each Flawless Blade is an ostentatious show-off, dazzling and delighting their fellow hedonists with displays of excessive bladework, psychotic cruelty and fixated sadism. They parade their contempt for the enemy, carrying themselves with haughty vigour and exposing themselves to danger. So assured are they that no foe could threaten them, Flawless Blades wear exotic and unique forms of battle plate that leave portions of their flesh unprotected, the better to demonstrate their perceived invulnerability.

Whatever delusions and manias grip their fevered minds, however, Flawless Blades are horrifically powerful. They are towering exemplars of corruption and excess. Their genetically augmented flesh is saturated with constant infusions of tainted bio-stimms, chemhancers, xenos suppurations and countless other substances. The power of the warp flows through them as well. Their flesh is stretched, swollen and contorted, the skin and bone of their faces warped into leering countenances redolent of daemons. Most Flawless Blades augment their obvious gifts of Slaanesh with more prosaic but no less hideous surgeries and bio-grafts. Some have their limbs reshaped or demand subdermal implants that fuse their bones into new forms. Others have their skin flensed to reveal slabs of glistening musculature or have their pores altered to emit sickening hormonal essences or chameleonic patterns. It is all a part of their display, ensuring that none who see even a horrified glimpse of them are denied a rapturous frisson of delight.

The audiences that Flawless Blades fight to impress and entertain are not only those of their allies and enemies. In the warp, daemons of Slaanesh gather in patron shoals around each of these swordsmen, peering through the veil to witness exotic strikes and painful slashes delivered with artistic grace or rabid frenzy. They are said to sing appreciatively for their individual champions, gifting their chosen warrior with warped invigoration or daemonic resilience should an enemy show signs of spoiling the entertainment the Flawless Blades provide.

Such unholy patronage is keenly sought by the swordfighters and even contested between them – for a daemon's gaze can swiftly shift to another. To wrench daemonic favour from another Flawless Blade is a temptation of such sweet spite that the debased warrior will go to any lengths to overshadow their rivals. Chorales of warp power buoy the favoured Flawless Blades to new heights of obsessive urgency and murderous excess. Ethereal mantles shield them from inferior enemies attempting to strike them down from a distance. Empyric omens flicker through the Flawless Blades' minds, luring them to new sites of depraved bloodshed or teasing them with the locations of prime fleeing enemies.

The attention of the Dark Prince's daemonic servants and their changeable gifts have their consequences, however. The desperation of Flawless Blades to gain such favour mirrors their insatiable compulsion not to lose it. Evading the boundless opportunities of a battlefield arena, an incapacity to strike down an opponent and lacklustre passions eclipsed by others – there are many ways for a Flawless Blade to displease their daemonic audience. Should the warriors fail to deliver stimulating enough performances, then the circling patron daemons are as likely to take their glut of screams and pain from the Flawless Blade themselves. Whether in a frenzied swirl of immaterial fangs and claws, the tearing out of their transhuman soul or the slow plucking apart of their identity over long years, the unworthy warrior provides their former patrons with all the pleasure they failed to display in life.

### SIREN'S VEIL

*This neon-bright ooze was first perfected as a cruel toxin. So extreme were the agonies perceived in the foe, however, that it was deemed too precious to waste on lesser beings. The imbiber's auditory canals are engorged, warped and thickened with iridescent pus that transmits the deafening music of the battlefield to centres of the mind unreachable to those without sorcerous intervention.*

# LORDS KAKOPHONIST

**Orchestrators of excruciating aural barrages, Lords Kakophonist direct the firepower of their followers in atonal dirges. Such sonic attacks are capable of shattering the most resilient defensive line, rupturing the flesh and bone of enemies who stand before them or destroying barricades entirely.**

Howling peals of sonic destruction are the battle cries of a Lord Kakophonist. These beings fixate on experiencing aural extremes and forcing such sensations upon those less blessed to endure them. A Lord Kakophonist often leads squads of Noise Marines, expertly orchestrating their sonic assaults at every scale. It is said by some Emperor's Children that these warriors can detect mystical acoustic vibrations that exist in fluctuating dimensions within the warp, an echo of which they can sense in realspace. Few Noise Marines reach such an apotheosis of sensitivity so readily follow a Lord Kakophonist's lead, willing disciples in thrall to one who exemplifies aural excess.

Lords Kakophonist are surgically sculpted and empyrically warped to a greater extreme than Noise Marines. Their flesh and armour have grown into whorls and sinuous membranes that focus and distort the sound waves and energistic spectra around them. Strange phenomena gather wherever a Lord Kakophonist goes: rhyming whispers, painful spikes of ur-noise, soul shudders that are said to echo with lascivious portents. Unsettling pipework ending in fluting daemonic gullets coils around and through their bodies, melded irrevocably with their flesh and armour. The tubules eventually rise in a macabre and many-mawed projection unit. These doom sirens magnify and twist every sound a Lord Kakophonist makes. From the whir of their armour's ancient servos to the guttural rasp of their every breath, from the tympanic thudding of their hearts to the sluice of fluids through their internal organs, everything is projected in a non-stop aural barrage that thrums out from them.

The constant song is tinged by warp taint and draws crooning accompaniment from daemons lurking behind the fragile skin of realspace. The noise weakens physical matter, shaking chemical and atomic bonds with eldritch vibrations and making them vulnerable to the Lord Kakophonist's disciples. Armour and bone sag or become brittle under the assault. Fortress walls can crumble or shiver into insubstantial states. Those enemies who dare attempt to close with the Lord Kakophonist feel the pulsing throb almost as a solid obstacle, slowing their advance and sapping their will or driving them back even as they attempt to push through it. When a Lord Kakophonist emits a raucous utterance or bellows their terrifying war cry, his doom siren amplifies it into a terrifying sonic attack that can crack armour, splinter bones and pulp flesh. The champion resounds with thunderous harmonics and needle-sharp echoes that reverberate outwards. They are joined by the pleasured cries of their disciples, temporarily drowning out the noise of mundane battle. Even those on the fringe of the attack's effect suffer cranial haemorrhages or are rendered comatose, leaving them at the mercy of the Lord Kakophonist's thrumming power blade.

# NOISE MARINES

**Noise Marines wear armour painted in various bold colours, as their senses are so distorted that only the most extravagant shades and patterns register in their minds. The staccato bark and blast of ferocious firepower is music to the Noise Marines' ears, and many specialise in the use of a variety of outlandish sound-based weapons.**

Noise Marines are Heretic Astartes warriors devoted to Slaanesh who crave greater discordant aural experiences and employ esoteric sonic weaponry in battle. Groups of Noise Marines are known to have arisen – or at least served – amongst several Traitor Legions and Renegade Chapters, but they are most widespread amongst the Emperor's Children where they originated, and amongst whom they are also known as Kakophoni. They represent a single, obsessive facet of the Emperor's Children's lust for sensory extremes, in this case, that of intense sonic experiences. Most Noise Marines have had their auditory senses carved open and rearranged by eldritch surgery, with additional organs grafted into place that have empyric or xenos origins. Other Noise Marines have submitted to sorcerous flesh-shaping or biochemical saturation to make them increasingly sensitive to both mundane sounds and those far beyond ordinary Human hearing. Some who count themselves greatly blessed have been subjected to all of these and more, including strange mutations from prolonged exposure to the warp.

Due to their altered neural makeup, the louder and more discordant the sounds they perceive, the more extreme their emotional reaction. After millennia of deafening atrocities, now only the din of war and the screams of the dying can stir a Noise Marine. They revel in deafening detonations, shrieks of tearing metal, high-frequency ruptures of energy waves, bursts of infrasound capable of collapsing internal organs, the snap of bone and the wail of those in pain. In battle, they create pyrotechnic explosions by unleashing psychosonic weaponry at excruciating volumes. Sonic blasters are their most common armament, weapons that unleash waves of devastating harmonics to rip their target apart, whether in short riffs or long, discordant wails. Heavier weapons include blastmasters that focus a throbbing bass note into an explosive crescendo that can burst eyeballs and rupture organs at one frequency, while at others it can deliquesce the hardened armour of battle tanks. With the clashing music of destruction and torment raised to a heady pitch around them, Noise Marines wade through the cacophony they cause, drinking in the music of the apocalypse.

As just one example of the rewards granted by the Prince of Pleasure to those who worship him, a Noise Marine's hearing is a thousand times more sensitive than a normal Space Marine's. They can distinguish the subtlest pitch in tone and volume but are only able to enjoy the most deafening of cacophonies. Such raucous sensory input electrifies the Noise Marine's brain, causing extreme emotional stimulation that makes all other sensations seem pale and worthless. The louder and more discordant the noise, the more extreme the emotional reaction provoked.

# SONIC WEAPONRY

**When the Emperor's Children go to war, it is to the excruciating shriek of an array of outlandish sonic weaponry that splinters reality and rasps at the nerves of all who hear it. These psychoacoustic weapons find their ultimate expression in the hands of Noise Marines, who arm themselves with the widest variety, but other Emperor's Children are known to wield examples as well.**

Amongst the Emperor's Children, the origins of their devastating sonic weaponry is tangled in Legion myth and embroidered with grotesque and contradictory details. Some of these tales point to the legendary carousal said to have erupted on Fulgrim's flagship, *Pride of the Emperor*, in the early years of the Heresy. Others claim to have treated with xenos who provided the base technologies. Some delight in retelling the story of a favoured composer of the Primarch who feverishly scrawled the first notes of the Kakophoni in blood upon her chamber walls, after cutting off her own hands in dismay that she would never be able to replicate the music of the warp echoing in her head. Whatever the truth, while other traitors and renegades in thrall to Slaanesh have been known to use these extravagant weapons, they have always been most widespread amongst the Emperor's Children.

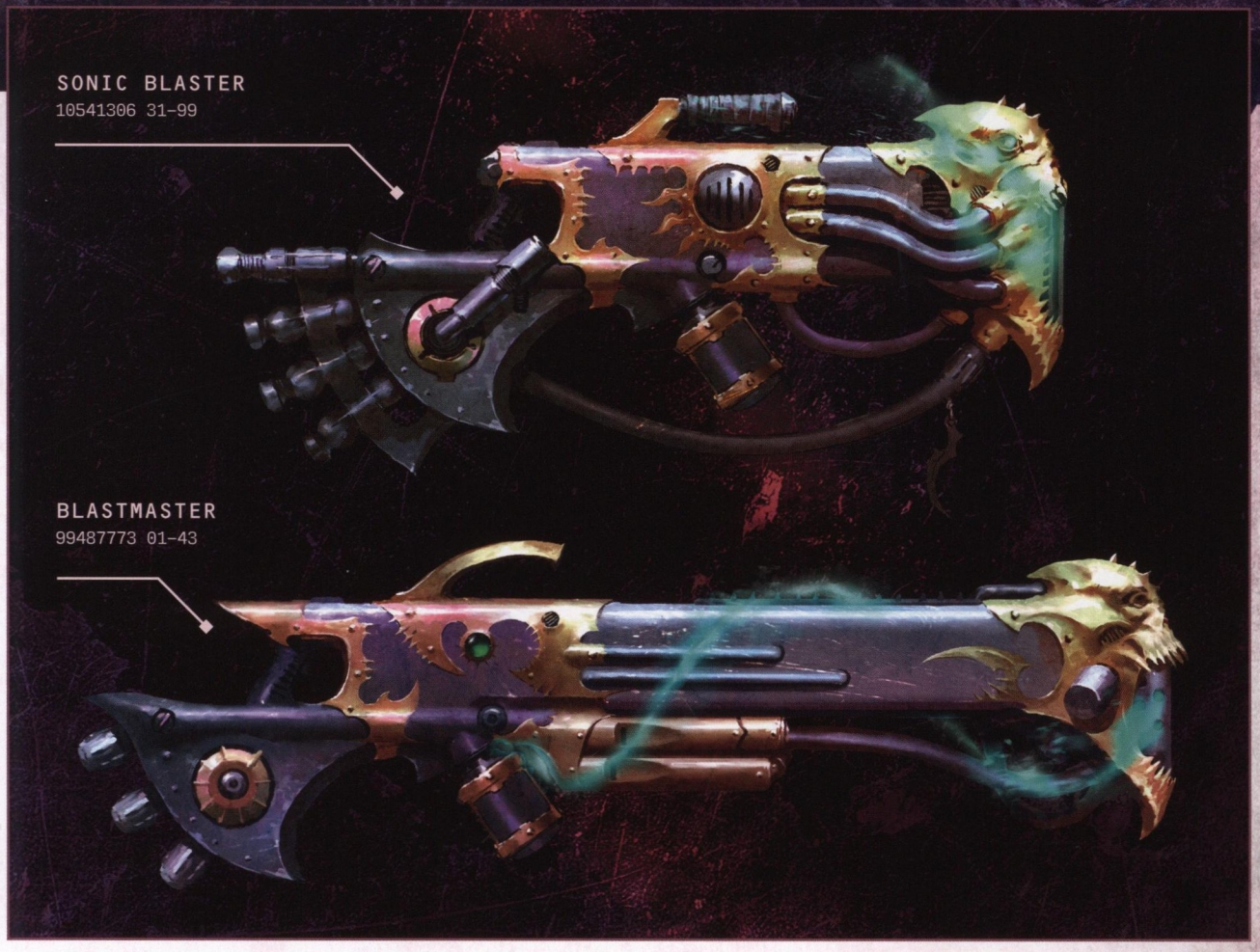
The sonic weapons used by Emperor's Children warbands do not share any but the most superficial technologies and surface features with each other. As with all wargear carried by the Legion's warriors, each is worked upon by their wielder or daemon-haunted artificer until they are perverse artefacts of uniquely abhorrent design. They are creations that meld the physical with the warp's taint. Each weapon thrums with its own harrowing malignity, draws upon particular materials and energies and unleashes horror and destruction in its unique pitches and tones. Beyond the weapons which are carried by Noise Marines, there are others fitted into weapon cupolas, worked into grenade harnesses or built into the miles-long superstructures of a warband's voidships. There are warp amps built into the hulls of battle tanks and combat walkers that thrum with a non-stop dirge of spirit-twisting horror. Some warriors brandish howl talons that shriek with orgiastic glee when they touch living flesh and shiver apart the cellular bonds in sprays of bloody mist. All employ some form of psychosonic attack, drawing the screaming harmonics of the warp and setting it loose.

## SCREAMER PISTOLS

Screamer pistols emit screeches near the limit of mortal endurance. The weapon is compact and excruciatingly effective in close quarters. The ammunition substances it uses are compressed in arcane rituals that refine the resulting emissions into a piercing scream. Honed to a scalpel-edge, the shriek can punch through armour. Even those whose battle plate protects them from the physical effects are deafened and numbed. Their armour conveys the high-pitched vibration to every part of the body as they are shaken and pulped, even as their mind reels from the sensation of a thousand blades slicing into them at once.

## DOOM SIRENS

A doom siren appears as a complex arrangement of pipes, tubes and




amplifiers that magnify the ecstatic war cries of the bearer into devastating, short-ranged sonic attacks. Doom siren aural architecture often runs through the warrior's body, filling chest cavities and splitting respiration organs in insane routes that draw not only the bearer's breath but also their spite and rage into rasping and agonised howls. Lords Kakophonist especially revel in the glorious pain they suffer with each warp-augmented wail. However, the pain inflicted by the weapon upon its wielder is as nothing to the gut-rupturing torment unleashed upon those caught in the doom siren's blast wave. With rapid microchanges in harmonics and pitch, atomic fractures are driven into those that bear the full brunt of the attack. In the space of a heartbeat, armour flakes and gusts away in streams of metallic dust. Flesh bubbles and runs, sloughing away from its bone foundations, which themselves soon crumble. Emperor's Children bearing a doom siren often spit a signature word through the device; many choose to shout their own name, thrilled at the thought that their identity itself is enough to destroy vehicles and kill scores.

## SONIC BLASTERS

Bulky, daemon-mawed projection units, the weapons carried by most Noise Marines are referred to by the general term of sonic blaster. Noise Marines use them to unleash waves of crippling harmonics into the enemy, and they revel in the combination of clashing echoes and pained screams that reverberate back to them. Sonic blasters bear all manner of compression rigs, soul vibrators, psychosiren dials and many other devices to alter their attacks. Noise Marines use these with abandon, frantically changing the neural pitch and rhythmic howl of their sonic blasters through as many clashing discordant chords as possible. The rune-bound canisters that provide a sonic blaster with its ammunition contain substances that are exotic and bizarre in equal measure. From the compressed final scream of an exploding C'tan Shard to the tortured spirit stones of an extended Aeldari family, from the rage of an enchained daemonic entity to the bio-vibrations of sentient scum scraped from the skulls of captured sorcerers; these substances can be vented in short riffs that shred flesh or protracted screams that puncture the soul.

## BLASTMASTERS

Blastmasters are long-barrelled support weapons that Noise Marines use to focus a throbbing bass note into an explosive crescendo. The audible noise that enemies detect is like the growl of a hungry god, so deep and powerful that the ground trembles, while eyes, eardrums and internal organs judder, then rupture. By varying the frequency of the blast, the effect of the weapon can be altered to produce differing effects. At the more audible end of the attack's spectrum, the dissonant roar can ravage whole squads and entire lengths of defensive lines, snapping bones, rending ceramite armour and inducing terrifying hallucinations of distended daemonic jaws. With more focused emissions, the empyric sound wave is audible only to Noise Marines and the psychically sensitive. At such settings, blastmasters have been known to rupture the reinforced hulls of Land Raiders and shatter force fields protecting bastions like a glass decanter struck by the perfect resonant pitch. There are boasts of blasmasters inverting energy barriers to fry those they are meant to defend or twisting gunship gravitic emitters to crush their own crews.

SANCTUS VI
*A single dose of this amniotic scum, harvested from the control tanks of prized loyalist Titans, painfully meshes the user to their armour. It is a rarefied substance, available only from those tanks whose defeated occupants have been kept alive and tormented, then allowed to putrefy within their god-machine's amniotic tank. The tank is slowly drained over the warband's victory feasts, favoured warriors permitted to drink a goblet of the diminishing fluid before the final remnants are suitably steeped.*

# ASPIRANTS OF SUPERIORITY

**Driven onward by their worship of Slaanesh, all of Fulgrim's sons are stained by excess, body and soul. While their champions are the most visibly tainted, the warriors who form the bulk of most warbands are just as eager to indulge their own obsessions of sensory extremes.**

The legionaries of Emperor's Children warbands live for their own fixated desires. Some nurture ambitions of dominance, awaiting only a moment of weakness in those above them, but visceral experience is all most care about.

## TORMENTORS

Bands of Tormentors echo the tactically adaptable squads that were once the mainstay of the Emperor's Children Legion before the horrors of the Heresy. They are clad in corrupted and garishly appointed suits of power armour and armed with over-ornamented boltguns. Yet while Tormentors' weapons and armour mostly continue to operate as they always have, the same cannot be said for Tormentors themselves. They see themselves as embodying the noble ideal of true Space Marines – rather than the loyalists whom they perceive to be weaklings chained in stultifying dogma – but in truth, they are little more than self-serving and egomaniacal reavers.

Tormentors are fixated with a self-inflated opinion of their role in every battle. Strategies are only elegant, they observe, when revolving around them. Squads of Tormentors sometimes assign themselves special missions amid combat, inventing tactical objectives to showcase their skills according to their latest whim or even applying them retroactively to justify their excesses. Whatever reckless self-indulgence they are guilty of, however, is tolerated by their lords thanks to their ability as devastating shock troops. They are given free rein to aggressively take ground from the enemy and move swiftly on. Tormentors abhor the concept of holding dull and prosaic patches of battlefield when there are fresh sensations to be chased elsewhere and they revel in ostentatious glory kills in preference to providing practical support to their fellow warriors.

Tormentors obsess over their ranged weapons. Most fetishise their boltguns, taking gratification in having mastered the symbolic weapon of the Corpse Emperor's old Legions and, in their eyes at least, raised its use to an art form. Many Tormentors demand the entirety of their armour's auto-senses be intertwined with their weapon. Others have the warband's artificers fit the weapons with arcane haptic triggers or mutated interfaces of nerve-rich tendrils. Some Tormentors secure more potent ranged weapons with which to illustrate their skill, such as plasma guns or meltaguns. These may be gifts of favour, torn from the dead hands of despised comrades or offered as incentives to those capable of impressing the Obsessionists who lead the squads. Such focused energy weapons are preferred by Tormentors over more indiscriminate firearms.

Of the elixirs and narcovirals prevalent amongst the Emperor's Children, Tormentors often become dependent upon those that supposedly enhance their already acute senses and fine motor control. After deploying the contents of their stimjectors, their ability to draw a bead on their prey becomes almost supernatural. Some become capable of seeing, hearing and smelling their victims' frailty: the grind of ill-maintained servos; the smell of chemical imbalances; the subtle favouring of one limb over another. These sensations feed into their hunters' instincts, enabling Tormentors to target weak spots with maximum accuracy, frequently with showy execution shots or repeated penetrations of the same location on the target to minuscule tolerances. These states of euphoria rarely last long, but Tormentors see the harrowing after-effects as just another sensation to savour.

## INFRACTORS

Pounding with transhuman speed from one savage confrontation to the next, their tainted blood seething with cocktails of noxious stimulants, Infractors only care that their next fight is more bloody, extreme and sensationally wanton than the last. Unless given sufficient incentive to do otherwise, Infractors will kill, move on and kill again. They are often arrogantly indifferent to strategic manoeuvring. Viewing the enemy's position as a personal affront, Infractors push deep into hostile territory, drawn there to kill for its own sake.

Infractors rarely fight as part of a cohesive and mutually supportive battle line. They expect other Emperor's Children to keep up with them and viciously resent – vocally, and occasionally lethally – efforts from fellow warriors to restrain their advances. Infractors are always looking for the next challenge, the next delicious threat into which to carve some new and painful lesson of sensational suffering, and other Emperor's Children know they are not particular about who they slice open when the insatiable hunger is upon them. They possess a monstrous ego, viewing the battlefield as their own domain. It is an arena gifted to them, they believe, from Slaanesh, set as a stage and peopled with beings who exist only to be artfully sliced apart.

In battle, Infractors wield wickedly sharp duelling sabres and bolt pistols. They view their weapons as tools with which to make bloody flourishes upon the galactic canvas, though any aesthetic sensibilities they once possessed have long since been smothered by a streak of psychotic violence that is at turns obsessive and indolent. Squads of Infractors vie with each other to carve the most visceral trail of destruction into the enemy's heart. If they are not consumed by bitter jealousy, other Emperor's Children who come in the Infractors' wake may be inspired by the garlands of intestinal filth, accented with arterial sprays against a backdrop of ruptured armour and splintered bones. Suffusing these scenes are the ripe scents of bodily fluids, and often cries of agony, ecstasy and outrage from their foes, for squads of Infractors occasionally spare a handful of those they encounter. Sometimes this is to enrich their trail of carnage with their victims' pain or impotent vengeance. At other times survivors are left through pure indifference and apathy, suddenly forgotten as a new victim comes into view.

## CHAOS RHINOS

Steeped in ten thousand years of bloodshed and treachery upon countless battlefields, suffused with the corruptive power of the warp, still the Rhino remains the most widespread and reliable transport in use by almost every Emperor's Children warband. Tough, rugged and adaptable, these tanks have endured encrustation with effulgent and obscene augmentations.

Amongst Fulgrim's sons, Chaos Rhinos serve the whims of his champions as gilded and illuminated chariots that speed their warriors into battle, protected by layers of advanced plating. Some warbands adorn the tanks' armour in eye-bleeding frescos or mount them with slabs of exotic rock carved with grotesques. Other Rhinos sprout leering gargoyles or fluted maws that project resonant warp energies. The most disturbing have had their once-noble machine spirits sacrificed to Slaanesh. Their carcasses are possessed by warp entities, their metal hides heave with sentience and their transport bay innards glisten with trembling cilia.

# ARMOURED EXCESS

**Many are the obsessed warriors and twisted war engines amongst the warbands of Fulgrim's sons. From ancient relics and veteran sadists, overloaded with millennia of arrogance, to abominations of haunted iron and flesh, all are as damned as their depraved gene-sire.**

The Emperor's Children deny themselves no form of cruel expression. Where there are warriors who indulge in swift assaults, there are also those who take pleasure in overwhelming firepower girded in mantles of heavy armour.

## CHAOS TERMINATORS

Debased suits of Terminator armour offer Emperor's Children the raw power to bludgeon their way through swarms of lesser foes and the ability to endure apocalyptic attacks. The sensation of being a looming god of battle sees many of Fulgrim's sons crave these ancient suits of battle plate. They are prestigious artefacts for those who can claim them. Veteran warriors who do so are already amongst the most skilled of their warbands, having won the armour through depraved patronage, or else torn it from the still-warm corpse of its former owner.

Chaos Terminators arrogantly lord their power over other Emperor's Children and display utter contempt for their enemies. Paranoia and suspicion often take root in those with power, and Chaos Terminators amongst Fulgrim's sons are driven to obsessively re-establish their elite status at every opportunity. They deliver the killing blow in masterfully staged assaults. They dare the enemy's most heavily defended strongholds, ripping out the heart or cutting off the head of whatever force opposes them. They excel in boarding actions where lurking horrors and treacherous environments alike conspire to bring them down. Even foes who hide behind fortress walls or shielded bulkheads are not safe from Chaos Terminators. Their armour is so resilient that squads of them can be delivered into battle via sorcerous portals or ancient teleportarium shrines, appearing in flashes of sickly energy to begin an eager slaughter.

It is not enough for Terminator-armoured Emperor's Children that their veteran skill and bulky armour set them apart. Instead, their desire for visible pre-eminence causes many to manifest strange warp mutations, while others demand gaudy flourishes from the warband's artificers. Leering maws are worked into the ammunition drums of combi-bolters; stimjector ports are fitted to administer chemical shunts; jewelled lenses are wired into the warriors' own flesh. Some employ envenomed blades or enhance their auto-senses to allow them to feel every visceral tear of their foes' flesh. Other changes are seen as gifts of Slaanesh or, amongst

a few warbands, of Fulgrim himself. Helmets may elongate into obscene snouts; armoured boots swell into lumpen hooves and the digits of power fists grow into cruel talons; fleshy growths push their way out of upper carapaces. After millennia of war and corruption, such armour often reflects the damned soul within.

## CHAOS LAND RAIDERS

Many Emperor's Children warbands maintain assets of the former Legion that date back to the murky Age of Darkness and before. Chaos Land Raiders are amongst the most ancient still to raise a guttural roar of incense-strewn exhaust in prideful challenge across the galaxy. They are heavy and powerful transport tanks, multi-skinned in thick armour and armed with potent weapons. Many Emperor's Children commanders use their rare surviving examples as bullish status symbols, adorning their transports in lurid heraldries painted in toxic and hallucinatory substances.

As front-line assault tanks, Chaos Land Raiders serve as the prongs of spearheads that delve deep into enemy lines, disgorging elite warriors where they can sate their worst excesses. When the tanks' armoured hatches slam open, sprays of chemical stimulant wash over each warrior as they lunge from the hold into battle. Many of these war engines also broadcast psychostatic siren songs from hull-mounted emitters to suppress the enemy's ability to mount an effective response.

## DAEMON ENGINES

Patchwork monstrosities of rune-carved mechanisms, mutated flesh and malignant sentience, Daemon Engines are seen amongst many Emperor's Children warbands. Some of Fulgrim's sons, obsessed with the transgressive abominance of Daemon Engines, as well as the domination of the caged Slaaneshi entities that animate them, specialise in their creation. Other Daemon Engines are obtained from Hereteks of the Dark Mechanicum, procured through pacts struck with the agents of Vashtorr the Arkifane or stolen from other renegades and bound to the service of the Emperor's Children.

Anarchic and degenerate examples of their kind, Maulerfiends rampage alongside the most thrill-hungry Emperor's Children at the forefront of battle. They are bestial constructs, driven by the animus of a daemon whose preference is for hunting craven prey. Using huge talons and metallic tendrils, they can scale fortress walls and smoking piles of burnt-out battle tanks to reach their quarry. Neon ectoplasmic drool seeps from their maws as they close with their target. They rip and slash those they reach with insane sweeps of their claws, snapping through spines with their iron jaws and guzzling chunks of bloody flesh attempting to reap a succulent morsel of their prey's soul.

Heldrakes, by comparison, are airborne Daemon Engines. Most are corrupted and possessed constructs that were once the superior fighter craft of the Emperor's Children. The piercing shrieks they emit as they dive in for the kill are usually the last thing their prey hears before these raptorial horrors crash into them, razor-sharp claws slicing. Heldrakes hunt in the updrafts over battlefields, sniffing amongst the clouds of promethium, blood and perfumed musk for the soul-scent of worthy victims. Their favoured prey is enemy aircraft. With their corrupted thrusters and the push of empyric winds, they can intercept even swift fighters. Lurid fire or streams of shot gush from their dragon-like jaws before they rake their talons through fuselage and flesh as they secure their dominion of the skies.

### SHIVVERSPLINT

*When injected into drilled channels in the bones of a legionary, this soup of xenos marrow and psychoplasm binds with the warrior's skeleton. Their bones alter, the arcane expertise that went into their creation perverted to cause the weeping of a gruesome froth that sluices through their flesh and eventually bleeds from their pores. It collects in a dense jellied gruel within their armour. Many Emperor's Children deride Shivversplint's users as fools chaining themselves in lumpen flesh, but its adherents claim a perfection of unity with their battle plate that none others can know.*

# DAEMONS OF SLAANESH

**As Slaanesh embodies myriad dark dualities, so do his daemons exist as manifestations of hideous contradictions. They are mesmerising yet loathsome, abhorrently bestial yet eerily graceful. They spill from warp tears in spatters of perfumed gore and rush to slake an immortal thirst by eliciting the most nightmarish of extreme sensations in their mortal prey.**

Drawn to obsession, depraved acts of mutilation and the frenzied passions quickened by war, the Dark Prince's daemonic servants joyfully bound forth to glut themselves to immortal excess.

## KEEPERS OF SECRETS

The greater daemons known as Keepers of Secrets are towering monstrosities that serve Slaanesh as the generals of his daemonic legions and as avatars of soul corruption. At times, a Keeper of Secrets will work subtly, beguiling or possessing even the supposedly incorruptible to spread Slaanesh's damnation. However, when they manifest in realspace, there is nothing inconspicuous in their terrifying majesty. An impossible beauty radiates from them, so hideous that stoic warriors have gouged their own eyes out after a glance. Hypnotic odours and lights pour from their lacquered flesh. Dirges harmonise with the tinkling of obscene jewellery and the scrape of their clawed hooves, shredding the wills of mortals.

The blissful joys of the battlefield are these daemons' favoured harvests. They lunge into those who have not already fled, taking a sadistic pleasure in every excruciating death and horrific abuse they inflict. With long claws or curved blades, they gouge through thick armour plating and rend the enemy's flesh. They coil phantasmagorical illusions into the minds of their foe until insanity grips entire battle groups. Contorted corpses are all that mark the passage of these nightmares, the victims' flayed faces fixed in rictus masks of ecstasy and terror.

## DAEMONETTES

These ravaging foot soldiers of the Dark Prince, lilting courtesans and spree tormentors dance into reality with an insatiable hunger for sensation. From a distance, their crooning songs and lissom silhouettes erode the mental defences of their enemies. As they close with their victims, their inhuman features and unholy squeals become apparent, but by then, it is too late. A scintillating glamour envelops the daemons' newfound playthings, eliciting a self-loathing lethargy that makes retreat and defence achingly slow. The Daemonettes' claws descend in lethal caresses, piercing armour and slicing exposed skin. The daemons emit alluring empyric siren calls to those in sealed war engines or buried bunkers, twisting the souls of those hiding within until they can bear it no longer, unlocking the hatches while screaming at themselves to stop.

Driven by Slaanesh's will, Daemonettes cavort across the battlefields of reality in search of new delights to savour. They hiss curses and snarl at each other, contesting favoured prey with snapping claws. They are appreciative, however, of the attempts by mortals to exceed their own excesses. Pain, torment and ecstatic agonies – whether caused by Fulgrim's sons or the enemy – never fail to draw screams of delight from Daemonettes.

## SEEKERS

Some Daemonettes ride sinuous and muscled steeds, freakish abominations possessed of whip-fast speed. Such riders are known as Seekers. Their daemonic steeds weave through debris and enemy fire, leaping craters and trench lines as their powerful limbs push them forward in loping bounds. Aided by their mounts' supernaturally sharp senses, Seekers excel at hunting down escaping prey and intercepting enemy ambushers. They outflank the foe and slip past sentries to

## SHALAXI HELBANE

### MONARCH OF THE HUNT

The Keeper of Secrets known as Shalaxi Helbane is – according to tales whispered by mortals – a manifestation of divine superiority, a hunter of such peerless excellence that even immortals must fear for their existence. Shalaxi is an entity of singular obsession: a duellist that brooks no rival and Slaanesh's favoured tool for the humbling of other champions. Regents and warlords; sorcerers, paladins and tyrannical monstrosities; even the daemons of Slaanesh's brother Chaos Gods; none can escape the bane that is Shalaxi, the Monarch of the Hunt.

Shalaxi tracks and pursues the greatest prey no matter where in existence they attempt to flee or hide. There is no trackless mica desert or methane sea that can hide the trail of the quarry. They cannot lurk in void-black nebulae or mask their presence amongst billions of other organisms. The unstinting hunter stalks the victim through unbounded realms of existence and across the twilit boundaries between them. Sooner or later, this daemon predator runs them to ground, forcing a confrontation in which not even fate may be enough to save them.

The more powerful the prey, the greater the torment they have to fear at Shalaxi's hands, and such pungent emotion is something the daemon can taste from aeons away. Some prey are compelled to amass armies of thralls to thrust in Shalaxi's path. They do not last long. With curved claws and soul-twisting bewitchments, the hunter swiftly banishes them to an eternity of torment. Helbane's long spear, meanwhile, is the perfect slayer of far larger prey. With it, the Monarch of the Hunt has skewered Imperial Knights, Tyranid bio-titans and C'tan Shards, and Shalaxi holds a special passion and talent for besting and destroying Bloodthirsters of Khorne.

close on reinforcements, artillery crews or logistics trains. The haunting songs of the riders and the hooting trills of their steeds precede them until the unnerved foe panic and scatter or fall upon each other in terrified orgies of violence.

When Seekers finally pounce upon their prey, their steeds flick out their long tongues that glisten with toxic saliva. Using them to ensnare victims, they shudder in delight as they taste the mortals' souls before dragging them in range of the Seekers' claws. With fanged smiles – perversely beatific and far too wide – the Daemonettes welcome the horrified morsel to an agonising oblivion.

## FIENDS

These chimerical daemon beasts manifest with arachnid, equine and reptilian traits. Few exhibit more than a feral intellect. Their instincts for hunting down anything that promises to scream and hurt at the hunt's end, however, are preternatural. In realspace, Fiends gallop and scuttle alongside other servants of Slaanesh before surging forward with unnatural speed once they sense a target. As their excitement grows, they give out keening cries of psychosonic discordance. They also exude a wave of soporific musk that billows in their grunting snorts and induces a warp-wrought euphoria in all around. Those entranced by it stumble as if in a dream. Overwhelmed by rapture, some move to embrace the oncoming Fiends.

To do so is to invite a protracted demise. Fiends dissect their prey with oversized claws and immense strength. They snip off layers of tissue, exposing nerves and organs to more invasive abuse. More heavily armoured prey is held in place before the Fiend's barbed tail snaps forward with force enough to crack open ceramite and with a stinger loaded with baneful toxins.

*The boom of detonating bolt shells and the screech of alien projectiles reached the Master of the Dirge as sullen pops and ghostly whines as he moved his gaze across the promising xenos shrine and the glade in which it sat.* He could see some of his eager warriors had already engaged the Aeldari protectors. They surged in audacious forays, hunting the xenos through stands of slender trees, clusters of ancient structures in pale stone and curving growths of wraithbone. The Master of the Dirge refused to rush his assessment of this arena before committing the rest of his force, instead resolved to leave his reckless vanguard to their fate. From where he stood just inside its circumference, a towering earthwork ringed the entire glade, blocking sight of the maiden world's horizon beyond. The structure appeared to be a continuation of the same undulating terrain, the ground curving up in a concave wall. There was no sign of tool work or architecture, but equally, there was nothing natural about the formation.

The sounds of battle faded, smothered into background mundanity as soon as his attention moved on. Kyrocenaeus cared little for such short-lived details. His focus was on a greater whole, on ensuring the entire imminent performance eclipsed all that his Formless Tumult had created before. Kyrocenaeus beheld a fractal manipulation in the ostensibly natural copses, bluffs and crystal pools of the glade's sickeningly anaemic set dressing, and felt a tremulous thrum emanating from curving extrusions of wraithbone that reared up like the vertebrae of some vitrified wyrm.

Kyrocenaeus sensed a premonitory echo of what could be done here. Some hidden vibration called to him: a whisper from the Dark Prince, surely. The promise of the wraithbone had lured his warriors to the maiden world, but the Master of the Dirge saw now how his deeds in this place – this sacred place – would add to the ur-song of existence and please listening Slaanesh.

Kyrocenaeus at last delivered a series of clipped commands. They were not the cues to begin the grand spectacle, but they would move his performers into the positions demanded by the ur-song. A few warriors inevitably lunged forward on divergent hunting vectors, loosing loud volleys, but they could not spoil what the Master of the Dirge had in mind.

Lavishly ornamented Rhino transports crammed with impatient Infractors rushed along once-pristine avenues, gouging ugly troughs of churned mud across them. The last of Kyrocenaeus' gunships pulled away from his deployment stage. They unleashed a hissing barrage of suppression fire into the Aeldari positions as they went, less in support of the warriors there and more to dissuade the xenos from any notions of firing at the gunships themselves. Showers of burning debris fell in the wake of the detonations, just as the last of Kyrocenaeus' favoured Kakophoni stalked into firing position to either side of him. At his back, halted at the entrance to the shrine's glade, a pair of Land Raiders and a pack of Daemon Engines growled their displeasure. Squads of Tormentors raced each other from cover to cover, firing from the hip as they did so and eating up the ground between them and the Aeldari.

Others of Kyrocenaeus' force took opportunistic shots at the xenos. Most held back, for now, their instincts mostly leashed to his command, waiting for his signal to commence. The presence of the alien psychoplastic extrusions had lured Kyrocenaeus into conducting a surface assault; the risk of any orbital bombardment obliterating the wraithbone was too great. But he had needed to feel the beat of the shrine's soul and hear its delicious echoes in person before formulating any strategy. Only now could the Master of the Dirge begin to set the scene.

The spindle-limbed Aeldari seemed to have no similar sense of restraint. They flittered through the shadows of the wraithbone growths, unleashing whispering volleys of shuriken and deadly lances of brilliant energy before darting back into cover like the insects they were. Sweeping a final gaze over the curving landscape and the position of the pieces – noble seekers of ecstasy and failed degenerate xenos alike – he felt everything was ready. Kyrocenaeus savoured one final moment of discomforting restraint before raising the maws of his doom siren to the heavens and howling a dissonant war cry.

The opening movement of Kyrocenaeus' masterpiece began: his Exhibition of Agony. Volleys of bolter fire and shrieking sonic chords lit up his senses in jagged, uncoordinated ripples. Spite hailers and warp amps flared in disjointed wails from the hulls of his tanks and the flanks of his Daemon Engines. His commands flew out again and again. They jarred in a deliciously unsettling rhythm with his measured steps as he stalked in the direction of the shrine's centre, one of his Noise Marine congregations at his heels. Kyrocenaeus heard his own rasping and atonal exhalations with every movement. Most of his orders were delivered as blaring artificial vox, a torrent of false voices he had taken for his own that poured into his warriors' helmets. To his Noise Marines, he instead shrieked his demands in meta-frequencies, the prosaic data intermingled with aural mysticism only those disciples would appreciate.

Psychosonic energy brushed at Kyrocenaeus' abused senses. It fluttered

in coruscating tempos as squads of Noise Marines unleashed uncoordinated barrages from their outlandish weapons. They did not yet constitute an ur-song, he knew, but they were the alluring vibrations that heralded one. The longer he could sustain the riotous cacophony, the more varied and garish the emotional acoustics, the more ecstatic the final crescendo would be.

The thrilling thought of an as-yet uncomposed finale marred Kyrocenaeus' appreciation of his warriors' initial assaults. Abruptly they became repugnant to his tastes, tepid and uninspired. They needed to be more violent, to billow with excruciating tonal shifts. The Master of the Dirge howled a command at the Land Raiders' crews, flourishing his blade to wave them forward. He sensed the atmospheric compression ahead of the blunt-prowed tanks and felt a wash of jagged vibration flow over him as they passed to his right. The Land Raiders thundered on a curving route towards the Aeldari positions at the glade's far end. They smashed through stands of graceful trees and slammed low walls to rubble, grinding the remnants beneath their barbed treads. Kyrocenaeus accessed the lead Land Raider's sensor array, projecting the noise of the destruction through his own emitters. He moaned in pleasure at the sound of snapping vegetation and grinding rock.

'Yes,' the Master of the Dirge breathed. His hoarse voice was warped, overlaid with mechanical reverberations, musical lilts and feral growls. He increased his pace, accessing vox-feeds to more of his warriors and vehicle crews.

'Now, now we can engorge this refrain!'

The accretion of sonic and more esoteric variables to Kyrocenaeus' masterpiece began: his Augmentation of Rampancy. With unexpected harmony, his warriors unleashed all manner of firepower. From a blinkered and purely martial viewpoint, much of it was wasted. There were some xenos casualties, and even a few of his own warriors fell. It was important, however, to appropriately introduce the change in mood, Kyrocenaeus felt. This was a work of the spirit, intended for a god; matters of logistics paled in consequence before weightier considerations.

Thudding streams of heavy bolter shells scythed through scrub and cracked stone. Air molecules screamed and died in the sizzle of lascannon beams. Now he was nearer, Kyrocenaeus' hearing picked up more delicious elements still. Shouts of hungry joy from his warriors, thin whimpers of alarm or pain from the xenos. Now there were the first echoes of the Augmentation's initial volleys. They lapped at his senses, growing fractionally more vibrant with each reverberation. It was strange and awe-inspiring, but not wholly unexpected. Kyrocenaeus had realised that the curving earthwork would reflect and intensify several delightful frequencies. He felt them in his core, refracting and replicating as they moved through the mass of his flesh and armour.

'More! More!' he bellowed.

The Master of the Dirge directed the firepower of his Noise Marines in discordant thumps and shrieks. Others amongst his force took up the challenge. Rippling harmonics flew from sonic blasters, carving furrows in shrine walls and rending Aeldari flesh. The boom of a blastmaster was answered a moment later by its echo, the deadly shock wave funnelled by the shrine's strange architecture until it became a gloriously visual blur of insane colours.

The desperate Aeldari redoubled their efforts, pouring firepower into the Emperor's Children or bounding into combat with them. The orgiastic wails of pain from Kyrocenaeus' warriors blended with the increasing cacophony. Blood sang. Bone shivered. Flesh trembled in a sacred hexibition of sensation that roared praise of Slaanesh.

Kyrocenaeus' fang-like teeth parted slightly. Long-cauterised nubs of his facial muscles twitched. A shallow exhalation of spoiled air and a keening arhythmical accompaniment spilt over his lipless mouth.

It was a leer of ecstasy that the Master of the Dirge had not employed for many centuries.

# Showcase

## LURID MAGNIFICENCE

THE EMPEROR'S CHILDREN DO BATTLE CLAD IN BAROQUE ARMOUR THAT IS AT ONCE EXQUISITE AND NAUSEATING IN ITS VIBRANT COLOUR AND OVERWROUGHT DESIGN. JUST AS THEIR ARMOUR IS AN EXPRESSION OF THEIR OBSESSIVE PURSUIT OF EXCESS, SO ARE THEIR SURGICALLY AUGMENTED BODIES TESTAMENT TO THE DEBASED PERVERSITY INTO WHICH ALL OF THEIR NUMBER HAVE FALLEN. AN EMPEROR'S CHILDREN ASSAULT IS A DAZZLING ATTACK UPON THE SENSES, UNMATCHED BY CRUELTY AND DEPRAVITY.

**The Emperor's Children are driven by their vile obsessions. They seek to inflict exquisite agonies upon their enemies and satiate their lust for sensation in all its forms.**

1 The Daemon Primarch Fulgrim embodies all it is to belong to the Emperor's Children. When he deigns to grace reality with his presence, Fulgrim seeks to demonstrate his innate superiority to all and sundry. Enemies are dispatched with dismissive thrusts, swipes of curved blades, and lashing whips or swept aside by bone-crushing strikes from his serpentine tail. Few foes hold his interest for long, and soon Fulgrim is on the move again, propelling himself across the battlefield with the force of will alone to test himself against more satisfying prey.

2 Amidst the ruins of Dyspator, a force of Noise Marines raise their sonic weaponry and prepare to unleash a barrage of lethal vibrations directly into their Blood Angels foes. Meanwhile, luridly painted Land Raiders adorned with gruesome trophy racks grind to a halt, disgorging the warband's Terminator elite into the fight.

Fulgrim, Daemon Primarch of the Emperor's Children

Flawless Blades

Flawless Blade of the Threnodic Choir

Flawless Blades

Lucius the Eternal

**Even amongst such a supercilious brotherhood as the Emperor's Children, there are those with extreme arrogance. These peerless warriors often form their own warbands, competing with one another to inflict the most extravagant and gory of kills.**

**3** Lucius the Eternal is a supremely skilled bladesman driven only by a desire to test his martial prowess against the galaxy's greatest warriors. Cutting a path through the massed ranks of the Death Korps of Krieg, he issues a challenge to their commander. Perhaps the Human will provide momentary entertainment amidst the crushing boredom of such a one-sided slaughter.

**4** Flawless Blades seek to test themselves against as many foes as possible. Having heard tell of the impenetrability of the Adeptus Arbites' precinct fortresses, this band of duellists have set themselves the task of annihilating just such a bastion. Perhaps the mountainous terrain, lethal automated defences and teeming numbers of Human combatants will provide a worthwhile challenge.

3

4

5

Noise Marines

Disharmonist

Tormentor of the Konstrictus

Infractor of the Glittering Myriad

Noise Marine of the Threnodic Choir

Infractors

Tormentors



Obsessionist

**The Emperor's Children revels in the roar of engines, the thunderous report of heavy guns, and the screaming of sirens in such cacophonous onslaughts. From the bellies of these rumbling beasts pour forth the Sons of Fulgrim in all their lurid horror.**

5 Crashing through the walls of Kasr Nonestra, an Emperor's Children armoured column grinds to a halt, the assault ramps of Land Raiders and hatches of Rhino transports opening to unleash whooping bands of Infractors and Tormentors, combat elixirs coursing through their corrupted systems. At their heels stride monstrous Noise Marines, sneering Flawless Blades and other hideous warriors. As the infantry closes in upon the stunned Cadians, their transports and battle tanks keep up punishing volleys of fire, pinning down the foe and obliterating opposing armour and fortifications.

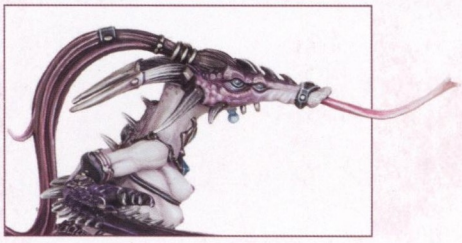
6

**Slaanesh's daemonic followers are drawn into reality by extremes of sensation. The agonising tortures and lurid violence wrought by the Emperor's Children are known to shatter the veil between reality and the Warp, drawing these grotesque killers from their diabolic realm.**

6 The daemons or Slaanesh are, without exception, swift, graceful and malicious in the extreme. Upon the crone world of Lathayir, they join the Emperor's Children in an assault upon the Aeldari of Craftworld Biel-Tan. Eager to claim souls for Slaanesh, a Keeper of Secrets leads the daemons forward in loose bands, Daemonettes cackling and hissing as they leap and bound into their despairing victims whilst Fiends and seekers smash into the flanks of the Biel-Tani warhost. Exploiting the carnage wrought by the daemonic legions, the Emperor's Children smash into formations of Aeldari Guardians, butchering the outmatched aliens in a gory fashion.

Seeker

Daemonettes



Fiends

7

**The lords of the Emperor's Children are absorbed by their own conceit, yet their sneering arrogance is not misplaced. They are paragons of martial prowess, masterful strategists, tacticians and warriors beyond compare. They vie jealously and eternally for Slaanesh's favour, competing to enact the most hideous of atrocities in his name.**

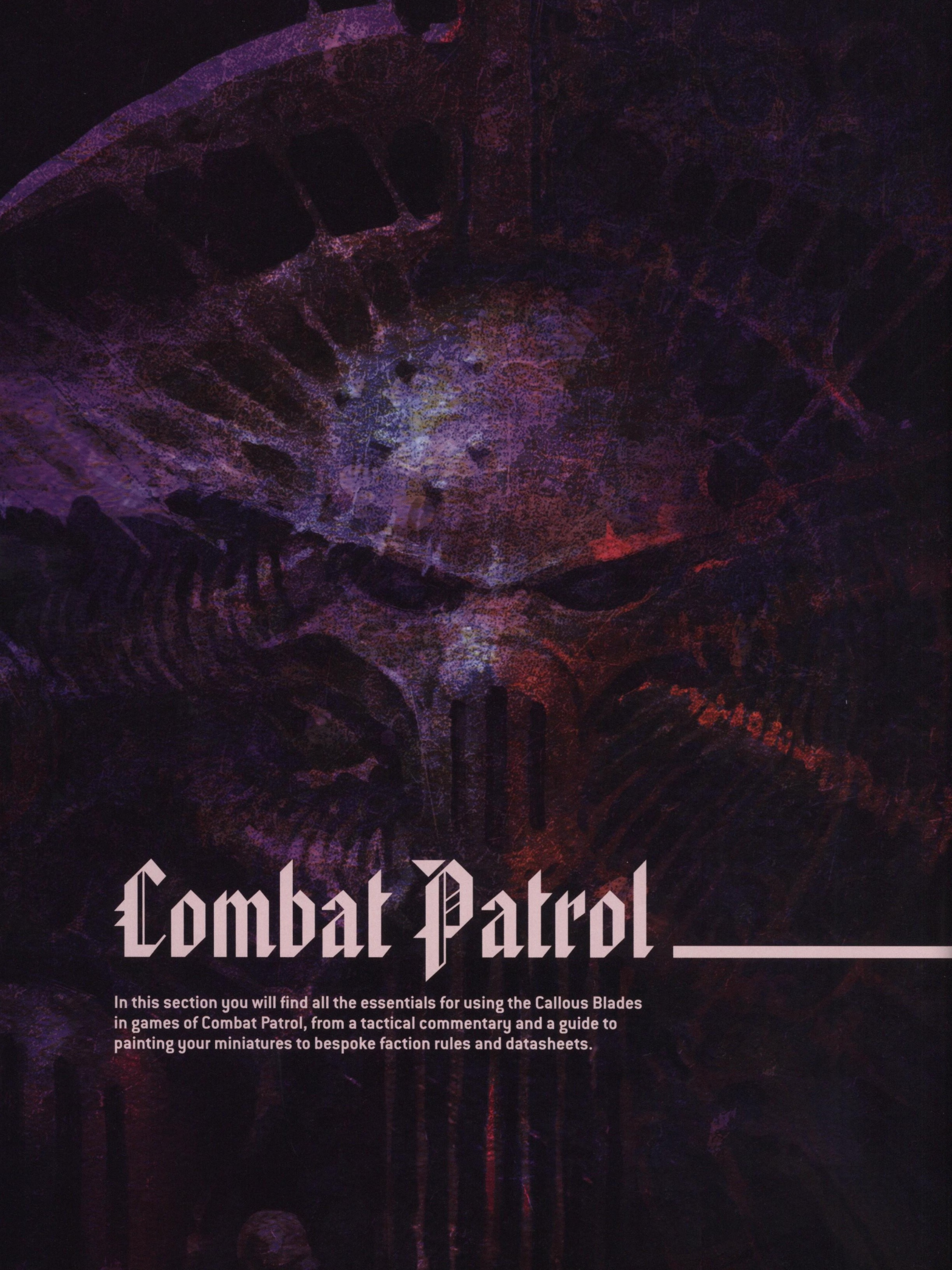
8 Amidst the crumbling cathedrums and cloistered sanctuaries of Polemnia, Fulgrim manifests in all his mesmerising magnificence. In his wake stride lesser champions of Slaanesh, at once jealous of and inspired by their Daemon Primarch. Basking in the malefic energies that roil from their blessed lords and champions, the rank and file of the Emperor's Children surge forward to inflict unspeakable violence upon the zealous Sisters of Battle. Soon, the spires of Polemnia shall be adorned with the ragged remnants of its defenders and its holy places desecrated in honour of the Dark Prince.

Lord Exultant

Lord Kakophonist

**Such is their pursuit of perfection in everything that many of the Legion's lords are willing to swear fell pacts with daemonic entities in return for infernal boons. Such bargains always come at a terrible price, however, and the indebted must toil endlessly to kill and inflict terrible agonies upon their foes or face a fate worse than death.**

7 Having slaughtered their way through the Imperial lines, the Emperor's Children come face to face with the savage Sons of Russ. A hulking Lord Kakophonist begins the assault with a sonic onslaught from his doom siren before leading a squad of Terminators into the fight. Upon his right flank, a Lord Exultant levels his pistol towards the Space Wolves and directs a squad of Infractors into the fray. In the rear, tracked vehicles and Daemon Engines grind forwards while an Emperor's Children Sorcerer prepares to unleash his fell powers upon the Space Marines. Slaughtering such powerful foes will surely satisfy the daemonic patrons to whom the Emperor's Children owe their might.



# Combat Patrol

In this section you will find all the essentials for using the Callous Blades in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.

# CALLOUS BLADES

## LORD KAPHRAEL (1 MODEL)

- **This model is equipped with:** Phoenix power spear; power fist.

---

The Lord Exultant is a true terror in hand-to-hand combat. Thanks to his Euphoric Strikes ability, he is able to effectively destroy most targets at the critical moment. The two Enhancements he has access to offer two very different play styles as well.

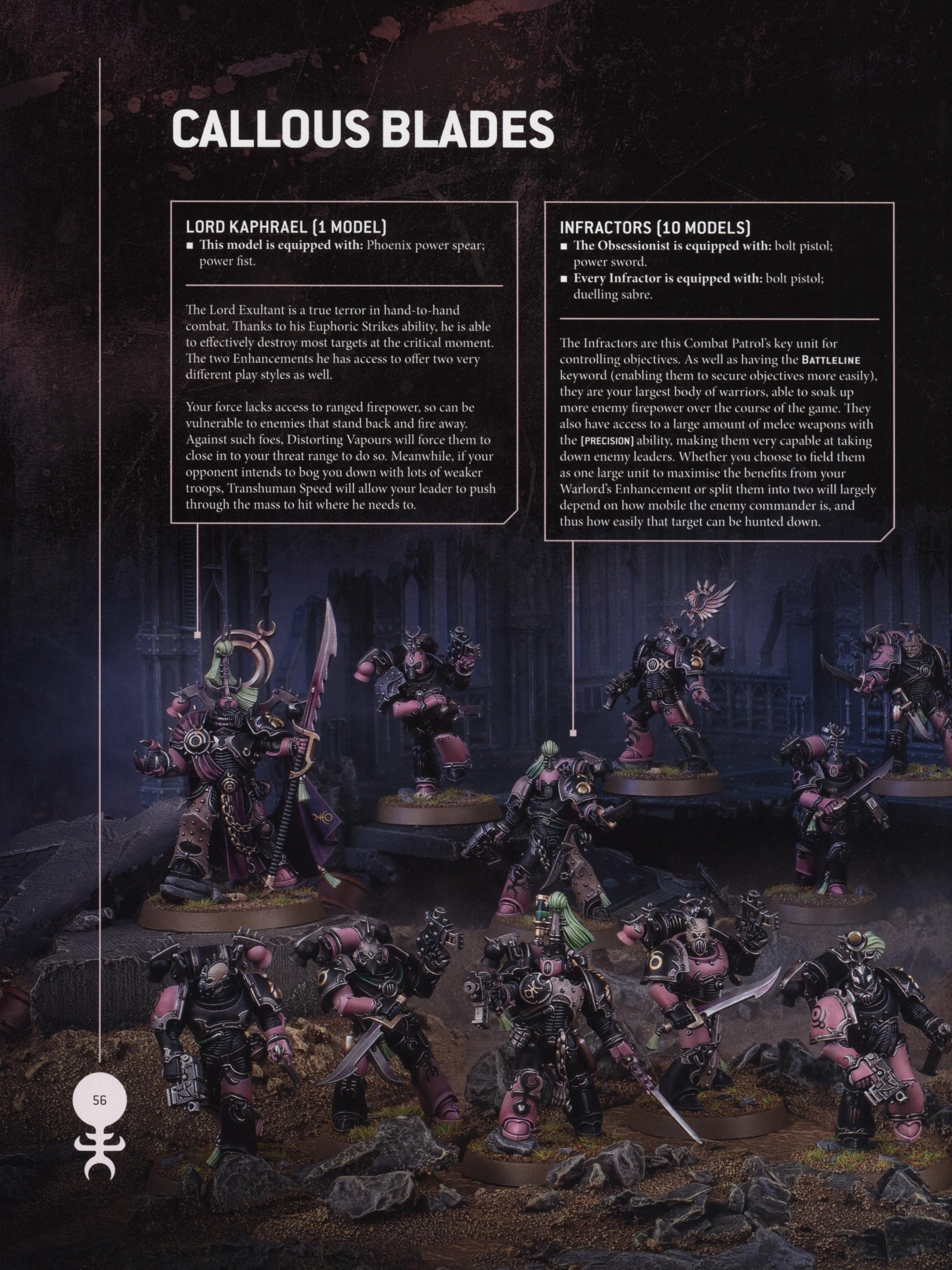
Your force lacks access to ranged firepower, so can be vulnerable to enemies that stand back and fire away. Against such foes, Distorting Vapours will force them to close in to your threat range to do so. Meanwhile, if your opponent intends to bog you down with lots of weaker troops, Transhuman Speed will allow your leader to push through the mass to hit where he needs to.

## INFRACTORS (10 MODELS)

- **The Obsessionist is equipped with:** bolt pistol; power sword.
- **Every Infractor is equipped with:** bolt pistol; duelling sabre.

---

The Infractors are this Combat Patrol's key unit for controlling objectives. As well as having the **BATTLELINE** keyword (enabling them to secure objectives more easily), they are your largest body of warriors, able to soak up more enemy firepower over the course of the game. They also have access to a large amount of melee weapons with the **[PRECISION]** ability, making them very capable at taking down enemy leaders. Whether you choose to field them as one large unit to maximise the benefits from your Warlord's Enhancement or split them into two will largely depend on how mobile the enemy commander is, and thus how easily that target can be hunted down.



## FLAWLESS BLADES (3 MODELS)

■ **Every model is equipped with:** bolt pistol; blissblade.

The Flawless Blades are the hardest-hitting element of your force, with a powerful melee weapon at their disposal. Their Daemonic Patrons ability also allows them to deal significant damage to enemy Monsters and Vehicles, letting their weaponry cut through the foe's higher Toughness characteristic.

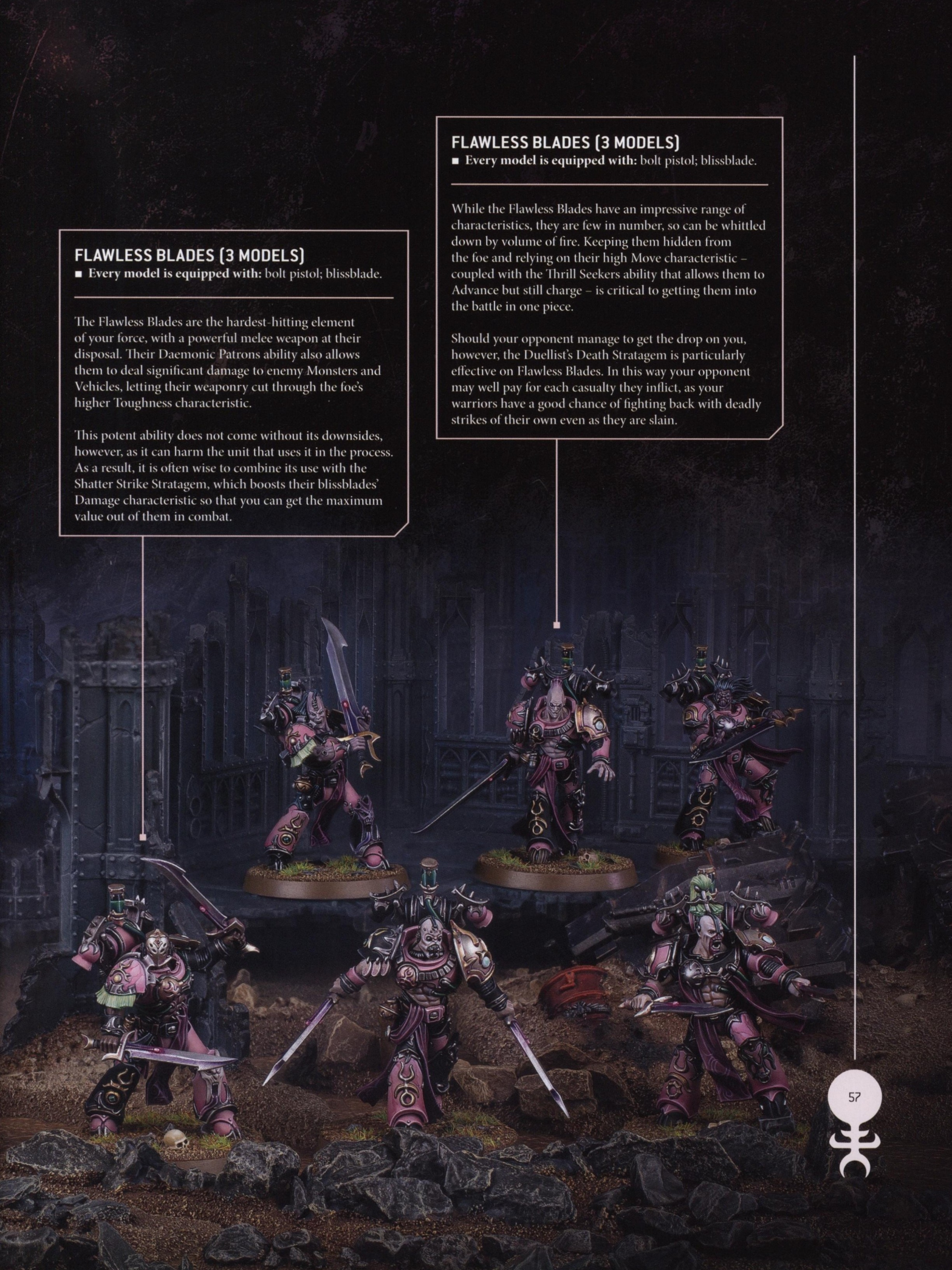
This potent ability does not come without its downsides, however, as it can harm the unit that uses it in the process. As a result, it is often wise to combine its use with the Shatter Strike Stratagem, which boosts their blissblades' Damage characteristic so that you can get the maximum value out of them in combat.

## FLAWLESS BLADES (3 MODELS)

■ **Every model is equipped with:** bolt pistol; blissblade.

While the Flawless Blades have an impressive range of characteristics, they are few in number, so can be whittled down by volume of fire. Keeping them hidden from the foe and relying on their high Move characteristic – coupled with the Thrill Seekers ability that allows them to Advance but still charge – is critical to getting them into the battle in one piece.

Should your opponent manage to get the drop on you, however, the Duellist's Death Stratagem is particularly effective on Flawless Blades. In this way your opponent may well pay for each casualty they inflict, as your warriors have a good chance of fighting back with deadly strikes of their own even as they are slain.



# PAINTING YOUR COMBAT PATROL

**On the following pages you will find a painting guide to help you to bring your Emperor's Children Combat Patrol to life. By following the steps set out here you will be able to paint your models in the colours of the Emperor's Children to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.**

## You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve good coverage.

- EMPEROR'S CHILDREN
- LEADBELCHER
- TARGOR RAGESHADE
- NULN OIL
- RUNEFANG STEEL
- FULGRIM PINK
- ABADDON BLACK
- RETRIBUTOR ARMOUR
- REIKLAND FLESHSHADE
- CORAX WHITE
- SYBARITE GREEN
- ASTROGRANITE

## Top Tip

Before you follow any other steps, we suggest priming your models with an even coat of Chaos Black Spray paint. You can use multiple thin coats of Abaddon Black Base paint instead.

## Basing

1 Apply a neat layer of Astrogranite, being careful near the edges. 2 Once the Astrogranite is completely dry, apply a wash of Nuln Oil to the entire base. 3 Drybrush the base gently with Corax White then apply multiple thin coats of Abaddon Black to the base edge to finish.

## Armour Trim, Decorative Details, Weapons and Backpacks

1 Basecoat the armour trim, weapons and backpack with multiple thinned coats of Leadbelcher. 2 Shade the armour trim and decorative details with Targor Rageshade and set the models aside to dry.

3 Shade the weapons and backpack vents with Nuln Oil. 4 Highlight all of the metallic areas you have just shaded with thinned Runefang Steel. If this stage is done first, a gentle drybrush can be used to achieve a soft highlight without spoiling other areas.

## Power Armour

1 Basecoat the areas of the armour panels that you want to be pink with thinned Emperor's Children. Make sure to let each layer dry before applying the next to get a smooth coat. 2 Recess shade the panels with Targor Rageshade. 3 Carefully highlight the edges of the pink armour panels with Fulgrim Pink.

## Power Armour, Ribbing and Leather

1 Paint the armour panels that you want to be black, the ribbing between panels and the studded leather with Abaddon Black.

## Tabards

1 Basecoat the cloth tabards on the Flawless Blades with Emperor's Children using multiple thinned coats. 2 Shade these areas with Targor Rageshade.

## Iconography

1 Basecoat the iconography with multiple thinned coats of Retributor Armour. 2 Apply a wash of Reikland Fleshshade to these areas. 3 Carefully highlight these areas with Runefang Steel, using the tip and side of a smaller brush.

## Skin

1 Basecoat areas of skin with Corax White, using multiple thinned coats to achieve a solid, smooth coverage. 2 Shade these areas with Reikland Fleshshade. 3 Highlight the skin with thinned Corax White.

## Tassels, Tubes, Vials and Lenses

1 Basecoat the tassels, tubes, vials and lenses with multiple thinned coats of Sybarite Green. 2 Carefully shade these areas with Nuln Oil.

# COMBAT PATROL
# CALLOUS BLADES

## ABILITIES

The datasheets required to use the Callous Blades can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Thrill Seekers – which is described below.

### THRILL SEEKERS

*The Emperor's Children are skilled warriors all, their transhuman might enhanced by a lifetime of ceaseless conflict. Their ingrained desire for sensation in all its forms sees them move rapidly across the battlefield, flitting between targets as they attempt to satiate their never-ending hunger for fresh experience.*

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.

## ENHANCEMENTS

Your **LORD EXULTANT** model is your **WARLORD** and has the Distorting Vapours Enhancement. You can replace this with Transhuman Speed.

### DEFAULT ENHANCEMENT

#### DISTORTING VAPOURS

*A thick miasma of perfumed warpstuff surrounds this champion of Slaanesh, obscuring them from their foes.*

While the bearer is leading a unit, models in that unit have the Stealth ability and that unit can only be selected as the target of a ranged attack if the attacking model is within 18".

OR

### OPTIONAL ENHANCEMENT

#### TRANSHUMAN SPEED

*So swift and agile is this warrior, and so eager to inflict agonies upon their foes, that none can halt their relentless advance.*

While the bearer is leading a unit, you can re-roll Advance rolls made for that unit and, in your Movement phase, each time a model in that 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.

## SECONDARY OBJECTIVES

You will use the Trophy for the Dark Prince secondary objective. You can replace this with Fleeting Possession.

### DEFAULT SECONDARY OBJECTIVE

#### TROPHY FOR THE DARK PRINCE

*What better way to earn the favour of Slaanesh than to take the head of a worthy foe.*

When your opponent's **WARLORD** is destroyed, you score the number of VP shown in the table below, based on which battle round it is destroyed in.

| BATTLE ROUND | VP SCORED |
|---|---|
| 1-3 | 10 |
| 4 | 8 |
| 5 | 6 |

OR

### OPTIONAL SECONDARY OBJECTIVE

#### FLEETING POSSESSION

*The obsessive desires of the Emperor's Children compel them to seek new sensations. The desire to take more overrides the need to hold what they have seized.*

From the second battle round onwards, at the end of your turn, you score 2VP if you control one or more objective markers that you did not control at the start of that turn.

## STRATAGEMS

You can use the following Stratagems:

### DUELLIST'S DEATH

1CP

**CALLOUS BLADES – BATTLE TACTIC STRATAGEM**

*The Emperor's Children are perfectionists to the last. Even in death they seek to satisfy their violent obsessions.*

**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, roll one D6, adding 1 to the result if your unit has the **FLAWLESS BLADES** keyword. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

### SHATTER STRIKE

1CP

**CALLOUS BLADES – BATTLE TACTIC STRATAGEM**

*Allying power to grace, the Flawless Blades cut down their foes in a few brutally efficient strikes.*

**WHEN:** Fight phase.

**TARGET:** One **FLAWLESS BLADES** unit from your army that has not been selected to fight this phase.

**EFFECT:** Until the end of the phase, add 1 to the Damage characteristic of melee weapons equipped by models in your unit.

### OBSESSIVE FOCUS

1CP

**CALLOUS BLADES – STRATEGIC PLOY STRATAGEM**

*The Emperor's Children are precise and ruthless in their methods of war. Nothing can sway them from their murderous path.*

**WHEN:** Your Command phase.

**TARGET:** One **EMPEROR'S CHILDREN** unit from your army.

**EFFECT:** Until the start of your next Command phase, you can ignore any or all modifiers to the characteristics of models in your unit (excluding the Objective Control characteristic) and any weapons they are equipped with, and you can ignore any or all modifiers to the characteristics of attacks made by models in your unit.

# LORD KAPHRAEL

Combat Patrol Datasheet

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

4+ INVULNERABLE SAVE

*Lord Kaphrael has led the Callous Blades to victories uncounted. Possessed of towering arrogance justified by his martial prowess, the Lord Exultant singles out the enemy's champions for death, inspiring his warriors by inflicting a gory demise upon his chosen foes.*

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Phoenix power spear [LANCE] | Melee | 5 | 2+ | 7 | -2 | 2 |
| Power fist | Melee | 5 | 2+ | 8 | -2 | 2 |

## LEADER

This model can be attached to the following unit: **INFRACTORS**

## ABILITIES

CORE: **Leader**

FACTION: **Thrill Seekers**

**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.

KEYWORDS: **INFANTRY, CHARACTER, CHAOS, SLAANESH, LORD EXULTANT, LORD KAPHRAEL**

FACTION KEYWORDS: **EMPEROR'S CHILDREN**

# INFRACTORS

Combat Patrol Datasheet

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

*Consumed by an obsessive desire to experience sensation in all its forms, Infractors hurl themselves upon the foe with ecstatic glee. Their veins thick with an esoteric cocktail of combat stimms, they are formidable and relentlessly cruel combatants.*

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Bolt pistol [PISTOL] | 12" | 1 | 3+ | 4 | 0 | 1 |

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Duelling sabre [PRECISION] | Melee | 4 | 3+ | 4 | -1 | 1 |
| Power sword [PRECISION] | Melee | 4 | 3+ | 4 | -2 | 1 |

## PATROL SQUADS

At the start of the Declare Battle Formations step, before any units have been set up, this unit can be split into two units, each containing five models.

## ABILITIES

FACTION: **Thrill Seekers**

KEYWORDS: **INFANTRY, BATTLELINE, CHAOS, SLAANESH, INFRACTORS**

FACTION KEYWORDS: **EMPEROR'S CHILDREN**

## FLAWLESS BLADES

Combat Patrol Datasheet

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

5+ INVULNERABLE SAVE

*These cruel and arrogant warriors are consumed by pride in their own skill at arms. Granted power by daemonic patrons, the Flawless Blades strive to entertain their malefic masters with superlative swordplay and by inflicting vile and visceral death upon their foes.*

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Bolt pistol [PISTOL] | 12" | 1 | 3+ | 4 | 0 | 1 |

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Blissblade | Melee | 3 | 2+ | 6 | -3 | 2 |

### ABILITIES

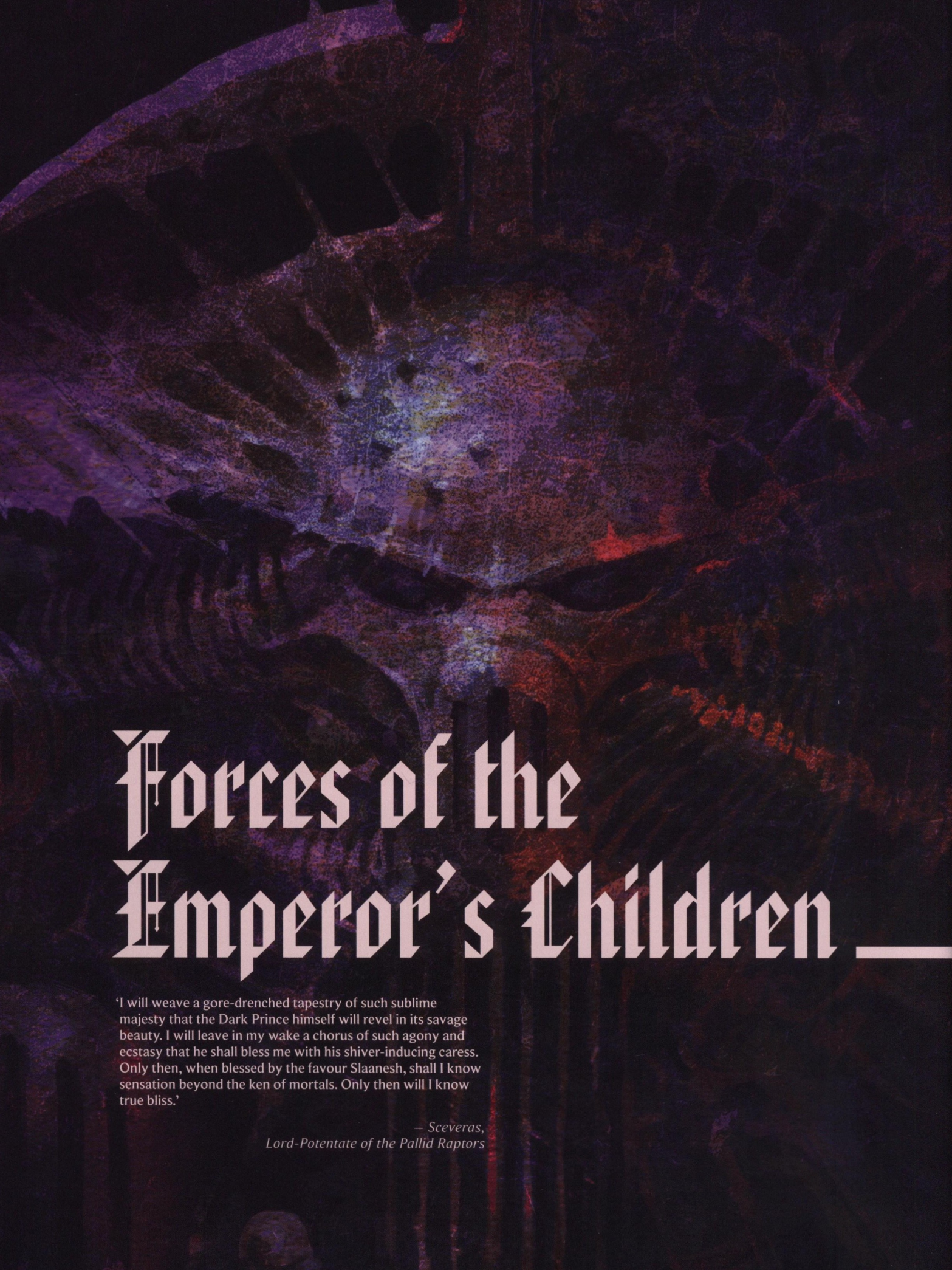
**Daemonic Patrons:** Each time this unit is selected to fight, it can call upon daemonic patrons. If it does, until the end of the phase, each time a model in this unit makes an attack, an unmodified Wound roll of 3+ scores a Critical Wound. At the end of the Fight phase, if this unit called upon daemonic 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.

KEYWORDS: **INFANTRY, CHAOS, SLAANESH, FLAWLESS BLADES**

FACTION KEYWORDS: **EMPEROR'S CHILDREN**

'What sport is there in the killing of whelps such as these? In butchery, no matter how lurid, my patrons find only fleeting entertainment. Find me champions of repute. Seek for me the most talented practitioners of the swordsman's craft, so that I may truly enthrall my audience.'

*- Pyrius Adagion, Flawless Blade*



# Forces of the Emperor's Children

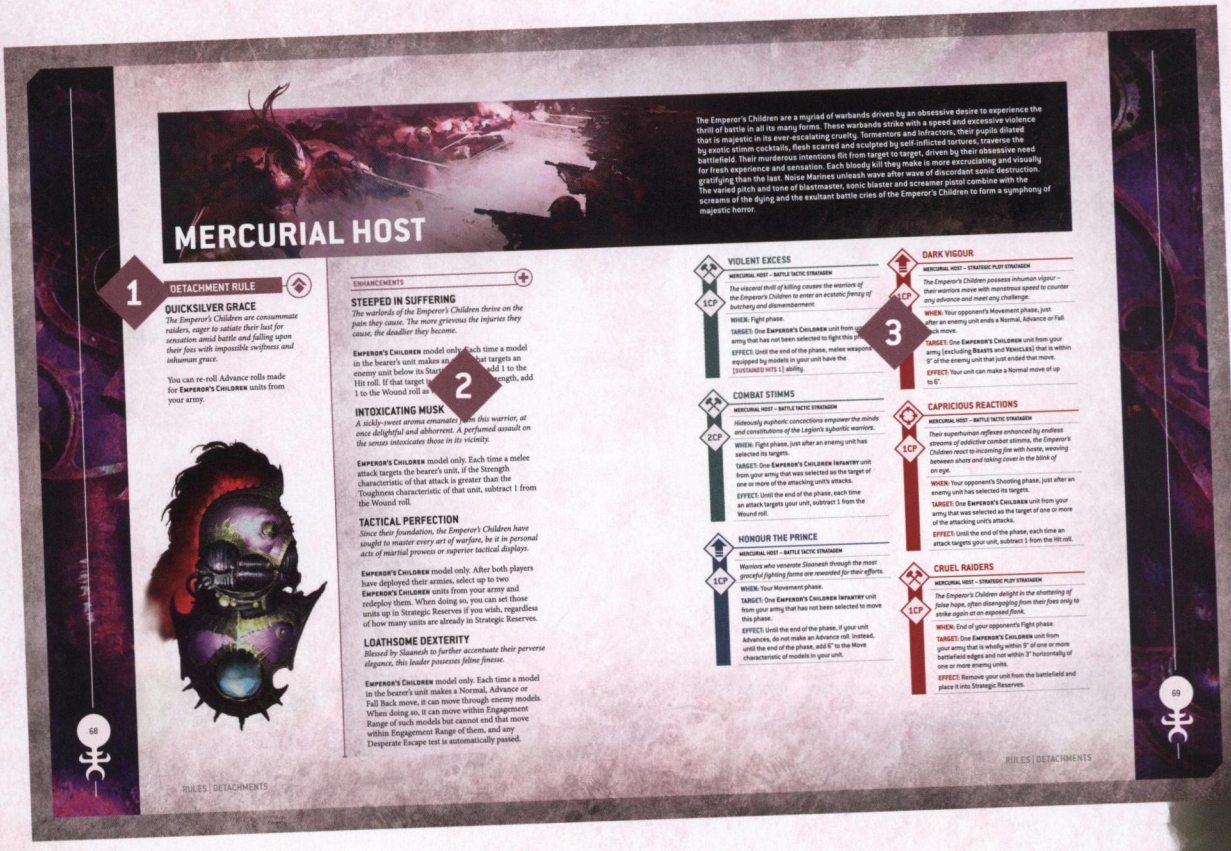
'I will weave a gore-drenched tapestry of such sublime majesty that the Dark Prince himself will revel in its savage beauty. I will leave in my wake a chorus of such agony and ecstasy that he shall bless me with his shiver-inducing caress. Only then, when blessed by the favour Slaanesh, shall I know sensation beyond the ken of mortals. Only then will I know true bliss.'

*— Sceveras,*
*Lord-Potentate of the Pallid Raptors*

# INTRODUCTION

**Welcome to the rules section of *Codex: Emperor's Children*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Emperor's Children collection to life on the tabletop.**

**These include Detachment rules that Emperor's Children armies can use, along with the Emperor's Children army rule – Thrill Seekers – which is common to many of your units. This section also includes datasheets for Emperor's Children units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.**




On the following pages you will find several **EMPEROR'S CHILDREN** Detachments you can select from, as described in the Core Rules (see the Select Detachment rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the Emperor's Children – the rules they include are as follows:

### 1 DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it. If any additional restrictions or benefits apply to a Detachment, they will be listed here. This can include units your army either must include or cannot include, as well as additional keywords some of your units may gain.

### 2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

### 3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

# ARMY RULES

## THRILL SEEKERS

*The Emperor's Children are skilled warriors all, their transhuman might enhanced by a lifetime of ceaseless conflict. Their ingrained desire for sensation in all its forms sees them move rapidly across the battlefield, flitting between targets as they attempt to satiate their never-ending hunger for fresh experience.*

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.

## PACT OF EXCESS

*By enacting the most lurid and excessive acts of ritual violence, the Emperor's Children may shatter reality itself and summon forth the daemons of Slaanesh.*

When mustering your army, unless specifically stated otherwise, you cannot select **LEGIONS OF EXCESS** as your Army Faction.

# MERCURIAL HOST

## DETACHMENT RULE

### QUICKSILVER GRACE

*The Emperor's Children are consummate raiders, eager to satiate their lust for sensation amid battle and falling upon their foes with impossible swiftness and inhuman grace.*

You can re-roll Advance rolls made for **EMPEROR'S CHILDREN** units from your army.

## ENHANCEMENTS

### STEEPED IN SUFFERING

*The warlords of the Emperor's Children thrive on the pain they cause. The more grievous the injuries they cause, the deadlier they become.*

**EMPEROR'S CHILDREN** model only. 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

*A sickly-sweet aroma emanates from this warrior, at once delightful and abhorrent. A perfumed assault on the senses intoxicates those in its vicinity.*

**EMPEROR'S CHILDREN** model only. 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

*Since their foundation, the Emperor's Children have sought to master every art of warfare, be it in personal acts of martial prowess or superior tactical displays.*

**EMPEROR'S CHILDREN** model only. 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

*Blessed by Slaanesh to further accentuate their perverse elegance, this leader possesses feline finesse.*

**EMPEROR'S CHILDREN** model only. 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.

**The Emperor's Children are a myriad of warbands driven by an obsessive desire to experience the thrill of battle in all its many forms. These warbands strike with a speed and excessive violence that is majestic in its ever-escalating cruelty. Tormentors and Infractors, their pupils dilated by exotic stimm cocktails, flesh scarred and sculpted by self-inflicted tortures, traverse the battlefield. Their murderous intentions flit from target to target, driven by their obsessive need for fresh experience and sensation. Each bloody kill they make is more excruciating and visually gratifying than the last. Noise Marines unleash wave after wave of discordant sonic destruction. The varied pitch and tone of blastmaster, sonic blaster and screamer pistol combine with the screams of the dying and the exultant battle cries of the Emperor's Children to form a symphony of majestic horror.**

## VIOLENT EXCESS

**MERCURIAL HOST – BATTLE TACTIC STRATAGEM**

1CP

*The visceral thrill of killing causes the warriors of the Emperor's Children to enter an ecstatic frenzy of butchery and dismemberment.*

**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.

## COMBAT STIMMS

**MERCURIAL HOST – BATTLE TACTIC STRATAGEM**

2CP

*Hideously euphoric concoctions empower the minds and constitutions of the Legion's sybaritic warriors.*

**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.

## HONOUR THE PRINCE

**MERCURIAL HOST – BATTLE TACTIC STRATAGEM**

1CP

*Warriors who venerate Slaanesh through the most graceful fighting forms are rewarded for their efforts.*

**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.

## DARK VIGOUR

**MERCURIAL HOST – STRATEGIC PLOY STRATAGEM**

1CP

*The Emperor's Children possess inhuman vigour – their warriors move with monstrous speed to counter any advance and meet any challenge.*

**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".

## CAPRICIOUS REACTIONS

**MERCURIAL HOST – BATTLE TACTIC STRATAGEM**

1CP

*Their superhuman reflexes enhanced by endless streams of addictive combat stimms, the Emperor's Children react to incoming fire with haste, weaving between shots and taking cover in the blink of an eye.*

**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.

## CRUEL RAIDERS

**MERCURIAL HOST – STRATEGIC PLOY STRATAGEM**

1CP

*The Emperor's Children delight in the shattering of false hope, often disengaging from their foes only to strike again at an exposed flank.*

**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.

# PEERLESS BLADESMEN

## DETACHMENT RULE

### EXQUISITE SWORDSMANSHIP

*These warriors are peerless swordsmen, each demonstrating exquisite fighting form. Those who lock swords with these obsessive warriors do so at their peril.*

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]**

## ENHANCEMENTS

### FAULTLESS OPPORTUNIST

*This swordsman forever seeks opportunities to flaunt their dazzling and deadly bladework.*

**EMPEROR'S CHILDREN** model only. You can target the bearer's unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

### BLINDING SPEED

*By injecting powerful combat stimms distilled from the perfumed ichor of Daemonettes, these warriors slash out with diabolically enhanced speed.*

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

### DISTORTION

*The sheen of this blade reflects to the bearer their own alluring countenance. In their image, they see an example of perfection. In reality, the bearer has become a hideous wretch, every ounce of elegance leached away to increase the daemon blade's killing power.*

**EMPEROR'S CHILDREN** model only. Add 1 to the Attacks and Damage characteristics of melee weapons equipped by the bearer.

### RISE TO THE CHALLENGE

*This warrior's arrogance is matched by a listless ennui at the galaxy's everyday stimuli. Should a worthy opponent challenge them in combat, they transform into a faultless duellist with skill beyond compare.*

**EMPEROR'S CHILDREN INFANTRY** model only. 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 (see left) to apply to those attacks.

The Emperor's Children are consumed by their own pride and driven by insatiable obsession. They seek to prove their prowess in myriad forms of combat. Tall and powerful Flawless Blades stride proudly into battle, seeking out enemy champions to gruesomely humble in single combat. They parry the blows of their foes with sneering arrogance and spill their blood with glee. In their blood-slick wake come squads of Infractors, empowered by rare and esoteric combat drugs. Other sons of Fulgrim unleash death in shredding salvoes from boltguns and sonic weapons. Those who exult in their swordfighting prowess find gaps in armour plate with their curved blades and sinuous whips, rending flesh and spilling viscera with each strike. The slaughter increases in pace and intensity as it rushes towards a gore-slick crescendo, ending only when the last wretched victim has been eviscerated, and the twisted souls of the Emperor's Children are briefly glutted on the riotous carnage they have inflicted.

## DEFT PARRY

**PEERLESS BLADESMEN – BATTLE TACTIC STRATAGEM**

1CP

*Bedazzled by these warriors' weaving swordsmanship and hypnotic aura, foes cannot land a telling blow upon them.*

**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.

## DEATH ECSTASY

**PEERLESS BLADESMEN – STRATEGIC PLOY STRATAGEM**

2CP

*Death is but another thrilling experience and the Emperor's Children are loath to deny the enemy such ecstatic sensation.*

**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.

## INCESSANT VIOLENCE

**PEERLESS BLADESMEN – BATTLE TACTIC STRATAGEM**

1CP

*Caught up in the joyful exhilaration of violent excess, the momentum of the Emperor's Children is almost impossible to halt.*

**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.

## CRUEL BLADESMAN

**PEERLESS BLADESMEN – BATTLE TACTIC STRATAGEM**

1CP

*Fulgrim's scions are renowned for their bladecraft, toying with their inferiors while preparing an exquisite, penetrating thrust.*

**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.

## TERRIFYING SPECTACLE

**PEERLESS BLADESMEN – STRATEGIC PLOY STRATAGEM**

1CP

*Flensing strikes, dismemberments and eviscerations strike fear into the hearts of the foe.*

**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.

## CUT DOWN THE WEAK

**PEERLESS BLADESMEN – STRATEGIC PLOY STRATAGEM**

2CP

*Contempt for lesser warriors drives the Emperor's Children in their punishing reprisals.*

**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.

# RAPID EVISCERATION

## DETACHMENT RULE

### MECHANISED MURDER

*The Emperor's Children are masters of the mechanised assault, leaping from their growling, daemonically tainted vehicles to fall upon the foe with blade and bolter.*

Each time an **EMPEROR'S CHILDREN** model from your army makes an attack, if it disembarked from a **TRANSPORT** this turn, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

## ENHANCEMENTS

### SUBLIME PRESCIENCE

*This leader's tactical prowess ensures that their reinforcements arrive when required.*

**EMPEROR'S CHILDREN INFANTRY** model only. 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

*This leader and their bodyguard pride themselves on being first into the fray.*

**EMPEROR'S CHILDREN INFANTRY** model only. 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

*Possessed of uncanny situational awareness, this leader directs hit-and-fade attacks with great precision.*

**EMPEROR'S CHILDREN INFANTRY** model only. 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 within that **TRANSPORT**.

### HERETEK ADEPT

*This warrior is well-versed in the fell rituals of the Dark Mechanicum.*

**EMPEROR'S CHILDREN INFANTRY** model only. 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.

**The armoured transports of the Emperor's Children are a testament to the debased nature of those who ride within them. Daubed in vibrant colours and covered in symbols of dedication to both Legion and Dark Prince, the war engines' twisted machine spirits snarl, whine and growl like beasts straining at the leash. Warp amps emit streams of daemonic screeches, spreading fear in the ranks of the enemy and heralding the slaughter to come. Laying down destructive choruses of firepower from turrets, hatches and sponsons, armoured transports grind over the foe's defences, smash into enemy infantry and disgorge their fell cargo to battle. From the armoured behemoths emerge the Emperor's Children, weapons drawn in anticipation of the glorious violence to come.**

### ON TO THE NEXT

**RAPID EVISCERATION – STRATEGIC PLOY STRATAGEM**

1CP

*The fleeting obsessions of the Emperor's Children cause them always to seek fresh targets.*

**WHEN:** Fight phase, just after an **EMPEROR'S CHILDREN** unit from your army destroys an enemy unit.

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

### ADVANCE AND CLAIM

**RAPID EVISCERATION – STRATEGIC PLOY STRATAGEM**

1CP

*The Emperor's Children send forth their front-line troops in swift vehicles to seize ground rapidly.*

**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.

### DYNAMIC BREAKTHROUGH

**RAPID EVISCERATION – EPIC DEED STRATAGEM**

1CP

*Relying upon shock, awe and daemonically enhanced vehicles, the Emperor's Children drive through the enemy lines to outflank the enemy.*

**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.

### CEASELESS ONSLAUGHT

**RAPID EVISCERATION – STRATEGIC PLOY STRATAGEM**

1CP

*Cocktails of combat stimms and a blazing murderlust drive the warriors of the Emperor's Children forward at breakneck speed.*

**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.

### REACTIVE DISEMBARKATION

**RAPID EVISCERATION – STRATEGIC PLOY STRATAGEM**

1CP

*As their transports come under fire, the Emperor's Children disembark and take the fight to the foe with boltgun and sword.*

**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.

### OUTFLANKING STRIKE

**RAPID EVISCERATION – STRATEGIC PLOY STRATAGEM**

1CP

*The Emperor's Children utilise their infantry to pin the enemy down whilst further transports seek to outflank the foe and deploy troops behind.*

**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.

# CARNIVAL OF EXCESS

## DETACHMENT RULE

### DAEMONIC EMPOWERMENT

*Where the Emperor's Children indulge their obsession, the power of Slaanesh empowers those in his thrall.*

- 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 (pg 94-97), 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**.

## ENHANCEMENTS

### EMPYRIC SUFFUSION

*Swirling clouds of perfumed empyric energy suffuse this leader's followers, granting them daemonic vigour.*

**EMPEROR'S CHILDREN** model only. Once per battle round, you can target one friendly **SLAANESH** unit within 6" of the bearer with the Heroic Intervention Stratagem for 0CP.

### DARK BLESSINGS

*This warrior has earned the favour of the Dark Prince.*

**EMPEROR'S CHILDREN INFANTRY** model only. 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

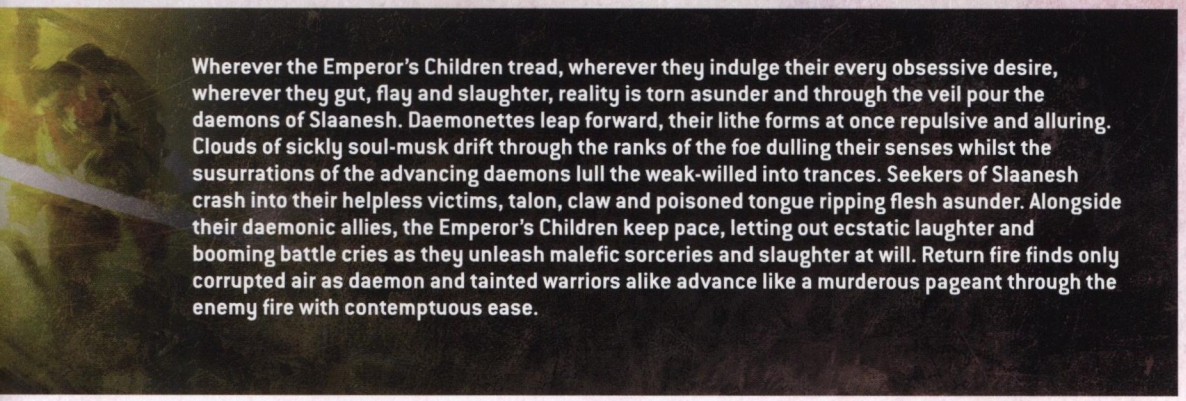
*The martial grace that this daemon weapon bestows upon its bearer comes at a price.*

**EMPEROR'S CHILDREN** model only. 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, while resolving those attacks, add 1 to the Damage characteristic of that weapon and that weapon has the [DEVASTATING WOUNDS] and [HAZARDOUS] abilities.

### WARP WALKER

*This champion of Slaanesh is so steeped in the warp as to be able to traverse its maddening depths at will.*

**EMPEROR'S CHILDREN** or **KEEPER OF SECRETS** model only. Each time the bearer's unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move 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.



**Wherever the Emperor's Children tread, wherever they indulge their every obsessive desire, wherever they gut, flay and slaughter, reality is torn asunder and through the veil pour the daemons of Slaanesh. Daemonettes leap forward, their lithe forms at once repulsive and alluring. Clouds of sickly soul-musk drift through the ranks of the foe dulling their senses whilst the susurrations of the advancing daemons lull the weak-willed into trances. Seekers of Slaanesh crash into their helpless victims, talon, claw and poisoned tongue ripping flesh asunder. Alongside their daemonic allies, the Emperor's Children keep pace, letting out ecstatic laughter and booming battle cries as they unleash malefic sorceries and slaughter at will. Return fire finds only corrupted air as daemon and tainted warriors alike advance like a murderous pageant through the enemy fire with contemptuous ease.**

### SUSTAINED BY AGONY

**CARNIVAL OF EXCESS – BATTLE TACTIC STRATAGEM**

1CP

*Slaaneshi daemons feed upon the emotions of others, with agony a particular delicacy.*

**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 up to D3+3 destroyed models to it instead.

### ECSTATIC SLAUGHTER

**CARNIVAL OF EXCESS – STRATEGIC PLOY STRATAGEM**

1CP

*As the violence intensifies, so does the ecstasy of battle empower daemon and mortal alike.*

**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.

### VIOLENT CRESCENDO

**CARNIVAL OF EXCESS – STRATEGIC PLOY STRATAGEM**

2CP

*In the final act of the battle, the followers of Slaanesh descend to slaughter the remaining foes.*

**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.

### SYCOPHANTIC SURGE

**CARNIVAL OF EXCESS – BATTLE TACTIC STRATAGEM**

1CP

*The daemons of Slaanesh care naught for mortals but strive to earn the approval of their Dark Prince.*

**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.

### UNCANNY REACTIONS

**CARNIVAL OF EXCESS – BATTLE TACTIC STRATAGEM**

1CP

*Those who have earned the favour of their Dark Prince may be granted a sliver of his grace.*

**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.

### DARK APPARITIONS

**CARNIVAL OF EXCESS – STRATEGIC PLOY STRATAGEM**

2CP

*The daemons of Slaanesh are not bound by the laws of reality, fading in and out of existence at will.*

**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.

# COTERIE OF THE CONCEITED

## DETACHMENT RULE

### PLEDGES TO THE DARK PRINCE

*Few appear as favoured by the Dark Prince as these warriors, their boons of power a reward for committing ever viler deeds in honour of their patron.*

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

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

| PACT POINTS | BONUS |
|---|---|
| 1+ | Each time a model in this unit makes an attack, re-roll a Hit roll of 1. |
| 3+ | Each time a model in this unit makes an attack, re-roll a Wound roll of 1. |
| 5+ | Melee weapons equipped by models in this unit have the **[LETHAL HITS]** and **[SUSTAINED HITS 1]** abilities. |
| 7+ | Each time a model in this unit makes an attack, a Critical Hit is scored on an unmodified Hit roll of 5+. |

## ENHANCEMENTS

### PLEDGE OF ETERNAL SERVITUDE

*Through Slaanesh's favour, this warrior has defied death more than once and each time has been agonisingly resurrected to offer more souls to their patron.*

**EMPEROR'S CHILDREN** model only. 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 one or more enemy units, with D6 wounds remaining (up to its Wounds characteristic).

### PLEDGE OF DARK GLORY

*This leader is surrounded by an aura of dark majesty, radiating the glorious and infectious arrogance displayed by the greatest of Slaanesh's chosen sons.*

**EMPEROR'S CHILDREN** model only. While the bearer is leading a unit, improve the Leadership and Objective Control characteristics of models in that unit by 1.

### PLEDGE OF MORTAL PAIN

*This warrior gifts their foes with Slaanesh's own exquisite caress, offering up their agonies to please the Dark Prince.*

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

### PLEDGE OF UNHOLY FORTUNE

*A daemonic patron steers this warrior's fate. Every movement is a killing stroke or exquisitely timed parry.*

**EMPEROR'S CHILDREN** model only. Once per turn, just 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.

**The Emperor's Children possess a desire for perfection and superiority that drives them to inflict ever greater and more impressive death upon their foes. To satisfy their urges, some Emperor's Children warlords strike desperate pacts with daemonic powers. By doing so they wager their souls and those of their warriors and in turn promise to outdo their rivals in the volume and luridity of carnage they inflict. In return, they may be granted power beyond measure, and the ability to experience limitless sensation. Those who have sworn such pacts urge their warriors forward and hurl themselves into battle with desperation and exhilaration. Each torture inflicted and each gory kill brings them one step closer to fulfilling their part of the bargain. Failure, however, can lead only to a violent death or, far worse, the ire of their patron and the torturous obliteration of their very soul.**

### PROTECTION OF THE DARK PRINCE

**COTERIE OF THE CONCEITED – STRATEGIC PLOY STRATAGEM**

1CP

*On occasion, the Dark Prince may grant a boon of protection to his favoured followers in the heat of battle. Such a boon incurs a debt, one that will be paid in the fullness of time.*

**WHEN:** Any phase, just after a mortal wound or attack is allocated to a model in an **EMPEROR'S CHILDREN** unit from your army.

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

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

### UNSHAKEABLE OPPONENTS

**COTERIE OF THE CONCEITED – EPIC DEED STRATAGEM**

1CP

*Inured to ordinary sensations by several lifetimes of indulgence, there is little that can deter or faze the warriors of the Emperor's Children.*

**WHEN:** Command phase.

**TARGET:** One **EMPEROR'S CHILDREN** unit from your army.

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

### EMBRACE THE PAIN

**COTERIE OF THE CONCEITED – STRATEGIC PLOY STRATAGEM**

1CP

*The Emperor's Children revel in every sensation – even ones that would slay lesser mortals outright.*

**WHEN:** Start of the Fight phase.

**TARGET:** One **EMPEROR'S CHILDREN INFANTRY** unit from your army.

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

### MARTIAL PERFECTION

**COTERIE OF THE CONCEITED – BATTLE TACTIC STRATAGEM**

1CP

*The Emperor's Children find stimulation in excess, be it brutally shocking acts of violence or gratuitous displays of martial prowess.*

**WHEN:** Fight phase.

**TARGET:** One **EMPEROR'S CHILDREN** unit from your army that has not been selected to fight this phase.

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

### UNBOUND ARROGANCE

**COTERIE OF THE CONCEITED – EPIC DEED STRATAGEM**

1CP

*The hubris of the Emperor's Children is both their greatest strength and their biggest weakness.*

**WHEN:** Your Shooting phase or the Fight phase, just after an **EMPEROR'S CHILDREN** unit from your army destroys an enemy unit.

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

**EFFECT:** Increase your pledge to Slaanesh by 1.

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

### ARMOUR OF ABHORRENCE

**COTERIE OF THE CONCEITED – WARGEAR STRATAGEM**

1CP

*The abhorrent contempt that the Emperor's Children possess, combined with their combat-stimmed physiologies, makes them unyielding foes to face.*

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

**TARGET:** One **EMPEROR'S CHILDREN** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, each time an attack is allocated to a model in your unit, worsen the Armour Penetration characteristic of that attack by 1.

# SLAANESH'S CHOSEN

## DETACHMENT RULE

### INTERNAL RIVALRIES

*The boldest and most debased champions of Slaanesh may gain the benefit of the Dark Prince's boons. Yet none hold Slaanesh's favour for long, for always another seeks to wrest his favour from their rivals.*

**EMPEROR'S CHILDREN CHARACTER** units from your army can ignore any or all modifiers to their Move characteristic and any or all modifiers to Advance and Charge rolls made for them.

At the start of the battle, your **WARLORD**'s unit is your army's Favoured Champions. The first time in each player's turn that an **EMPEROR'S CHILDREN CHARACTER** unit from your army destroys an enemy unit, after resolving all of its attacks, that **CHARACTER** unit becomes your army's new Favoured Champions, replacing the old one.

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

## ENHANCEMENTS

### EAGER TO PROVE

*This puissant champion of Slaanesh is ever eager to join the battle and prove their peerless skill to the Dark Prince.*

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

### REPULSED BY WEAKNESS

*Those chosen by Slaanesh seek only worthy foes. The weak and craven are slaughtered with sneering contempt.*

**EMPEROR'S CHILDREN** model only. Each time an enemy unit (excluding **MONSTERS** and **VEHICLES**) within Engagement Range of the bearer's unit Falls Back, models in that enemy unit must take Desperate Escape tests. When doing so, if the bearer's unit is your army's Favoured Champions, subtract 1 from each of those Desperate Escape tests.

### PROUD AND VAINGLORIOUS

*Even amongst the prideful warriors of the Emperor's Children, this warrior is a towering pillar of arrogance.*

**EMPEROR'S CHILDREN** model only. 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 characteristic of models in that unit.

### SLAYER OF CHAMPIONS

*This warrior has obsessively perfected the arts of war for centuries if not millennia. Few champions, regardless of origin, are beyond their ability to kill.*

**EMPEROR'S CHILDREN** model only. 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.

**Amongst the Emperor's Children are those who see themselves as particularly favoured by Slaanesh. These puissant champions of excess have inflicted deaths beyond count, suffered agonies beyond measure and won glorious victories in honour of the Dark Prince. When such champions of ruin gather together, they are driven to outdo one another. Whether engaging enemy commanders in brutal duels, inflicting exquisite agonies upon mewling mortals or offering sacrifices to their unholy deity, the chosen of Slaanesh are unceasing in their murderous advance. To these paragons of arrogance and superiority, no foe is worthy of respect, and few are capable of providing the challenge they desire. Thus, their rivalries are with their own, each vying for Slaanesh's attention. Only those who prove themselves the deadliest will gain the approval they seek.**

### DEVOTED DUELLISTS

**SLAANESH'S CHOSEN – BATTLE TACTIC STRATAGEM**

1CP

*By slaying their foes in close combat, the champions of Slaanesh seek to elevate themselves in his favour.*

**WHEN:** Fight phase.

**TARGET:** One or more **EMPEROR'S CHILDREN CHARACTER** units from your army that have not been selected to fight this phase.

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

### BEAUTIFUL DEATH

**SLAANESH'S CHOSEN – STRATEGIC PLOY STRATAGEM**

1CP

*The more extravagant and luridly violent the kill, the greater the Dark Prince's appreciation.*

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

**TARGET:** One **EMPEROR'S CHILDREN CHARACTER** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

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

### HEIGHTENED JEALOUSY

**SLAANESH'S CHOSEN – BATTLE TACTIC STRATAGEM**

1CP

*Rivalries are commonplace amongst the champions of the Emperor's Children as all vie for Slaanesh's boons.*

**WHEN:** Your Shooting phase or the Fight phase, just after an **EMPEROR'S CHILDREN CHARACTER** unit becomes your army's Favoured Champions, or just after your army's Favoured Champions unit destroys an enemy unit.

**TARGET:** Your army's Favoured Champions unit.

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

### DIABOLIC MAJESTY

**SLAANESH'S CHOSEN – EPIC DEED STRATAGEM**

1CP

*Those who gaze upon one of Slaanesh's chosen are stricken by their diabolic majesty.*

**WHEN:** Your Shooting phase or the Fight phase, just after an **EMPEROR'S CHILDREN CHARACTER** unit becomes your army's Favoured Champions.

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

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

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

### REFUSAL TO BE OUTDONE

**SLAANESH'S CHOSEN – BATTLE TACTIC STRATAGEM**

1CP

*Rivals for the Dark Prince's favour will stop at nothing to outdo their foes and claim a greater tally of souls.*

**WHEN:** Your Charge phase.

**TARGET:** One **EMPEROR'S CHILDREN CHARACTER** unit from your army.

**EFFECT:** Select one enemy unit within Engagement Range of one or more units from your army. Until the end of the phase, each time your unit declares a charge, if that enemy unit is one of the targets of that charge, add 2 to the Charge roll.

### VENGEFUL SURGE

**SLAANESH'S CHOSEN – STRATEGIC PLOY STRATAGEM**

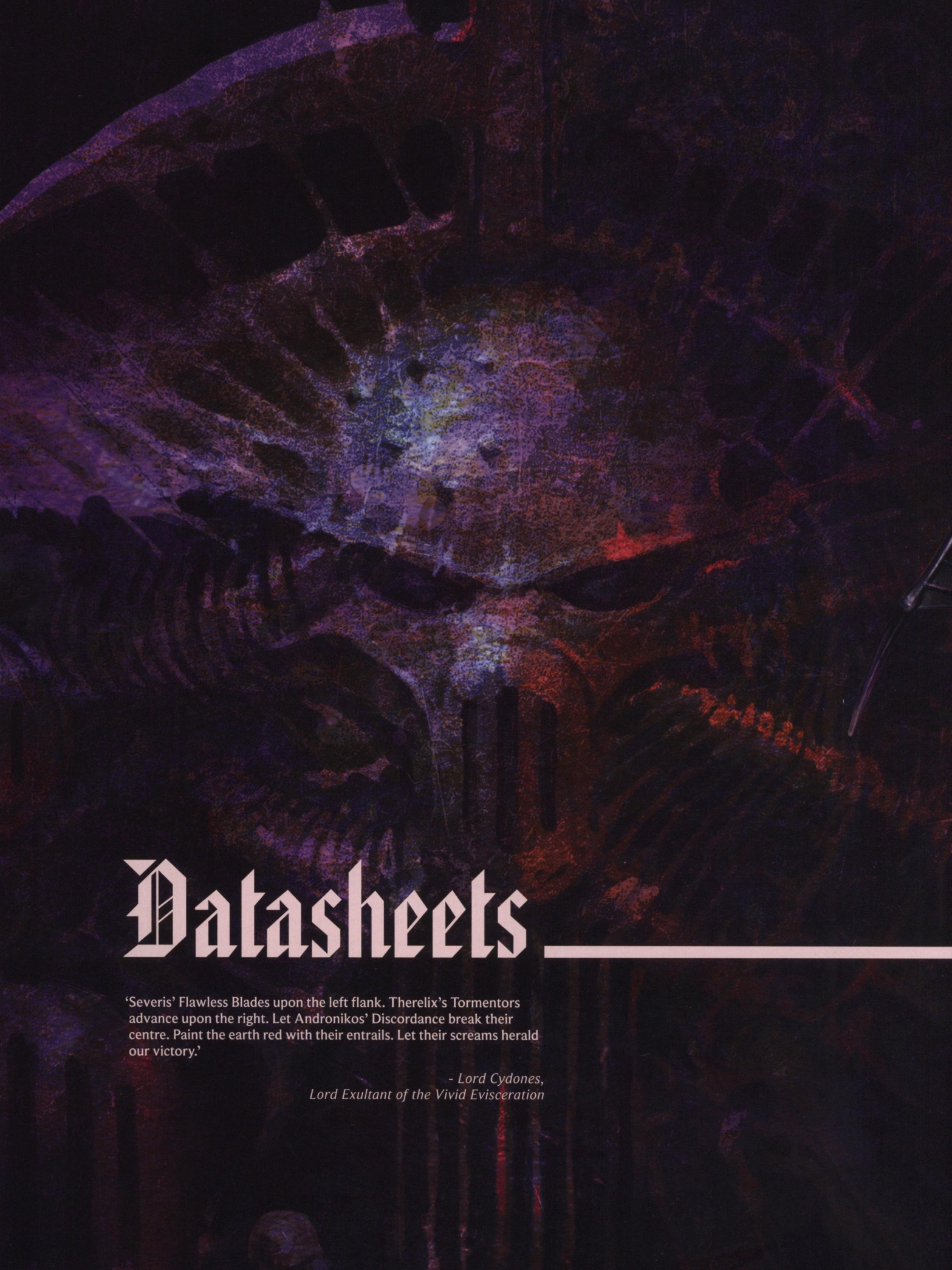
1CP

*Consumed by their obsessive desire for revenge, the Emperor's Children surge into oncoming fusillades.*

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

**TARGET:** One **EMPEROR'S CHILDREN CHARACTER** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** After the attacking unit has shot, your unit can make a Surge move. To do so, roll one D6: each model in your unit can move a distance in inches up to the result, but your unit must end that move as close as possible to the closest enemy unit. When doing so, those models can be moved within Engagement Range of that enemy unit. If your unit is not your army's Favoured Champions, you can re-roll the dice to determine the distance of its Surge move.



# Datasheets

'Severis' Flawless Blades upon the left flank. Therelix's Tormentors advance upon the right. Let Andronikos' Discordance break their centre. Paint the earth red with their entrails. Let their screams herald our victory.'

*- Lord Cydones,*
*Lord Exultant of the Vivid Evisceration*

# FULGRIM

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

4+ INVULNERABLE SAVE

*Fulgrim embodies the depravity and corruption of his once-noble Legion. His sinuous serpentine form towers over the battlefield and moves with quicksilver speed, lashing whip and thrashing tail scattering those beguiled by the grotesque magnificence of his daemonic form. Any who possess the wherewithal to resist the Daemon Primarch's stupefying aura are cut down with casual ease.*

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Malefic lash [SUSTAINED HITS 1] | 12" | 6 | 2+ | 8 | -2 | 2 |

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Daemonic blades – strike [SUSTAINED HITS 1] | Melee | 6 | 2+ | 14 | -3 | D6+1 |
| Daemonic blades – sweep [SUSTAINED HITS 1] | Melee | 12 | 2+ | 8 | -2 | 2 |
| Serpentine tail [EXTRA ATTACKS] | Melee | 6 | 2+ | 6 | -1 | 1 |

## DAEMON PRIMARCH OF SLAANESH

**Beguiling Form:** Each time a model makes an attack that targets this model, subtract 1 from the Hit roll.

**Daemonic Speed:** This model has the Fights First ability.

**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.

## SUPREME COMMANDER

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

## ABILITIES

CORE: **Deadly Demise D6, Deep Strike**

FACTION: **Thrill Seekers**

**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.

**Daemon Primarch of Slaanesh:** At the start of your opponent's Command phase, select one of the abilities in the Daemon Primarch of Slaanesh section (see left). Until the start of your opponent's next Command phase, this model has that 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.

## UNIT COMPOSITION

- **1 Fulgrim – EPIC HERO**

**This model is equipped with:** malefic lash; daemonic blades; serpentine tail.

*Before selecting targets for this weapon, select one of its profiles to make attacks with.*

KEYWORDS: **MONSTER, FLY, CHARACTER, EPIC HERO, DAEMON, CHAOS, SLAANESH, PRIMARCH, FULGRIM**

FACTION KEYWORDS: **EMPEROR'S CHILDREN**

# LUCIUS THE ETERNAL

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

4+ INVULNERABLE SAVE

*An arrogant slaughterer and swordmaster supreme, Lucius seeks out the most skilled of the foe's champions, casually striking down lesser enemies that dare bar his path. Against worthy opponents, Lucius strikes with the speed of a snake, his daemonically sentient lash and blade making a mockery of the greatest warriors.*

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

## LEADER

This model can be attached to the following unit: **Flawless Blades**

## ABILITIES

CORE: **Feel No Pain 5+, Leader, Lone Operative**

FACTION: **Thrill Seekers**

**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 you can 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.

## UNIT COMPOSITION

- **1 Lucius the Eternal – Epic Hero**

**This model is equipped with:** Blade of the Laer; Lash of Torment.

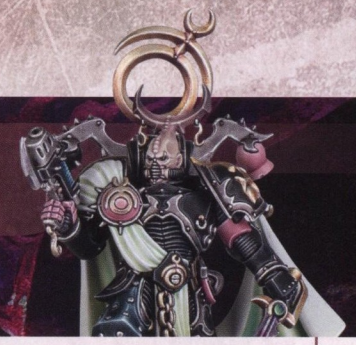
KEYWORDS: **Infantry, Character, Epic Hero, Chaos, Slaanesh, Lucius the Eternal**

FACTION KEYWORDS: **Emperor's Children**

# LORD EXULTANT

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

4+ INVULNERABLE SAVE



*Lords Exultant embody the Emperor's Children's obsessive desire to experience new and terrible sensations. Their enhanced forms possess all manner of sensory enhancements, allowing them to experience the thrill of battle on a level that would drive lesser mortals to insanity. With lash and pistol, they lead from the front, slaughtering their foes in exquisitely lurid fashion.*

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Bolt pistol [PISTOL] | 12" | 1 | 2+ | 4 | 0 | 1 |
| Plasma pistol – standard [PISTOL] | 12" | 1 | 2+ | 7 | -2 | 1 |
| Plasma pistol – supercharge [HAZARDOUS, PISTOL] | 12" | 1 | 2+ | 8 | -3 | 2 |
| Screamer pistol [IGNORES COVER, PISTOL] | 12" | 3 | 2+ | 5 | -1 | 2 |

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

## WARGEAR OPTIONS

- This model's plasma pistol can be replaced with one of the following:
  - 1 power fist
  - 1 rapture lash
- This model's Phoenix power spear can be replaced with one of the following:
  - 1 master-crafted power sword
  - 1 screamer pistol

## LEADER

This model can be attached to the following units: **INFRACTORS; TORMENTORS**

*Before selecting targets for this weapon, select one of its profiles to make attacks with.*

## ABILITIES

CORE: **Leader**

FACTION: **Thrill Seekers**

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

**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.

## 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" abilities.

## UNIT COMPOSITION

- **1 Lord Exultant**

**This model is equipped with:** bolt pistol; plasma pistol; Phoenix power spear; close combat weapon.

KEYWORDS: **INFANTRY, CHARACTER, GRENADES, CHAOS, SLAANESH, LORD EXULTANT**

FACTION KEYWORDS: **EMPEROR'S CHILDREN**

## LORD KAKOPHONIST

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

4+ INVULNERABLE SAVE

*The Lords Kakophonist derive pleasure from auditory stimuli. Such is their singular obsession with emitting lethal sonic destruction that their entire bodies have been agonisingly sculpted to further their art. Leading bands of Noise Marines, these infernal conductors lead an orchestra of discordant and deafening slaughter.*

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Screamer pistol [IGNORES COVER, PISTOL] | 12" | 3 | 2+ | 5 | -1 | 2 |

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

### WARGEAR OPTIONS

- This model's power sword can be replaced with 1 screamer pistol and 1 close combat weapon.

### LEADER

This model can be attached to the following units:
**EMPEROR'S CHILDREN TERMINATOR SQUAD, NOISE MARINES**

### ABILITIES

CORE: **Leader**

FACTION: **Thrill Seekers**

**Obsessive Annunciation:** While this model is leading a unit, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

**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.

### UNIT COMPOSITION

- **1 Lord Kakophonist**

**This model is equipped with:** screamer pistol; power sword.

KEYWORDS: **INFANTRY, CHARACTER, GRENADES, CHAOS, SLAANESH, LORD KAKOPHONIST**

FACTION KEYWORDS: **EMPEROR'S CHILDREN**

## SORCERER

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

*The Sorcerers of the Emperor's Children delight in nothing more than toying with their foes. They utilise their fell magicks to inflict nightmarish agonies upon the minds and bodies of the living and to mask the advance of their underlings with illusory misdirection. They delight in each gruesome kill they make, for each is an offering to Slaanesh and promises a reward of power.*

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Agonising Energies – witchfire [PSYCHIC] | 18" | D6 | 3+ | 5 | -1 | D3 |
| Agonising Energies – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC] | 18" | D6 | 3+ | 6 | -2 | D3 |
| Bolt pistol [PISTOL] | 12" | 1 | 3+ | 4 | 0 | 1 |

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Force weapon [PSYCHIC] | Melee | 4 | 3+ | 6 | -2 | D3 |

### LEADER

This model can be attached to the following units: **INFRACTORS; NOISE MARINES; TORMENTORS**

*Before selecting targets for this weapon, select one of its profiles to make attacks with.*

### ABILITIES

CORE: **Leader**

FACTION: **Thrill Seekers**

**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.

### UNIT COMPOSITION

- **1 Sorcerer**

**This model is equipped with:** Agonising Energies; bolt pistol; force weapon.

KEYWORDS: **INFANTRY, CHARACTER, PSYKER, GRENADES, CHAOS, SLAANESH, SORCERER**

FACTION KEYWORDS: **EMPEROR'S CHILDREN**

## DAEMON PRINCE OF SLAANESH

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

4+ INVULNERABLE SAVE

*Possessed of an arrogance borne of infernal power and physical perfection, Daemon Princes of Slaanesh pride themselves upon their martial prowess. Skilled warriors armed with a variety of hellforged weapons, they seek to test themselves against the greatest champions, mortal or otherwise, leaving a tapestry of broken corpses and crimson gore in their wake.*

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

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

### UNIT COMPOSITION

- **1 Daemon Prince of Slaanesh**

**This model is equipped with:** infernal cannon; hellforged weapons.

### ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Thrill Seekers**

**Lord of Excess:** While this model is within 3" of one or more friendly **SLAANESH INFANTRY** units, this model has the Lone Operative ability.

**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 models in that unit by 1.

**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.

*Before selecting targets for this weapon, select one of its profiles to make attacks with.*

KEYWORDS: **MONSTER, CHARACTER, CHAOS, DAEMON, SLAANESH, DAEMON PRINCE**

FACTION KEYWORDS: **EMPEROR'S CHILDREN**

## DAEMON PRINCE OF SLAANESH *WITH WINGS*

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

4+ INVULNERABLE SAVE

*Only the most debased, conceited and skilled warriors of the Emperor's Children achieve daemonhood. Of these, a scant few are blessed with winged daemonic forms that enhance their already potent destructive power and open them to sensation beyond the ken of mortal minds. Thus do they eagerly seek battle, longing to inflict and experience the most exquisite of agonies.*

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

| MELEE WEAPONS | 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

CORE: **Deadly Demise D3, Deep Strike**

FACTION: **Thrill Seekers**

**Daemonic Destruction:** Each time this model ends a Charge move, select one enemy unit within Engagement Range of it 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.

### UNIT COMPOSITION

- **1 Daemon Prince of Slaanesh with Wings**

**This model is equipped with:** infernal cannon; hellforged weapons.

*Before selecting targets for this weapon, select one of its profiles to make attacks with.*

KEYWORDS: **MONSTER, FLY, CHARACTER, CHAOS, DAEMON, SLAANESH, DAEMON PRINCE WITH WINGS**

FACTION KEYWORDS: **EMPEROR'S CHILDREN**

## FLAWLESS BLADES

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

5+ INVULNERABLE SAVE

*These cruel and arrogant warriors are consumed by pride in their own skill at arms. Granted power by daemonic patrons, the Flawless Blades strive to entertain their malefic masters with superlative swordplay and by inflicting vile and visceral death upon their foes.*

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Bolt pistol [PISTOL] | 12" | 1 | 3+ | 4 | 0 | 1 |

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Blissblade | Melee | 3 | 2+ | 6 | -3 | 2 |

### ABILITIES

FACTION: **Thrill Seekers**

**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.

### UNIT COMPOSITION

- **3-6 Flawless Blades**

**Every model is equipped with:** bolt pistol; blissblade.

KEYWORDS: **Infantry, Grenades, Chaos, Slaanesh, Flawless Blades**

FACTION KEYWORDS: **Emperor's Children**

## CHAOS SPAWN

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

*For those amongst the Emperor's Children who fall short of perfection, spawndom awaits. Chaos Spawn of Slaanesh hurl themselves into battle with reckless abandon, quivering with delight as they tear their opponents apart with mutant claws and sinuous tentacles.*

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Hideous mutations | Melee | D6+2 | 4+ | 5 | -1 | 2 |

### ABILITIES

CORE: **Feel No Pain 5+**

FACTION: **Thrill Seekers**

**Scuttling Horrors:** Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, this unit can make a Normal move of up to 6".

### UNIT COMPOSITION

- **2 Chaos Spawn**

**Every model is equipped with:** hideous mutations.

KEYWORDS: **Beast, Chaos, Slaanesh, Chaos Spawn**

FACTION KEYWORDS: **Emperor's Children**

# TORMENTORS

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

*Clad in garish power armour and clutching over-ornamented boltguns, Tormentors form the core of many Emperor's Children warbands. Consumed by ego and desire, Tormentors are aggressive front-line troops who prioritise aggression and speed, always seeking new and greater experiences and revelling in the gory deaths they inflict upon their enemies.*

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Bolt pistol [PISTOL, PRECISION] | 12" | 1 | 3+ | 4 | 0 | 1 |
| Boltgun [PRECISION] | 24" | 2 | 3+ | 4 | 0 | 1 |
| Meltagun [MELTA 2, PRECISION] | 12" | 1 | 3+ | 9 | -4 | D6 |
| Plasma gun – standard [PRECISION, RAPID FIRE 1] | 24" | 1 | 3+ | 7 | -2 | 1 |
| Plasma gun – supercharge [HAZARDOUS, PRECISION, RAPID FIRE 1] | 24" | 1 | 3+ | 8 | -3 | 2 |
| Plasma pistol – standard [PISTOL, PRECISION] | 12" | 1 | 3+ | 7 | -2 | 1 |
| Plasma pistol – supercharge [HAZARDOUS, PISTOL, PRECISION] | 12" | 1 | 3+ | 8 | -3 | 2 |

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

## WARGEAR OPTIONS

- The Obsessionist's bolt pistol can be replaced with 1 plasma pistol.
- The Obsessionist's power sword can be replaced with 1 rapture lash.
- For every 5 models in this unit, 1 Tormentor's boltgun can be replaced with 1 meltagun.
- For every 5 models in this unit, 1 Tormentor's boltgun can be replaced with 1 plasma gun.
- 1 Tormentor can be equipped with 1 icon of excess.

*Before selecting targets for this weapon, select one of its profiles to make attacks with.*

## ABILITIES

CORE: **Infiltrators**

FACTION: **Thrill Seekers**

**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.

## WARGEAR 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 that phase, the bearer's unit takes a Leadership test. If that test is passed, you gain 1CP.

## UNIT COMPOSITION

- **1 Obsessionist**
- **4-9 Tormentors**

**The Obsessionist is equipped with:** bolt pistol; power sword.

**Every Tormentor is equipped with:** boltgun; close combat weapon.

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

FACTION KEYWORDS: **Emperor's Children**

# INFRACTORS

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

*Consumed by an obsessive desire to experience sensation in all its forms, Infractors hurl themselves upon the foe with ecstatic glee. Their veins thick with an esoteric cocktail of combat stimms, they are formidable and relentlessly cruel combatants.*

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Bolt pistol [PISTOL] | 12" | 1 | 3+ | 4 | 0 | 1 |
| Plasma pistol – standard [PISTOL] | 12" | 1 | 3+ | 7 | -2 | 1 |
| Plasma pistol – supercharge [HAZARDOUS, PISTOL] | 12" | 1 | 3+ | 8 | -3 | 2 |

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Duelling sabre [PRECISION] | Melee | 4 | 3+ | 4 | -1 | 1 |
| Power sword [PRECISION] | Melee | 4 | 3+ | 4 | -2 | 1 |
| Rapture lash [PRECISION] | Melee | 6 | 3+ | 4 | -1 | 1 |

## WARGEAR OPTIONS

- The Obsessionist's bolt pistol can be replaced with 1 plasma pistol
- The Obsessionist's power sword can be replaced with 1 rapture lash.
- 1 Infractor can be equipped with 1 icon of excess.

*Before selecting targets for this weapon, select one of its profiles to make attacks with.*

## ABILITIES

CORE: **Scouts 6"**

FACTION: **Thrill Seekers**

**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.

## WARGEAR 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 that phase, the bearer's unit takes a Leadership test. If that test is passed, you gain 1CP.

## UNIT COMPOSITION

- **1 Obsessionist**
- **4-9 Infractors**

**The Obsessionist is equipped with:** bolt pistol; power sword.

**Every Infractor is equipped with:** bolt pistol; duelling sabre.

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

FACTION KEYWORDS: **Emperor's Children**

# CHAOS TERMINATORS

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

4+ INVULNERABLE SAVE

*Clad in baroque, embossed and gilt Terminator armour, these mighty champions are confident in their superiority, displaying masterful bladework and peerless marksmanship honed by millennia of pitiless slaughter. Their heavy weapons and devastating firepower can spell doom for enemy elite units and war machines alike.*

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Combi-bolter [RAPID FIRE 2] | 24" | 2 | 3+ | 4 | 0 | 1 |
| Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1] | 24" | 1 | 4+ | 4 | 0 | 1 |
| Heavy flamer [IGNORES COVER, TORRENT] | 12" | D6 | N/A | 5 | -1 | 1 |
| Reaper autocannon [DEVASTATING WOUNDS, SUSTAINED HITS 1] | 36" | 4 | 3+ | 7 | -1 | 1 |

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

## WARGEAR OPTIONS

- 1 Chaos Terminator's combi-bolter can be replaced with one of the following:
  - 1 heavy flamer
  - 1 reaper autocannon
- Any number of models can each have their combi-bolter replaced with 1 combi-weapon.
- 1 model's combi-bolter and accursed weapon can be replaced with 1 paired accursed weapons.
- Up to 3 models can each have their accursed weapon replaced with 1 power fist.
- 1 model's accursed weapon can be replaced with 1 chainfist.

## ABILITIES

CORE: **Deep Strike**

FACTION: **Thrill Seekers**

**Lethal Obsession:** In your Shooting phase, each time this unit is selected to shoot, if it makes one or more ranged attacks and all of those attacks target the same enemy unit, until the end of the turn, each time this unit declares a charge, if that enemy unit is a target of that charge, you can re-roll the Charge roll.

## UNIT COMPOSITION

- **1 Terminator Champion**
- **4 Chaos Terminators**

**Every model is equipped with:** combi-bolter; accursed weapon.

KEYWORDS: **INFANTRY, CHAOS, SLAANESH, TERMINATOR, TERMINATOR SQUAD**

FACTION KEYWORDS: **EMPEROR'S CHILDREN**

# CHAOS LAND RAIDER

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

*The Chaos Land Raiders used by the Emperor's Children are massive armoured transports whose hulls are decorated with the vibrant iconography of Dark God and Legion. These tracked monstrosities purr and thrum with pleasure as they unleash booming volleys of destruction with their array of heavy weapons, stopping only to disgorge bands of warriors into the midst of the fighting.*

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

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

## WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 combi-bolter
  - 1 combi-weapon
- This model can be equipped with 1 havoc launcher.

## TRANSPORT

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.

## ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Thrill Seekers**

**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.

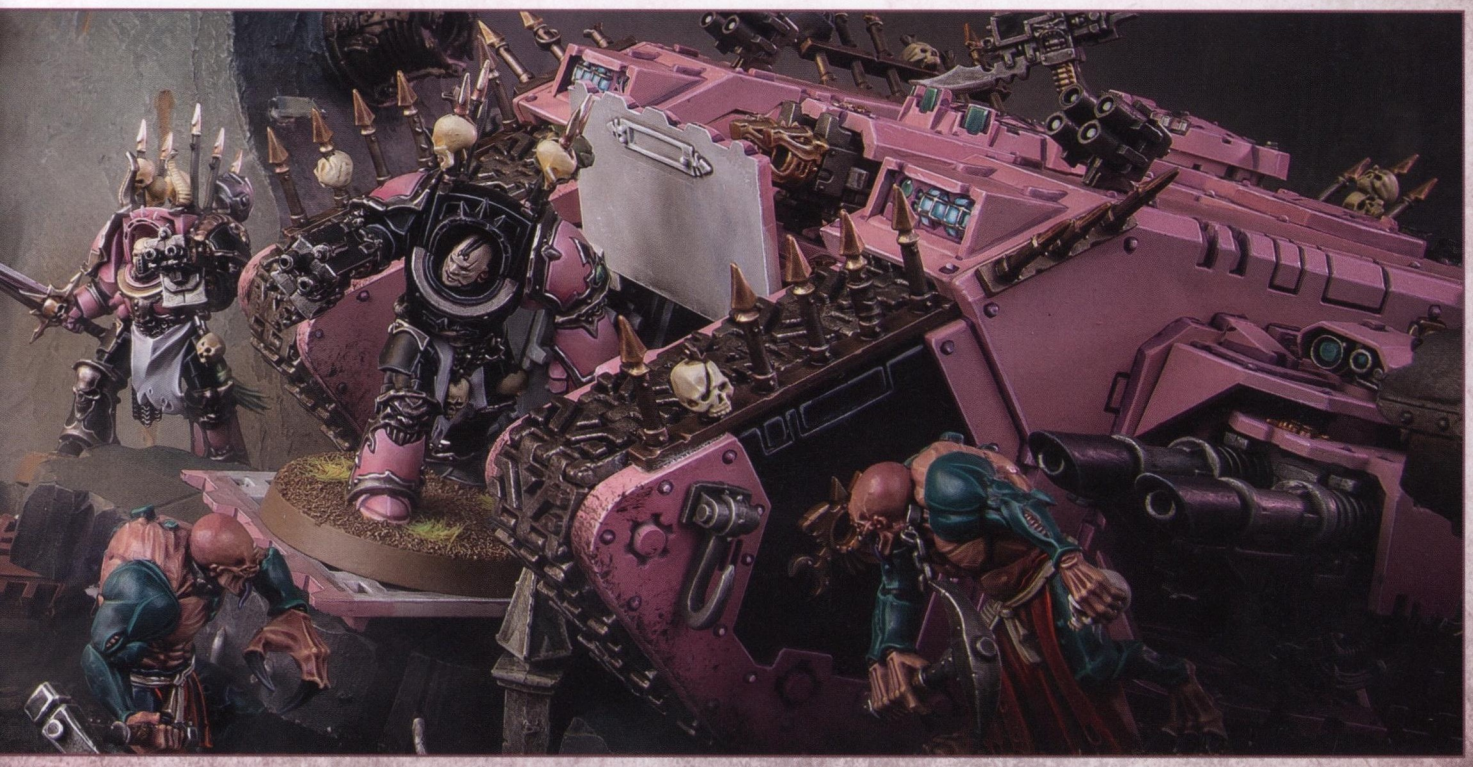
## UNIT COMPOSITION

- **1 Chaos Land Raider**

**This model is equipped with:** 2 soulshatter lascannons; twin heavy bolter; armoured tracks.

KEYWORDS: **VEHICLE, TRANSPORT, SMOKE, CHAOS, SLAANESH, LAND RAIDER**

FACTION KEYWORDS: **EMPEROR'S CHILDREN**



## NOISE MARINES

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

*Orchestrating riotous destruction on large scales, Noise Marines saturate the war zone with piercing bursts of shattering noise, thrumming waves of aural destruction and other extreme psychosonic attacks. These hedonistic worshippers of Slaanesh are inured to most stimuli and seek to unleash the most cacophonous destruction to stir their jaded senses.*

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Blastmaster – single frequency [IGNORES COVER] | 18" | 3 | 3+ | 10 | -2 | 3 |
| Blastmaster – varied frequency [IGNORES COVER] | 18" | 6 | 3+ | 6 | -2 | 1 |
| Screamer pistol [IGNORES COVER, PISTOL] | 12" | 3 | 3+ | 5 | -1 | 2 |
| Sonic blaster [IGNORES COVER] | 18" | 3 | 3+ | 5 | -1 | 2 |

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

### WARGEAR OPTIONS

- The Disharmonist's sonic blaster can be replaced with 1 screamer pistol and 1 power sword.
- Up to 2 Noise Marines can each replace their sonic blaster with 1 blastmaster.

### ABILITIES

FACTION: **Thrill Seekers**

**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.

### UNIT COMPOSITION

- **1 Disharmonist**
- **5 Noise Marines**

**Every model is equipped with:** sonic blaster; close combat weapon.

*Before selecting targets for this weapon, select one of its profiles to make attacks with.*

KEYWORDS: **Infantry, Chaos, Slaanesh, Noise Marines**

FACTION KEYWORDS: **Emperor's Children**

## HELDRAKE

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 20+" | 10 | 2+ | 14 | 7+ | 0 |

5+ INVULNERABLE SAVE

*The dragon-like Daemon Engines known as Heldrakes soar above the battlefield, engaging in furious duels with enemy aircraft. They pick their foes apart with obsessive precision and malicious glee. Should the sky be cleared of victims, Heldrakes immediately direct their ire towards those on the ground, descending at breakneck speed to slaughter the enemy with weapon and claw.*

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Baleflamer [IGNORES COVER, TORRENT] | 12" | D6+3 | N/A | 6 | -1 | 2 |
| Hades autocannon | 36" | 6 | 3+ | 8 | -1 | 2 |

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Heldrake claws [ANTI-FLY 2+, DEVASTATING WOUNDS] | Melee | 5 | 3+ | 7 | -1 | 2 |

### WARGEAR OPTIONS

- This model's Hades autocannon can be replaced with 1 baleflamer.

### ABILITIES

CORE: **Deadly Demise D3, Hover**

FACTION: **Thrill Seekers**

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

### DAMAGED: 1-4 WOUNDS REMAINING

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

### UNIT COMPOSITION

- **1 Heldrake**

**This model is equipped with:** Hades autocannon; Heldrake claws.

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

FACTION KEYWORDS: **Emperor's Children**

## MAULERFIEND

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

5+ INVULNERABLE SAVE

*The Maulerfiends of the Emperor's Children possess a ravenous appetite for carnage and are empowered by the agonies inflicted upon them. They charge recklessly into the thick of the fighting, howling with pleasure as they tear infantry apart and reduce fortifications and vehicles to molten rubble with their fists or glowing magma cutters.*

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Magma cutter [MELTA 2] | 6" | 2 | 3+ | 9 | -4 | D6 |

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Lasher tendrils [EXTRA ATTACKS] | Melee | 6 | 3+ | 7 | -1 | 1 |
| Maulerfiend fists | Melee | 6 | 3+ | 14 | -2 | D6+1 |

### WARGEAR OPTIONS

- This model's lasher tendrils can be replaced with 2 magma cutters.

### ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Thrill Seekers**

**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.

### DAMAGED: 1-4 WOUNDS REMAINING

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

### UNIT COMPOSITION

- **1 Maulerfiend**

**This model is equipped with:** lasher tendrils; Maulerfiend fists.

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

FACTION KEYWORDS: **Emperor's Children**

## CHAOS RHINO

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

*Eager and impetuous of spirit, Emperor's Children Chaos Rhinos roar with barely contained anticipation as they thunder into the midst of battle to unload their cargo of warriors. Their garishly adorned hulls quiver with a perverse thrill in response to each impact upon their reinforced hulls as pintle-mounted guns unleash spiteful volleys of destruction into the ranks of the enemy.*

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

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

### WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 combi-bolter
  - 1 combi-weapon
- This model can be equipped with 1 havoc launcher or can replace 1 combi-bolter with 1 havoc launcher.

### ABILITIES

CORE: **Deadly Demise D3, Firing Deck 2**

FACTION: **Thrill Seekers**

**Assault Vehicle:** Units can disembark from this **Transport** 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.

### UNIT COMPOSITION

- **1 Chaos Rhino**

**This model is equipped with:** 1 combi-bolter; armoured tracks.

### TRANSPORT

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

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

FACTION KEYWORDS: **Emperor's Children**

## SHALAXI HELBANE

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

4+ INVULNERABLE SAVE

*Cloven hooves pounding against broken earth, Shalaxi Helbane bears down upon its doomed quarry with the Soulpiercer gleaming in its grip. No prey can evade the Monarch of the Hunt, for the daemon's obsession with its victim is so singular and so powerful that no mortal means of flight could ever escape it.*

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Lash of Slaanesh [ASSAULT] | 12" | 6 | 2+ | 6 | -1 | 2 |
| Pavane of Slaanesh – witchfire [DEVASTATING WOUNDS, PSYCHIC] | 18" | D6 | 2+ | 9 | -1 | D3 |
| Pavane of Slaanesh – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC, SUSTAINED HITS 3] | 18" | D6 | 2+ | 9 | -2 | D3 |

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Snapping claws [DEVASTATING WOUNDS, EXTRA ATTACKS] | Melee | 4 | 2+ | 6 | -2 | 3 |
| Soulpiercer [PRECISION] | Melee | 6 | 2+ | 12 | -3 | D6+2 |

*Before selecting targets for this weapon, select one of its profiles to make attacks with.*

### ABILITIES

CORE: **Deadly Demise D6, Deep Strike**

FACTION: **Pact of Excess**

**No Prey Can Evade:** You can re-roll Advance and Charge rolls made for this model.

**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.

### 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.

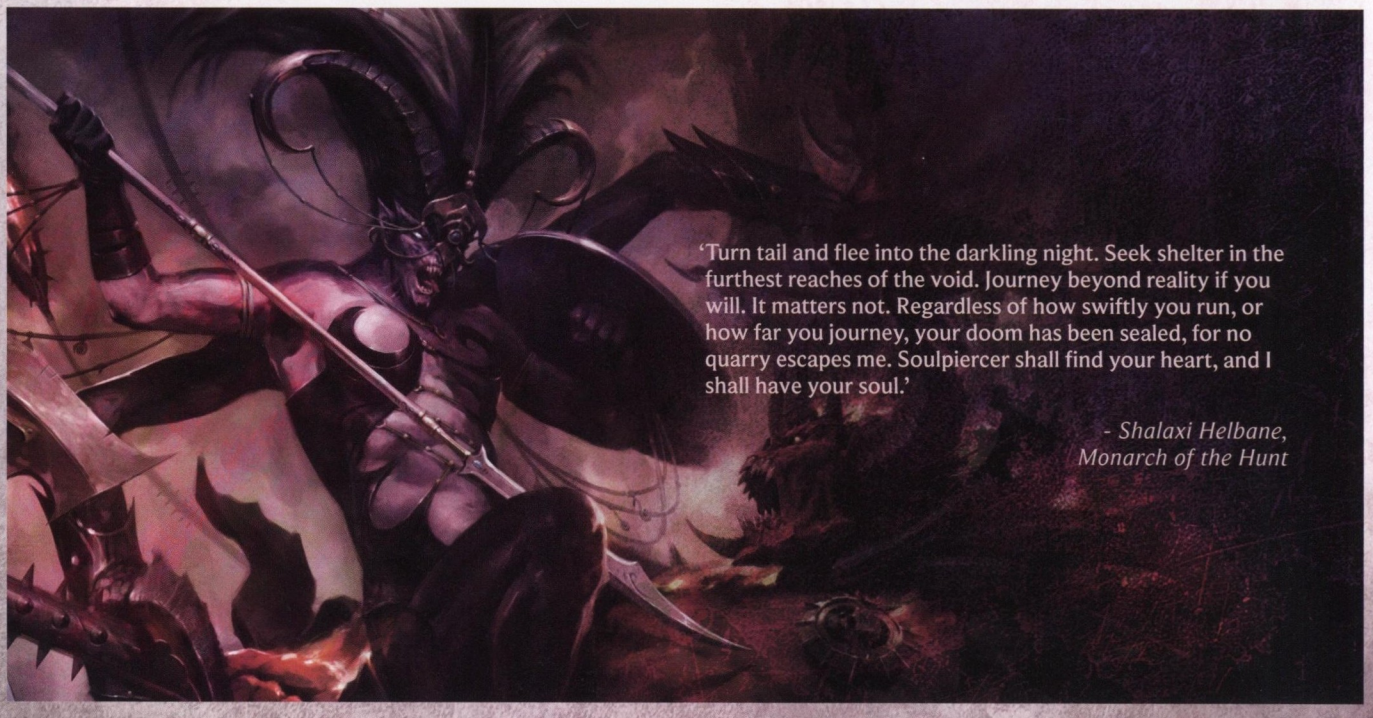
### UNIT COMPOSITION

- **1 Shalaxi Helbane – Epic Hero**

**This model is equipped with:** lash of Slaanesh; Pavane of Slaanesh; snapping claws; Soulpiercer.

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

FACTION KEYWORDS: **Legions of Excess**



'Turn tail and flee into the darkling night. Seek shelter in the furthest reaches of the void. Journey beyond reality if you will. It matters not. Regardless of how swiftly you run, or how far you journey, your doom has been sealed, for no quarry escapes me. Soulpiercer shall find your heart, and I shall have your soul.'

*- Shalaxi Helbane, Monarch of the Hunt*

# KEEPER OF SECRETS

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

4+ INVULNERABLE SAVE

*Darkly intelligent, horribly beguiling and deadly in battle, the Keepers of Secrets are the greatest champions of Slaaneshi daemon legions. Wielding unclean yet beautiful weapons and unleashing the sorcerous powers of obsession and torment, these daemons cut an elegantly hideous swathe across the battlefield.*

| RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Living whip [ASSAULT] | 12" | 6 | 2+ | 6 | -1 | 2 |
| Phantasmagoria – witchfire [DEVASTATING WOUNDS, PSYCHIC] | 18" | 6 | 2+ | 6 | -2 | 1 |
| Phantasmagoria – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC] | 18" | 9 | 2+ | 6 | -2 | 1 |

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Ritual knife [EXTRA ATTACKS] | Melee | 3 | 2+ | 6 | -2 | 2 |
| Snapping claws [DEVASTATING WOUNDS, EXTRA ATTACKS] | Melee | 4 | 2+ | 6 | -2 | 3 |
| Witstealer sword | Melee | 6 | 2+ | 8 | -2 | 3 |

## WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 living whip
  - 1 ritual knife
  - 1 shining aegis

## ABILITIES

CORE: **Deadly Demise D6, Deep Strike**

FACTION: **Pact of Excess**

**Daemon Lord of Slaanesh (Aura):** While a friendly **LEGIONS OF EXCESS** unit is within 6" of this model, improve the Armour Penetration characteristic of melee weapons equipped by models in that unit by 1.

**Mesmerising Form:** Each time an attack targets this model, subtract 1 from the Hit roll.

## WARGEAR ABILITIES

**Shining Aegis:** The bearer has a Save characteristic of 3+.

## 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.

## UNIT COMPOSITION

- **1 Keeper of Secrets**

**This model is equipped with:** Phantasmagoria; snapping claws; witstealer sword.

*Before selecting targets for this weapon, select one of its profiles to make attacks with.*

KEYWORDS: **MONSTER, CHARACTER, PSYKER, CHAOS, DAEMON, SUMMONED, SLAANESH, KEEPER OF SECRETS**

FACTION KEYWORDS: **LEGIONS OF EXCESS**

## DAEMONETTES

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

5+ INVULNERABLE SAVE

*Known to mortals as the handmaidens of Slaanesh, these daemons are a mixture of the beautiful and the monstrous, made all the more disturbing by the visceral clash of both. They delight in the carnage of battle, weaving around enemies' clumsy blows as they shrill and sigh their delight amidst swift-taloned slaughter.*

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Slashing claws [DEVASTATING WOUNDS] | Melee | 3 | 3+ | 4 | -1 | 1 |

### WARGEAR OPTIONS

- 1 Daemonette that is not equipped with a daemonic icon can be equipped with 1 instrument of Chaos.
- 1 Daemonette that is not equipped with an instrument of Chaos can be equipped with 1 daemonic icon.

### UNIT COMPOSITION

- **1 Alluress**
- **9 Daemonettes**

**Every model is equipped with:** slashing claws.

### ABILITIES

CORE: **Deep Strike, Fights First**

FACTION: **Pact of Excess**

**Horrifying Beauty:** At the start of the Fight phase, each enemy unit within Engagement Range of one of more units from your army with this ability must take a Battle-shock test, subtracting 1 from the result if that enemy unit is Below Half-strength.

### WARGEAR 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.

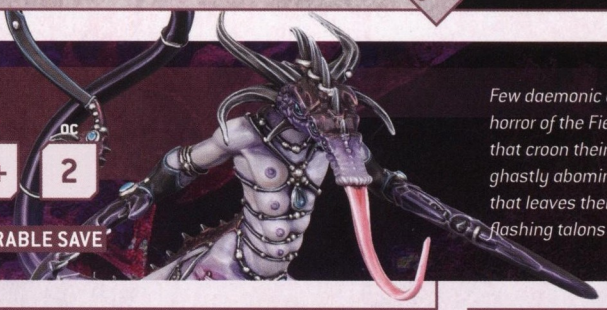
KEYWORDS: **Infantry, Battleline, Chaos, Daemon, Summoned, Slaanesh, Daemonettes**

FACTION KEYWORDS: **Legions of Excess**

## FIENDS

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

5+ INVULNERABLE SAVE



*Few daemonic entities approach the sheer disturbing horror of the Fiends of Slaanesh. Malicious hunting beasts that croon their delight across the battlefield, these ghastly abominations are wreathed in a soporific musk that leaves their prey witless and helpless before their flashing talons and stabbing tails.*

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Barbed tail and dissecting claws [DEVASTATING WOUNDS] | Melee | 5 | 3+ | 5 | -2 | 2 |

### ABILITIES

CORE: **Deep Strike**

FACTION: **Pact of Excess**

**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 enemy 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.

### UNIT COMPOSITION

- **1 Blissbringer**
- **2-5 Fiends**

**Every model is equipped with:** barbed tail and dissecting claws.

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

FACTION KEYWORDS: **Legions of Excess**

# SEEKERS

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

5+ INVULNERABLE SAVE

*Sat astride swift Steeds of Slaanesh, Seekers pursue their mortal prey with obsessive delight. Even the fastest of mortal vehicles cannot outpace these vicious entities, while those who stand and fight soon find their ranks smashed asunder by charging shock cavalry drawn from the darkest depths of nightmare.*

| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Lashing tongue [EXTRA ATTACKS, LETHAL HITS] | Melee | 2 | 4+ | 4 | 0 | 1 |
| Slashing claws [DEVASTATING WOUNDS] | Melee | 3 | 3+ | 4 | -1 | 1 |

## WARGEAR OPTIONS

- 1 Seeker that is not equipped with a daemonic icon can be equipped with 1 instrument of Chaos.
- 1 Seeker that is not equipped with an instrument of Chaos can be equipped with 1 daemonic icon.

## ABILITIES

CORE: **Deep Strike, Scouts 9"**

FACTION: **Pact of Excess**

**Unholy Speed:** You can re-roll Advance and Charge rolls made for this unit.

## WARGEAR 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.

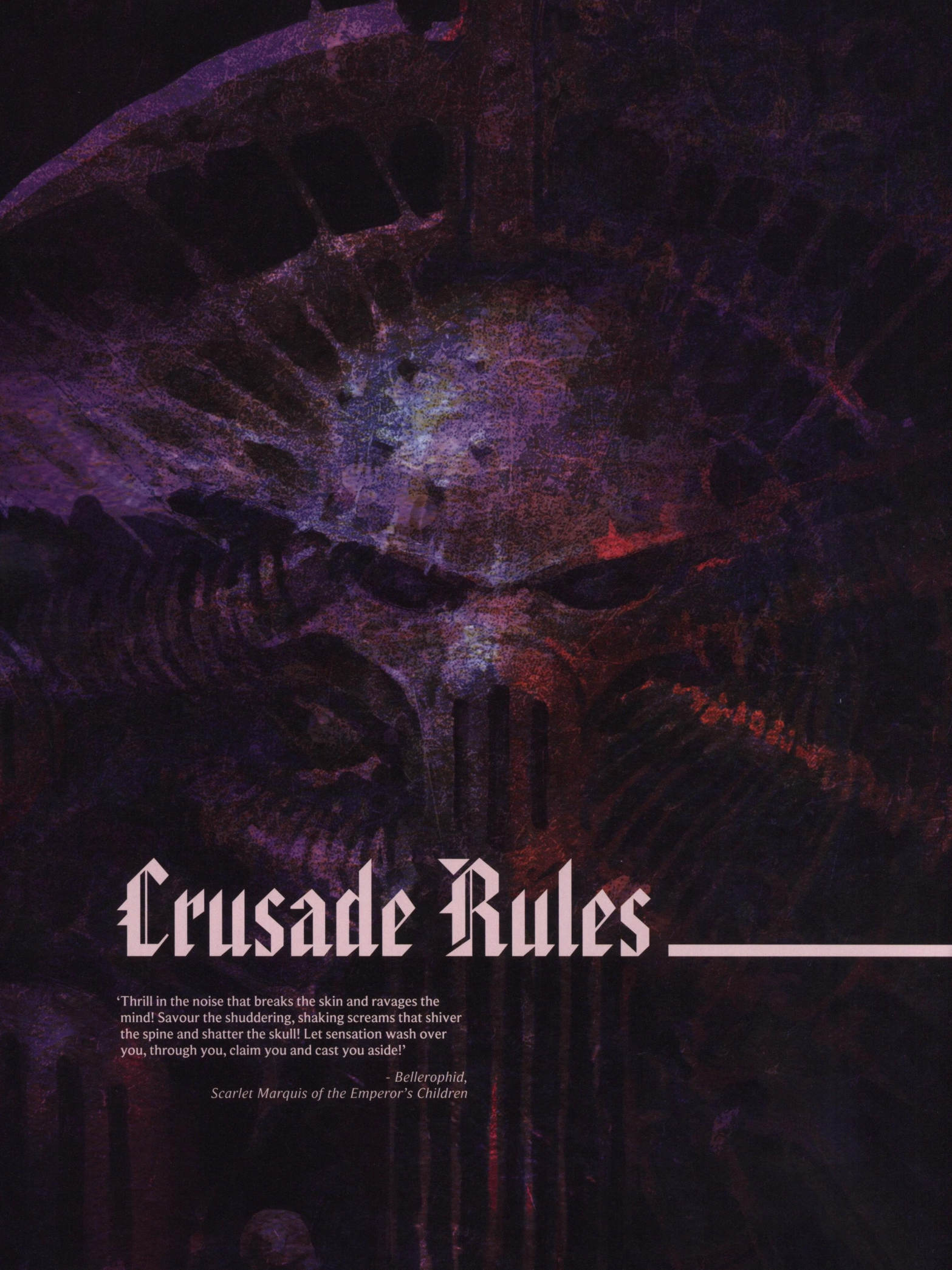
## UNIT COMPOSITION

- **1 Heartseeker**
- **4-9 Seekers**

**Every model is equipped with:** lashing tongue; slashing claws.

KEYWORDS: **Mounted, Chaos, Daemon, Summoned, Slaanesh, Seekers**

FACTION KEYWORDS: **Legions of Excess**



# Crusade Rules

'Thrill in the noise that breaks the skin and ravages the mind! Savour the shuddering, shaking screams that shiver the spine and shatter the skull! Let sensation wash over you, through you, claim you and cast you aside!'

*- Bellerophid,*
*Scarlet Marquis of the Emperor's Children*

# INTRODUCTION

**In this section you'll find additional rules for playing Crusade battles that are bespoke to the Emperor's Children. If your Crusade army includes any EMPEROR'S CHILDREN units, you can use any of the following Crusade rules.**

This section contains the following additional rules:

## COMBAT ELIXIRS

On pages 101-103 you will find rules to craft, equip and utilise a wide variety of Combat Elixirs in battle, both to improve your warriors' martial performance and to enhance the sensations they feel in the midst of combat. Throughout this section you will also find rules to gather rare and exotic ingredients with which to create even more potent elixirs – fine vintages enjoyed by only the most powerful lords of the Emperor's Children.

## AGENDAS

**EMPEROR'S CHILDREN** armies can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's unique goals and their particular methods of waging war.

## REQUISITIONS

**EMPEROR'S CHILDREN** armies have access to a number of bespoke Requisitions in addition to those found in other publications.

## BOONS OF SLAANESH

Unique Battle Honours for **EMPEROR'S CHILDREN CHARACTERS** that run the risk of turning your powerful warriors into Chaos Spawn.

## BATTLE TRAITS

As they gain experience and prowess, **EMPEROR'S CHILDREN** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

## CRUSADE RELICS

In addition to the Crusade Relics presented in other publications, **EMPEROR'S CHILDREN CHARACTER** models can claim one of the Crusade Relics found here.

## CRUSADE BADGES

Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once one is achieved, you could set yourself a new goal, or take the opportunity to start a new Crusade force.

### LEGIONS OF EXCESS

When mustering your Crusade army, you may be able to include **LEGIONS OF EXCESS** units from your Order of Battle in your Crusade army (e.g. if you are using the Carnival of Excess Detachment). Such units can never gain Experience points or Battle Honours. However, they automatically pass any Out of Action tests they are required to take, so never gain Battle Scars. You can mark the Experience points section of such units' Crusade cards with 'N/A' to remind you.

# COMBAT ELIXIRS

When you start a Crusade force, if there are one or more **EMPEROR'S CHILDREN CHARACTERS** on your Order of Battle, your Crusade force can collect ingredients to manufacture Combat Elixirs, which your warriors can use in battle. You will need to track which Combat Elixirs you have crafted, which you are equipping in your battles, and which ingredients you have gathered to create new elixirs – you can do so using the Combat Elixirs Stash tracker (pg 111). Note that there is an upper limit on the number of ingredients and elixirs you can keep in your Combat Elixirs Stash, as shown on the tracker; any ingredients or elixirs added in excess of this are lost (or rather, they are used by your warriors to satisfy their own indulgences between battles).

There are two types of Combat Elixir: Army Elixirs and Personal Elixirs. Army Elixirs represent mass-produced battle-narcotics and war-stimulants. One dose of an Army Elixir on your stash represents enough of that elixir to equip all the warriors in your Crusade army for one battle. Personal Elixirs are rare and jealously guarded substances, partaken of at the peak of battle by the most powerful lords of the Emperor's Children. One dose of a Personal Elixir represents enough of that elixir to equip one **CHARACTER** from your Crusade army for one battle.

## CRAFTING COMBAT ELIXIRS

The first time you add an **EMPEROR'S CHILDREN** unit to your Order of Battle, you must also add one dose of Anfrak Silk (an Army Elixir, see page 102) to your Combat Elixirs Stash. You can craft additional Combat Elixirs at any time before or after a battle, provided you have the requisite ingredients to do so. The tables on pages 102-103 show which ingredients are required to craft one dose of each Combat Elixir. To craft a dose, simply remove the required ingredients from your Combat Elixirs Stash and add one dose of the crafted Combat Elixir to your stash.

There are three categories of ingredients, each with their own unique symbol, as shown below.

### COMMON INGREDIENTS

Common ingredients represent substances that are readily obtained and traded for, such as freshly harvested flora and fauna or surgical supplies seized from medicae storage stations.

- At the end of every battle, roll one D6, adding 2 to the result if you won that battle: on a 4+, add 1 Common ingredient to your Combat Elixirs Stash; on a 6+, add D3 Common ingredients to your Combat Elixirs Stash.

### RARE INGREDIENTS

Rare ingredients are harder to obtain, typically because their quality needs to be of the highest standard or because the materials only possess the required potency when fresh. Examples of Rare ingredients include fungal spores harvested from the jungles of lethal death worlds or venom glands ripped from the living bodies of venomous monsters.

- At the end of every battle, roll one D6, adding 1 to the result if you won that battle: on a 6+, add 1 Rare ingredient to your Combat Elixirs Stash.

### EXOTIC INGREDIENTS

Exotic ingredients are true prizes, and such is their value that wars are fought over their possession. Exotic ingredients can only be acquired through completing certain Agendas, and by using specific Requisitions or Battle Honours. The Exotic ingredients that can be acquired and added to your Combat Elixirs Stash are:

**Concentrate of Tormented Souls**
*Sickly-sour ectoplasmic soup syphoned from those who bear corruption in their hearts.*

**Dilution of False Hope**
*A clear liquid adulterated with the sickly essence of those sworn to a false god.*

**Distillate of Hatred**
*Purest fury sieved from the ground and pulped corpses of the righteous.*

**Essence of Fear**
*Stolen and refined from the last breath of a craven victim.*

**Extract of Xeno-matter**
*Ichor, viscera or psychic spore extracted from an alien foe.*

**Infusion of Traitor's Blood**
*Crimson fluid extracted from the veins of those who have broken an oath of loyalty.*

## EQUIPPING COMBAT ELIXIRS

During the Muster Crusade Armies step, if your Army Faction is **EMPEROR'S CHILDREN**, you can equip your Crusade army with one or more Army Elixirs from your stash, and you can equip any number of your **EMPEROR'S CHILDREN CHARACTERS** with one or more Personal Elixirs from your stash. You cannot equip the same elixir more than once per battle. Each time you equip an elixir in either of these ways, remove that elixir from your stash and make a note of which Army Elixirs your Crusade army is equipped with and which **CHARACTERS** are equipped with which Personal Elixirs.

You cannot equip your Crusade army, or any **CHARACTERS** from it, with the same Combat Elixirs in two consecutive battles – after using a particular substance, that stimulant holds no interest to any of your warriors for some time as they crave the thrill of fresh experiences. Record on your Combat Elixirs Stash which elixirs were used in your previous battle to remind you that these cannot be equipped.

In the first battle round of each battle, if you did not equip your Crusade army or any **CHARACTERS** from it with any Combat Elixirs during the Muster Crusade Armies step, every **EMPEROR'S CHILDREN** unit from your Crusade army is Battle-shocked until the end of that battle round.

### ARMY ELIXIRS

#### Anfrak Silk

**INGREDIENTS REQUIRED**

+ OR Extract of Xeno-matter

**EFFECT:** Add 2" to the Move characteristic of **EMPEROR'S CHILDREN** units from your Crusade army.

#### Xylocil

**INGREDIENTS REQUIRED**

+ OR Extract of Xeno-matter

**EFFECT:** Add 1 to the Strength characteristic of melee weapons equipped by **EMPEROR'S CHILDREN** models from your Crusade army.

#### Shivversplint

**INGREDIENTS REQUIRED**

+ OR Essence of Fear

**EFFECT:** Add 1 to the Toughness characteristic of **EMPEROR'S CHILDREN** units from your Crusade army.

#### Heliotrophos

**INGREDIENTS REQUIRED**

+

**EFFECT:** Add 1 to the Attacks characteristic of melee weapons equipped by **EMPEROR'S CHILDREN** models from your Crusade army.

#### Skorflense

**INGREDIENTS REQUIRED**

OR Extract of Xeno-matter

**EFFECT:** Improve the Ballistic Skill and Weapon Skill characteristics of weapons equipped by **EMPEROR'S CHILDREN** models from your Crusade army by 1.

#### Quail

**INGREDIENTS REQUIRED**

+

**EFFECT:** Improve the Leadership and Objective Control characteristics of **EMPEROR'S CHILDREN** units from your Crusade army by 1.

## USING COMBAT ELIXIRS

At the start of each battle, if you have equipped one or more Army and/or Personal Elixirs for that battle, increase your Crusade army's Crusade points total by 1 for every two elixirs equipped (rounding up). Once during that battle, at the start of the battle round, you can use all of your Combat Elixirs. If you do, until the start of the next battle round, the effects of all of those equipped Combat Elixirs are active.

At the end of the battle, all equipped Combat Elixirs are lost (or rather, they are imbibed in the aftermath of battle as an indulgence), whether they were used in that battle or not.

### PERSONAL ELIXIRS

#### Alacrine

**INGREDIENTS REQUIRED**

OR

+

Extract of Xeno-matter

**EFFECT:** The bearer's unit has the Fights First ability.

#### Cerebresec

**INGREDIENTS REQUIRED**

+

Concentrate of Tormented Souls

**EFFECT:** Once per battle round, when you target the bearer's unit with a Stratagem, reduce the CP cost of that usage of that Stratagem by 1.

#### Thrynicine

**INGREDIENTS REQUIRED**

OR Distillate of Hatred

+

OR Dilution of False Hope

**EFFECT:** Each time the bearer makes an attack, a successful Wound roll inflicts 1 mortal wound on the target in addition to any normal damage, or 2 mortal wounds in addition to any normal damage instead if the bearer has lost one or more wounds.

#### Salviqine Tears

**INGREDIENTS REQUIRED**

+

OR Essence of Fear

**EFFECT:** At the start of the Battle-shock step of each player's Command phase, each enemy unit that is within 12" of the bearer and is below its Starting Strength must take a Battle-shock test, subtracting 1 from that test if that unit is Below Half-strength.

#### Sanctus vi

**INGREDIENTS REQUIRED**

+

OR Concentrate of Tormented Souls

+

Infusion of Traitor's Blood

**EFFECT:** The bearer has a 2+ invulnerable save.

#### Excelsor X

**INGREDIENTS REQUIRED**

OR Dilution of False Hope

+

**EFFECT:** In your Shooting phase, after the bearer's unit has shot, if that unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

# AGENDAS

**If your Crusade army includes any EMPEROR'S CHILDREN units, you can select Agendas from those presented here.**

## DRAUGHT OF DESPAIR

*The essence of pure, unadulterated terror can only be drawn from the bodies of those who die in the grip of paralysing fear.*

Each time an **EMPEROR'S CHILDREN** unit from your Crusade army destroys an enemy unit that is Battle-shocked, that **EMPEROR'S CHILDREN** unit gains 2XP. In addition, at the end of the battle:

- If one or more enemy units failed a Battle-shock test during the battle, you gain 1 Common ingredient.
- If three or more enemy units failed a Battle-shock test during the battle, you gain 1 Rare ingredient.
- If six or more enemy units failed a Battle-shock test during the battle, or if any of those enemy units that were destroyed while Battle-shocked were **AELDARI** units, you gain 1 Essence of Fear.

## ADORN THE CANVAS ECLECTIC

*To the Emperor's Children, warfare is a blood-drenched art. Each battle is a fresh canvas upon which the superiority of Fulgrim's scions is depicted in gore, viscera and the agonised death screams of the enemy.*

If you select this Agenda, at the end of the battle round:

- If you control more objective markers than your opponent controls, select one **EMPEROR'S CHILDREN** unit from your Crusade army that is within range of an objective marker you control; that unit gains 1XP.
- If more enemy units were destroyed this battle round than friendly units, select one **EMPEROR'S CHILDREN** unit from your Crusade army that destroyed one or more enemy units this battle round; that unit gains 1XP.

A unit cannot gain more than 3XP per battle from this Agenda. At the end of the battle, if units from your Crusade army gained a combined total of 6 or more XP from this Agenda during that battle, when rolling the D6 to determine whether a Rare ingredient is added to your Combat Elixirs Stash, add 3 to the result of that roll.

## SYMPHONY OF PAIN AND HATE

*Hate is amongst the most powerful of emotions. The Emperor's Children take perverse glee in slaughtering foes consumed by fury. There are few experiences more exhilarating than transforming pitiless, triumphant rage to bitter and agonising defeat with the spiteful flick of a blade.*

Each time an **EMPEROR'S CHILDREN** unit from your Crusade army destroys an enemy unit that has destroyed one or more units from your Crusade army during the battle, that **EMPEROR'S CHILDREN** unit gains 2XP.

At the end of the battle, if one or more **EMPEROR'S CHILDREN** units from your Crusade army destroyed three or more such enemy units during the battle, you gain 1 Rare ingredient. In addition, if one or more such destroyed enemy units were **ADEPTUS ASTARTES**, **DEATHWATCH** or **GREY KNIGHTS** units, you gain 1 Distillate of Hatred.

## FEEDING THE ADDICTION

*The Emperor's Children seek esoteric ingredients with which to fuel their addictions. Unfortunately for their victims, the ingredients they require reside within mind, body and soul, and their extraction is never less than agonising.*

Each time an **EMPEROR'S CHILDREN** unit from your Crusade army destroys an enemy unit with a melee attack, that **EMPEROR'S CHILDREN** unit gains 1XP. In addition, at the end of the battle, consult the table below to see which ingredients you can add to your Combat Elixirs Stash (you gain all that apply).

| ENEMY UNITS KILLED DURING THE BATTLE | INGREDIENT ADDED TO STASH |
|---|---|
| One or more **CHAOS** units (excluding **DAEMONS**) | 1 Rare ingredient or 1 Infusion of Traitor's Blood |
| One or more units (excluding **IMPERIUM** and **CHAOS** units) | 1 Rare ingredient or 1 Extract of Xeno-matter |
| One or more **IMPERIUM** units | 1 Rare ingredient or 1 Dilution of False Hope |
| Six or more units | D3 Common ingredients |

# REQUISITIONS

**If your Crusade army includes any EMPEROR'S CHILDREN units, you can spend Requisition points (RP) on any of the following Requisitions.**

## SOUL BARTER 1RP

*Freshly seized captives are currency amongst the Emperor's Children. In return for fresh subjects with souls intact, all manner of macabre unguents, reagents and ingredients may be bartered.*

Purchase this Requisition after a battle. Select one of the following:

- Add D3 Common ingredients to your Combat Elixirs Stash.
- Remove three Common ingredients from your Combat Elixirs Stash and add one Rare ingredient.
- Remove any two Exotic ingredients (of any type or combination) from your Combat Elixirs Stash and replace them with one Exotic ingredient of your choice.

## PERFECT ASCENSION 2RP

*The ultimate prize for mortal warriors is to attain the immortality of daemonhood. Yet for all this power, such beings are more a pawn of their god than ever, irrevocably enslaved to the will of their master.*

Purchase this Requisition when an **EMPEROR'S CHILDREN CHARACTER** unit from your Crusade force (excluding **DAEMON** units) that has three Boons of Slaanesh (pg 106) reaches Heroic or Legendary rank. Remove that unit from your Order of Battle and add one **EMPEROR'S CHILDREN DAEMON PRINCE** or **EMPEROR'S CHILDREN DAEMON PRINCE WITH WINGS** to your Order of Battle.

In either case, the new unit has the same number of Battle Honours and XP as the unit it replaced. The new unit can keep any Boons of Slaanesh the unit it replaced had, even though **DAEMON** models cannot normally have Boons of Slaanesh. Any Battle Scars the replaced unit had are not retained. You cannot purchase this Requisition if doing so would cause you to exceed your Crusade force's Supply Limit.

## DARK PATRONAGE 1RP

*Even amongst the foot soldiers of the Emperor's Children exist many aspiring champions whose obsessions revolve around bladework and butchery. The greatest of their number may draw an audience of daemonic patrons, earning favour in return for displays of artistic violence.*

Purchase this Requisition before a battle. Select one **TORMENTORS** or **INFRACTORS** unit from your Order of Battle that has the Battle-hardened rank or higher. Remove that unit from your Order of Battle and add one **FLAWLESS BLADES** unit to your Order of Battle. The new unit has the same number of Battle Honours, Battle Scars and XP as the unit is replaced, and in addition gains one extra Battle Trait. If the Legendary Veterans Requisition is used on that new unit, that Requisition only costs you 1RP. You cannot purchase this Requisition if doing so would cause you to exceed your Crusade force's Supply Limit.

## PERFECTION PERSONIFIED 2RP

*The Emperor's Children revel in excess of every kind but revel most in the visceral thrill and mortal danger of combat, honing their martial skills until they are commensurate with their inflated egos.*

Purchase this Requisition at any time. Select one **EMPEROR'S CHILDREN CHARACTER** unit from your Crusade force with 71+ XP. The selected unit gains one additional Battle Trait; this does not count towards the maximum number of Battle Honours a unit can have. Each unit can only be selected for this Requisition once.

## EXCESS OF BOONS 1RP

*The Path to Glory promises immortality yet, for most, ends in death or, for the least fortunate, a hideous transformation into a gibbering Chaos Spawn.*

Purchase this Requisition when an **EMPEROR'S CHILDREN CHARACTER** unit from your Order of Battle receives a Battle Scar. Roll one D6: on a 1, that unit suffers Spawndom (pg 106); on a 2-6, that unit gains one Boon of Slaanesh instead of a Battle Scar.

# BOONS OF SLAANESH

Boons of Slaanesh are a type of Battle Honour that can be given to **EMPEROR'S CHILDREN CHARACTER** models. Each time an **EMPEROR'S CHILDREN CHARACTER** model from your army would gain a Battle Honour, you can choose for it to gain a Boon of Slaanesh. **DAEMON** models cannot gain Boons of Slaanesh, and no model from your Crusade force can have more than three Boons of Slaanesh.

Each time a model gains a Boon of Slaanesh, roll a D33 to randomly determine one from the table on the right. To do so, roll two D3 one after the other: the first result determines your 'tens' and the second your 'units'. For example, if you roll two D3 and the first result is a 2 and the second is a 1, the D33 result is 21.

A model can have more than one Boon of Slaanesh, but if you roll a result that duplicates a Boon of Slaanesh a model already has, that model's unit suffers Spawndom (see below). As with any Battle Honour, make a note on a model's Crusade card when it gains a Boon of Slaanesh, and increase its Crusade points by 1.

### SPAWNDOM

*To court the favour of the Dark Prince is to risk Slaanesh's capricious whims. Many powerful champions have disappeared beneath an overabundance of gifts, ending their Path to Glory as mindless aberrations of insane mutation. Some cleave into multiple monstrosities; some are herded with others of their kind; all are goaded forwards to bless the foe with untold new experiences in Slaanesh's name.*

If an **EMPEROR'S CHILDREN** unit from your Order of Battle suffers Spawndom, remove that unit from your Order of Battle, then add a new **EMPEROR'S CHILDREN CHAOS SPAWN** unit to your Order of Battle. The new unit has the same number of Battle Honours, Battle Scars and XP as the unit it replaced. If adding this new unit would cause your Crusade points total to exceed your Crusade force's Supply Limit, you must first increase your Supply Limit (e.g. by using the Increase Supply Limit Requisition) or your unit is removed from your Order of Battle and no new unit is added in its place.

| BOONS OF SLAANESH | D33 |
|---|---|
| **Fickle Speed:** Add 1 to Advance and Charge rolls made for this model's unit. | 11 |
| **Perfection of the Body:** This model has the Feel No Pain 6+ ability. | 12 |
| **Whipcord Sinews:** Improve the Strength characteristic of melee weapons equipped by this model by 2. | 13 |
| **Betentacled Limbs:** Add 1 to the Attacks characteristic of melee weapons equipped by this model. If this model destroys one or more **CHAOS** units with a melee attack during a battle, then at the end of that battle you gain 1 Infusion of Traitor's Blood. | 21 |
| **Silver Skin:** Add 1 to this model's Toughness characteristic. | 22 |
| **Odious Grace:** You can re-roll Advance and Charge rolls made for this model's unit. | 23 |
| **Razor Claws:** Improve the Armour Penetration characteristic of melee weapons equipped by this model by 1. If this model destroys one or more units with a melee attack during a battle (excluding **IMPERIUM** and **CHAOS** units), then at the end of that battle you gain 1 Extract of Xeno-matter. | 31 |
| **Psychotropic Aura:** 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, each time an attack targets this model's unit, subtract 1 from the Hit roll. | 32 |
| **Dark Majesty:** Improve this model's Leadership characteristic by 1 and its Objective Control characteristic by 2. At the end of the battle, if this model is within range of an objective marker you control that is wholly within your opponent's deployment zone, you gain 1 Rare ingredient. | 33 |

# CRUSADE RELICS

**When an EMPEROR'S CHILDREN CHARACTER model gains a Crusade Relic, you can select one of the Relics presented here.**

## ARTIFICER RELICS

### SOULSNARE SIGIL

*This rune renders those who gaze upon it rapt with indescribable pleasure. Though their lives are cruelly torn away, for a few short moments, they truly know ecstasy and agony entwined.*

Each time the bearer fights, after they have finished making their attacks, for each enemy model destroyed by those attacks, the bearer regains 1 lost wound (to a maximum of 3 lost wounds per phase). If this is not possible because the bearer is already at their starting number of Wounds, until the start of the next Fight phase, the bearer has the Feel No Pain 5+ ability.

### ENDLESS GRIN

*This fleshy mask is the still-living, flayed face of a man who begged Slaanesh to fulfil his wish to live forever. The Dark Prince was only too pleased to oblige, gifting the unfortunate soul immortality but also forcing him to present his face to the Chaos Lord Shixe. After murdering the supplicant, Shixe wore that face as a prized reminder of the occasion for several centuries. The Endless Grin has since exchanged hands many times, but the fear it inspires has never diminished.*

At the start of the Fight phase, each enemy unit within Engagement Range of the bearer must take a Battle-shock test, subtracting 1 from that test.

At the end of the battle, if one or more enemy units failed a Battle-shock test while within Engagement Range of the bearer, you gain 1 Essence of Fear.

### MARK OF EXCESS

*The bearers of this mark seek only to torment their victims, inflicting creative and excessively gruesome agonies upon their mortal forms. This compulsion drives them to focus their ire upon a single foe and to revel in the escalating agonies they inflict upon their chosen target.*

The bearer's unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, and when doing so, even though that unit has the Thrill Seekers ability, it can target a unit if it was within Engagement Range of that unit at the start of the turn and it can target a unit that was the target of another unit's charge or attack this phase.

## ANTIQUITY RELIC

### SHRIEKWAVE

*This ornate object emits a thunderous bass boom and a hypermodulated scream powerful enough to shatter diamonds. The sheer deafening power hits with a devastating physical impact, blasting away all cohesive thought in an instant. Flesh, bone and gristle are reduced to shuddering pulp by myriad resonant frequencies.*

At the start of your Shooting phase, select one enemy unit within 12" of and visible to the bearer. That unit must take a Battle-shock test; if that test is failed, that enemy unit suffers 3 mortal wounds.

## LEGENDARY RELIC

### BLISSGIVER

*This long-tongued daemon weapon can render those who feel its sting insensible with indescribable pleasure. Even those who put aside gratification for a greater duty find their oaths and promises forgotten, washed away in a tide of sensation that drowns the mind completely. So it is to feel the fatal kiss of Slaanesh.*

Melee weapons equipped by the bearer have the [PRECISION] and [DEVASTATING WOUNDS] abilities, and improve the Attacks, Armour Penetration and Damage characteristics of those weapons by 1.

At the end of the Fight phase, each enemy **CHARACTER** model that had one or more attacks made by the bearer allocated to it this phase but is not destroyed must take a Leadership test; if that test is failed, that **CHARACTER** model's unit suffers 3 mortal wounds, and when allocating those mortal wounds, they must be allocated to that **CHARACTER** model.

At the end of the battle, if during the battle the bearer's unit destroyed one or more **IMPERIUM** Leader units or **IMPERIUM CHARACTER** units without the Leader ability with a melee attack or with mortal wounds inflicted by this Crusade Relic (see above), you gain 1 Dilution of False Hope.

# BATTLE TRAITS

**When an EMPEROR'S CHILDREN unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.**

## INFANTRY AND MONSTER UNITS — D6

### FAULTLESS DUELLISTS

*These warriors are peerless swordsmen, each an exquisite example of fighting form.*

Improve the Armour Penetration characteristic of melee weapons equipped by models in this unit by 1.

### FLAWLESS PERFECTION

*Inured to ordinary sensations by several lifetimes of indulgence, the Emperor's Children find stimulation only in excess.*

While this unit is under the effects of one or more Combat Elixirs, each time a model in this unit makes an attack, you can re-roll the Hit roll.

### HALLUCINOGENIC HAZE

*This unit has laced its grenades with potent toxins. Upon detonation, these devices emit hallucinogenic clouds that induce all manner of mind-altering effects.*

This unit gains the **SMOKE** and **GRENADES** keywords. If it already has the **GRENADES** keyword, then once per battle, you can target this unit with either the Smokescreen or Grenade Stratagem for 0CP. After resolving the effects of that Stratagem, each enemy unit within 6" of this unit must take a Battle-shock test.

### FUELLED BY SENSATION

*The delight of pain and the sense of superiority as allies are cut down makes these warriors loath to embrace oblivion.*

Each time an attack targets this unit, if that attack has a Damage characteristic of 1 and this unit is below its Starting Strength, it has the Feel No Pain 6+ ability against that attack. If that attack has a Damage characteristic of 1 and this unit is Below Half-strength, it has the Feel No Pain 5+ ability against that attack instead.

### ENHANCED STIMJECTORS

*These warriors have been implanted with subdermal auto-dispensers that pump a constant flow of enhancing concoctions into their bloodstreams.*

When your Crusade army uses its Combat Elixirs, the effects of those elixirs are active for this unit for one additional battle round.

### FAVOURED OF SLAANESH

*Few appear as favoured by the Dark Prince as these warriors.*

At the end of the battle, if this unit destroyed one or more enemy units during the battle, this unit is Marked for Greatness in addition to any other unit that is so marked. At the end of the battle, if one or more units from your Crusade army with this Battle Trait destroyed one or more **AELDARI** or **DAEMON** units with a melee attack during the battle, you gain 1 Concentrate of Tormented Souls.

## VEHICLE MODELS — D6

### SPIRIT OF EXCESS

*This vehicle is adorned with the gilt finery of the Emperor's Children and their Dark Prince, serving as a nexus for the enervating power of the empyrean.*

Weapons equipped by this model have the [SUSTAINED HITS 1] ability.

### DIRGE CASTER (AURA)

*Hull-mounted vox-casters scream unholy invocations across the battlefield. Such cursed syllables are capable of inflicting harm on those who hear them.*

While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1 and each time that unit fails a Battle-shock test, it suffers 1 mortal wound.

### SIX-FOLD BLESSING

*The blessed caress of Slaanesh has bestowed upon this vehicle an unholy resilience.*

This model has the Feel No Pain 6+ ability.

## NOISE MARINES AND LORD KAKOPHONIST UNITS — D6

### VILE PRECISION

*These warriors calibrate and aim their weapons to inflict the most violent and vibrantly gory kills.*

Ranged weapons equipped by models in this unit have the [LETHAL HITS] ability.

### DESTRUCTIVE ENCORE

*Reacting to the flow of battle as a chorus to a conductor, these warriors begin anew their sonic symphony with a screaming encore of annihilation.*

Each time you target this unit with the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ while resolving that Stratagem.

### LETHAL REVERB

*These warriors unleash a cacophonous wall of sonic force that reverberates through the body of the target long after the final sound wave has torn through flesh and bone.*

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 turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

## CHARACTER MODELS — D6

### UNBOUND HUBRIS

*Hubris is both this warrior's greatest strength and biggest weakness.*

Each time this model's unit is selected to fight, you and your opponent must secretly choose a number from 1 to 3 on a D6 (we suggest turning a D6 to show the number, but concealing it behind your hand), then reveal your choices simultaneously. If the chosen numbers differ, then until that fight is resolved, add the number you chose to the Attacks characteristic of this model's melee weapons.

At the end of the battle, if one or more models from your Crusade army with this Battle Trait destroyed one or more ADEPTUS ASTARTES, DEATHWATCH or GREY KNIGHTS units with a melee attack during the battle, you gain 1 Distillate of Hatred.

### COVETOUS PARAGON

*This warrior has experienced the limits of mortal sensation yet craves more.*

When selecting Agendas for a battle, if this model is your WARLORD, you can select one additional EMPEROR'S CHILDREN Agenda (pg 104) to be used in that battle in addition to any others being used in that battle.

### MASTER OF ELIXIRS

*An alchemist of incomparable ingenuity and depravity, this warrior harvests exquisite agonies from the fallen with the care and precision of a surgeon.*

At the end of the battle, for each model from your Crusade army with this Battle Trait that is on the battlefield, roll one D6: for each 3-5, you gain 1 Common ingredient; for each 6, you gain 1 Rare ingredient.

# CRUSADE BADGES

**When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.**

## SEEKER OF SENSATION

*You have experienced the thrill of battle, supped deeply of your victims' fear and awe. Leaving behind a trail of tortured souls and flayed bodies, you have inflicted and felt sensations and emotions of heart-stopping intensity. By indulging your senses thus, you have earned the envious ire of your rivals and surely elevated your status in the eyes of the Dark Prince.*

- You have won three or more battles.
- You have crafted three different Combat Elixirs (at least one of which must have been a Personal Elixir).
- One or more **EMPEROR'S CHILDREN CHARACTER** models from your Crusade force have one or more Boons of Slaanesh.

## ARCH-HEDONIST

*You have plumbed the depths of mortal sensation, and enjoyed tangible rewards from the flayed and eviscerated corpses of your victims: a terrible bounty of agony with which to perform horrific alchemies.*

- You have won six or more battles.
- You have crafted six different Combat Elixirs (at least three of which must have been Personal Elixirs).
- You have either used the Dark Patronage Requisition to add one or more new units to your Order of Battle, or an **EMPEROR'S CHILDREN CHARACTER** model from your Order of Battle has suffered Spawndom (pg 106).
- One or more **EMPEROR'S CHILDREN CHARACTER** models from your Crusade force have two or more Boons of Slaanesh.

## FAVOURED OF THE DARK PRINCE

*Your veins run thick with piquant elixirs, opening your mortal form to sensations beyond the reach of all but the most depraved minds. And so the Dark Prince has marked you as his own, bestowing upon you the ability to perceive and experience thrills beyond the understanding of mere mortals.*

- You have won ten or more battles.
- You have crafted all twelve Combat Elixirs.
- You have used the Perfect Ascension Requisition to add one new unit to your Order of Battle.

# COMBAT ELIXIRS STASH

## Ingredients

### Common
(MAX. 6)

### Rare
(MAX. 4)

### Exotic
(MAX. 2 OF EACH)

- ☐☐ CONCENTRATE OF TORMENTED SOULS
- ☐☐ DILUTION OF FALSE HOPE
- ☐☐ DISTILLATE OF HATRED
- ☐☐ ESSENCE OF FEAR
- ☐☐ EXTRACT OF XENO-MATTER
- ☐☐ INFUSION OF TRAITOR'S BLOOD

## Combat Elixirs

### Army Elixirs

| NAME | IN STASH (MAX. 3 OF EACH) | TICK IF EQUIPPED IN: PREVIOUS BATTLE | TICK IF EQUIPPED IN: CURRENT BATTLE |
|---|---|---|---|
| ANFRAK SILK | ☐☐☐ | ☐ | ☐ |
| XYLOCIL | ☐☐☐ | ☐ | ☐ |
| SHIVVERSPLINT | ☐☐☐ | ☐ | ☐ |
| HELIOTROPHOS | ☐☐☐ | ☐ | ☐ |
| SKORFLENSE | ☐☐☐ | ☐ | ☐ |
| QUAIL | ☐☐☐ | ☐ | ☐ |

### Personal Elixirs

| NAME | IN STASH (MAX. 3 OF EACH) | TICK IF EQUIPPED IN: PREVIOUS BATTLE | TICK IF EQUIPPED IN: CURRENT BATTLE | EQUIPPED BY |
|---|---|---|---|---|
| ALACRINE | ☐☐☐ | ☐ | ☐ | |
| SANCTUS VI | ☐☐☐ | ☐ | ☐ | |
| CEREBRESEC | ☐☐☐ | ☐ | ☐ | |
| SALVIQINE TEARS | ☐☐☐ | ☐ | ☐ | |
| THRYNICINE | ☐☐☐ | ☐ | ☐ | |
| EXCELSOR X | ☐☐☐ | ☐ | ☐ | |

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# POINTS VALUES

**You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.**

**In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values and rules updates so that you can enjoy the most balanced and exciting games of Warhammer 40,000. To access these resources, scan this QR code or check the Warhammer 40,000 app.**

**Chaos Land Raider**
1 model ..... 240 pts

**Chaos Rhino**
1 model ..... 75 pts

**Chaos Spawn**
2 models ..... 70 pts

**Chaos Terminators**
5 models ..... 175 pts

**Daemon Prince of Slaanesh**
1 model ..... 195 pts

**Daemon Prince of Slaanesh with Wings**
1 model ..... 195 pts

**Flawless Blades**
3 models ..... 130 pts
6 models ..... 260 pts

**Fulgrim**
1 model ..... 385 pts

**Heldrake**
1 model ..... 195 pts

**Infractors**
5 models ..... 95 pts
10 models ..... 190 pts

**Lord Exultant**
1 model ..... 85 pts

**Lord Kakophonist**
1 model ..... 70 pts

**Lucius the Eternal**
1 model ..... 140 pts

**Maulerfiend**
1 model ..... 140 pts

**Noise Marines**
6 models ..... 135 pts

**Sorcerer**
1 model ..... 70 pts

**Tormentors**
5 models ..... 95 pts
10 models ..... 190 pts

## LEGIONS OF EXCESS

**Daemonettes**
10 models ..... 120 pts

**Fiends**
3 models ..... 130 pts
6 models ..... 260 pts

**Keeper of Secrets**
1 model ..... 300 pts

**Seekers**
5 models ..... 90 pts
10 models ..... 180 pts

**Shalaxi Helbane**
1 model ..... 390 pts

## DETACHMENT ENHANCEMENTS

**Carnival of Excess**
Dark Blessings ..... 15 pts
Empyric Suffusion ..... 10 pts
Possessed Blade ..... 25 pts
Warp Walker ..... 30 pts

**Coterie of the Conceited**
Pledge of Dark Glory ..... 30 pts
Pledge of Eternal Servitude ..... 15 pts
Pledge of Mortal Pain ..... 15 pts
Pledge of Unholy Fortune ..... 25 pts

**Mercurial Host**
Intoxicating Musk ..... 25 pts
Loathsome Dexterity ..... 10 pts
Steeped in Suffering ..... 20 pts
Tactical Perfection ..... 15 pts

**Peerless Bladesmen**
Blinding Speed ..... 35 pts
Distortion ..... 25 pts
Faultless Opportunist ..... 10 pts
Rise to the Challenge ..... 30 pts

**Rapid Evisceration**
Accomplished Tactician ..... 35 pts
Heretek Adept ..... 30 pts
Spearhead Striker ..... 20 pts
Sublime Prescience ..... 25 pts

**Slaanesh's Chosen**
Eager to Prove ..... 10 pts
Proud and Vainglorious ..... 20 pts
Repulsed by Weakness ..... 25 pts
Slayer of Champions ..... 15 pts