

# Slaanesh

**“Praise be to Slaanesh, for his rapture is upon your worthless souls!”**

*These rules are unofficial and are not associated with Games Workshop and its affiliates in any way. These rules are dedicated to the fans of Warhammer 40k and the decades shared together.*

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**What is Slaanesh?** Slaanesh is the god of excess and pleasure. It derives its power from that which is both pleasing and abhorrent, considering all forms of pleasure desirable. This however leads to greater and more exotic forms of pleasure, resulting in unholy offerings and appetites that grow more and more debased with each passing act. Whether it be visual beauty to pure for mortal eyes to handle or extreme debauchery beyond comprehension, the followers of Slaanesh will always strive get as much pleasure as they can out of each act down their dark path.

**Army Difficulty 1-5:** 1-5. Chaos is massive. Each set of Marks and Pure Blessings brings major changes to strategies, incorporation of Unique Characters, and alters the units in a drastic way. This army can be as difficult or as easy to play as you wish. With the ability to harness many Chaos Supplements, you will be able to have access to the largest datasheet army in the 40k universe!

**Strengths:** Slaanesh’s gifts make chaos units react faster and with strong flexibility. Instead of brute force like Khorne, Slaanesh prefers to strike suddenly and unexpectedly, taking down greater foes with speed and precision of raw power.

**Weaknesses:** Slaanesh units are not as robust as Nurgle or Tzeentch troops. They rely on speed to wear the opponent down before the heavier response can illicit much damage. Slaanesh commanders will need to keep a careful eye on the opponent’s firing lanes to ensure they are not caught in a nasty crossfire.

**Army Abilities:** Chaos has a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.

**Daemonic** – This model has a 5+ Invulnerability Save.

**Daemonic Engine** – This model has a 5+ Invulnerability Save and is immune to the secondary effects of Weapon Disabled and Crew Stun. It still takes the additional Wounds from the Penetration Charts.

**Daemonic Thirst** – A weapon with this rule inflicts a Mortal Wound on its bearer in each of your Command Phases if you did not cause a Wound with the weapon during the last Turn. This does not trigger on Turn 1.

**Malicious Volleys** – If this model does not count as Moving this Turn, it may treat weapons with the Bolter rule as if they were in half range.

**Marks** – Marks of Chaos are optional upgrades for units. Marks perform the following enhancements to units. Stats in **Bold** have this baked into the profile. Psychic Mastery Level # models and units may only use the corresponding spell list with their Marks.

**Mark of Slaanesh** – This model gains I+1 and Counterattack.

**Slaanesh Spell List.**

Slaanesh Spell List					
S +10 points	Phantasmgoria Cast 6+	12	-	-	Target unit suffers Ld-2.
S +15 points	Cacophonic Choir Cast 8+	18	-	-	Target unit takes a Ld test. For each point they fail by the unit suffers 1 Mortal Wound.
S +25 points	Pavane of Slaanesh Cast 6+	18	-	-	Target unit may move up to 6".
S +30 points	Symphony of Pain Cast 8+	18	-	-	Target unit suffers -1 To Hit until your next Psychic Phase.
S +45 points	Hysterical Frenzy Cast 7+	18	-	-	Target unit gains A+1 until your next Psychic Phase.
S +75 points	Delightful Agonies Cast 7+	18	-	-	Target unit with the Mark of Slaanesh gains a 5+ Feel No Pain until your next Psychic Phase.

**Pure Blessings** – Pure Blessings of Chaos are an added layer of enhancement. Most models will only gain access to Pure Blessings if they come with a Mark by default. The only way to gain a Pure Blessing is to have an entire army of the Mark of the same god, or to have an Undivided Mark for each exception. The Pure Blessing adds to the existing Mark's benefits. For example, a Mark of Khorne grants A+1 and the Pure Blessing results in A+1 for a total of A+2.

Other Pure Blessings of the same army count as Marks of the same god for the purpose of army building. Stats in **Bold** have this baked into the profile.

Pure Blessing of Slaanesh – This model gains I+2 and Fleet.

Sonic – Sonic weapons inflict a -1 penalty to Cover Saves from their attacks.

### Common Wargear

This section is consolidated for easy reference and to save space on Wargear that commonly populates this Codex.

- Augar Array – 6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering.
- Extra Armour – You may treat Crew Stun results as Weapon Disabled instead.
- Flare Launchers – This model has a 5+ Invulnerability Save vs ranged attacks.
- Icon of Chaos – has 2 Auras:
  - 6" Aura, this model and target unit gains A+1.
  - 6" Aura, this model and target unit may reroll failed Ld tests.
- Mark of Khorne – Khorne Mark model/unit only. May Deny the Witch as if Psychic Mastery Level 1.
- Recovery Gear – Roll a d6, on a 5+ Repair the secondary effect from a Crew Stun or Immobilized Result.
- Sigil of Corruption – This model has a 4+ Invulnerability Save.
- Smoke Launchers – 6" Range, put 5" Smoke Cloud that causes -1 To Hit and scatters to move an extra +1" until your next Command Phase. One Use Only. Use in your Shooting Phase Only.

### Warbands

Chaos forces bring a powerful flexible play to the battlefield. Each Warband suffers from side effects of their patron's gifts, but also gains useful ones to so they are of use to their god. The following are just some of the available Warbands to play as. Additional ones will be available in the supplements provided.

Average:

- This army plays exactly as it is presented in the Codex.

Carnival of Excess:

- Distorting Vivid Vapors: Models in your army gain a 5+ Cover Save. Models in your army can never have a Cover Save better than 5+.

Coterie of the Conceited:

- Pledges to the Dark Prince: In your Command Phase, you MUST pledge a number of enemy Slots to be destroyed before your End Phase. You cannot pledge less than 1. If you succeed in your goal of # Slots destroyed or exceed it, your Warlord Heals # and can exceed their starting Wound Count as an exception to the normal rules. If you fail to destroy # Slots, your Warlord suffers 1d3 Mortal Wounds.

#### Emperor's Children:

- Degenerates: Models in your army count each wound caused in Melee as 2 points instead of 1 for purposes of Combat Resolution.
- Sadistic Psychopaths: Models must declare Charges whenever they are able to do so and cannot do anything that would make Declaring Charges illegal (i.e. such as shooting heavy weapons, advancing, etc. so long as they are within 12" of an enemy).

#### Faultless:

- Proudful Arrogance: No unit in your army may have more than 1 joined Independent Character at a time.
- Transhuman Speed: All models in your army gain M+2.

#### Glittering Myriad:

- IFV Specialists: Models in your army gain a 5+ Cover Save until your next Command Phase when they Disembark or Force Disembark from a Transport.
- The Need for Speed: Models in your army only count as half a model for Contesting Objective Markers.

#### Konstrictus:

- Eyeball Artisans: Models in your army will never pursue fleeing units and automatically pass all Hold tests. They will not perform the 3" move after winning combat. All enemy units within 6" suffer Ld-1 and take a Fear Test, with the -1 wearing off in their next Command Phase.

#### Mercurial Host:

- Arrogant Superiority: Your opponent is always considered to have rolled higher than you for Initiative.
- Tactical Perfection: For each 1000 points in your army, you may redeploy 1 unit after Deployment. This is done after Infiltrators and Scouts are placed or perform their moves.

#### Peerless Bladesmen:

- Expert Duelists: Models in your army gain Furious Charge.
- Pride Before the Fall: Models in your army suffer -1 To Hit for the rest of the game if their unit loses Combat Resolution.

#### Rapid Evisceration:

- Troop Carrier Combat Stimulants: On your turn, models that Disembarked from a Transport in your army gains S+1. This bonus is removed during your End Phase.
- Excessive Glitter: Enemy models performing Overwatch attacks against your models gain a +1 To Hit as an exception to the rules for Snap Shots.
- Rapid Deployment: Models in your army may charge on the turn they Disembark from a Transport that does not have Assault Ramps, but treat the charge as Disorganized.

#### Slaanesh's Chosen:

- Eager to Please: Models in your army may reroll failed Charges.
- Repulsed by Weakness: If a unit in your army fail a Charge, every model in the unit must roll a Dangerous Terrain Test.

**Threnodic Choir:**

- Excessive Audio: All friendly models in your army suffer a -1 penalty to Cover Saves.
- Tectonic Plate Disruption: Once per battle, in your Command Phase you may declare a Tectonic Plate Disruption. If you do so, Open Terrain counts as Difficult Terrain, and Difficult Terrain Counts as Dangerous Terrain. The effect lasts until your next Command Phase.

**Thrill Seekers:**

- Thrill of the Hunt: Models in your army gain Hit and Run and MUST pursue fleeing units.

**Transcendent Spectacle:**

- Emotional Fug: Friendly models within 6” of a Daemonic Engine gain Stubborn.
- Prone to Overindulgence: Units in your army suffer 1 Auto Wound for each point they lose Combat Resolution by. This stacks with the Auto Wounds caused by Fearless models losing Combat Resolution.

## HQ Slots 1-2 Slots

**Generic**

<p><b>Herald Seeker Chariot</b> Herald Seeker Chariot</p>	<p><b>M WS BS S T W I A Ld Sv</b> 12 2+ 2+ 4 6 8 5 4 7 -</p>	<p><b>Points: 323</b> <b>Composition:</b> <b>1 Herald Seeker Chariot</b></p>
<p><b>Wargear</b> <b>Herald Seeker Chariot:</b> 2 Lashes of Torment Chariot Piercing Claws Chariot Claws Sigil of Corruption</p>	<p><b>Options</b> May take one C</p>	<p><b>Rules</b> <b>Herald Seeker Chariot:</b> Independent Character Monster Daemonic Mark of Slaanesh <b>Counterattack</b> Deepstrike Fearless Impact Hits – When this unit’s Melee is nominated to fight, if it is considered to have Charged this phase it inflicts d3 Auto Hits per Hellflayer at S6 AP3+. <b>Locus of Slaanesh – 6” Aura, this model and target unit with the Mark of Slaanesh gains S+1.</b></p>
<p><b>Special Wargear:</b></p>	<p><b>Special Wargear Upgrades:</b> C Pure Blessing of Slaanesh +6 points</p>	

Selection	Name	Range	S	AP	Rules
P	Lashes of Torment	6	4	-	Pistol 3
M	Chariot Piercing Claws	Melee	User	5+	Auxiliary, Extra Attack 1, Rending
M	Chariot Claws	Melee	User	6+	Extra Attack 1, Rending

<b>Lord Exultant</b> Lord Exultant	<b>M WS BS S T W I A Ld Sv</b> 6 2+ 2+ 4 4 5 5 4 9 3+	<b>Points: 196</b> <b>Composition:</b> <b>1 Lord Exultant</b>
<b>Wargear</b> <b>Lord Exultant:</b> Bolt Pistol Power Sword Rapture Lash Sigil of Corruption	<b>Options</b> May swap Power Sword for MM May swap Rapture Lash for SM May take one C	<b>Rules</b> <b>Lord Exultant:</b> Independent Character Infantry Mark of Slaanesh Bulky Counterattack Shock Assault Lord of Chaos – 6” Aura, this model and target unit may reroll 1s To Hit. Pursuit for Perfectionism – 6” Aura, this model and target unit may reroll 1s To Wound. For each roll of a 1 To Wound (after the reroll), the unit suffers 1 Mortal Wound.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Slaanesh +6 points	

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
MM	Power Sword	Melee	+1	3+	None
MM +0 point	Screamer Pistol	12	4	5+	Pistol 1, Rending, Sonic
MM +11 points	Pheonix Power Spear	Melee	+2	2+	I+2
SM	Rapture Lash	Melee	User	-	Extra Attack 2, I+3
SM +5 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
SM +11 points	Powerfist	Melee	X2	2+	Slow, Monsterbane

<b>Lord Kakophonist</b> Lord Kakophonist	<b>M WS BS S T W I A Ld Sv</b> 6 2+ 2+ 4 4 6 5 4 9 3+	<b>Points: 205</b> <b>Composition:</b> <b>1 Lord Kakophonist</b>
<b>Wargear</b> <b>Lord Kakophonist:</b> Doom Siren Screamer Pistol Brutal Weapon	<b>Options</b> May take one P May swap Brutal Weapon for M May take one C	<b>Rules</b> <b>Lord Kakophonist:</b> Independent Character Monstrous Infantry Mark of Slaanesh Counterattack Shock Assault Very Bulky Aural Barrage – Charges against this model or its unit suffer -2 to the distance. Lord of Chaos – 6” Aura, this model and target unit may reroll 1s To Hit. Obsessive Annunciation – 6” Aura, this model and target unit’s weapons of the following (Screamer Pistol, Blast Master, Doom Siren, Sonic Blaster, includes Heavy) gain Pinning.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Slaanesh +6 points	

Selection	Name	Range	S	AP	Rules
S	Doom Siren	Flame	5	3+	Assault 1
P	Screamer Pistol	12	4	5+	Pistol 1, Rending, Sonic
P +3 points	Screamer Pistol	12	4	5+	Pistol 1, Rending, Sonic
M	Brutal Weapon	Melee	User	-	Extra Attack 1
M +5 points	Power Sword	Melee	+1	3+	None

## Unique

<p><b>Fulgrim</b> Fulgrim</p>	<p><b>M WS BS S T W I A Ld Sv</b> 12 2+ 2+ 6 6 16 <b>12</b> 4 10 3+</p>	<p><b>Points: 483</b> <b>Composition:</b> <b>1 Fulgrim</b></p>
<p><b>Wargear</b> Fulgrim: Fighting Style* Sigil of Corruption</p>	<p><b>Options</b></p>	<p><b>Rules</b> Fulgrim: Independent Character Monster Unique Mark of Slaanesh Pure Blessing of Slaanesh Counterattack Deepstrike Fearless Fleet Flying Hit and Run Shock Assault Arch Perfectionist – 6” Aura, this model and target unit with the Mark of Slaanesh gain +2 to Charge Rolls. Duelist – This model may choose the target of its Challenge. The target may not deny the Challenge. In addition, Fulgrim can perform Challenges even while alone. Lord of Chaos – 6” Aura, this model and target unit may reroll 1s To Hit. The Art of Superiority – When this model is in a challenge, Fulgrim may let the enemy model both fight before him as if the enemy had higher Initiative, had Charged, and was not Slow as well as reroll all failed To Hit and To Wound rolls. If Fulgrim does so, each unsaved Wound Fulgrim inflicts counts as double for Combat Resolution. Warp Abomination – This model has a 5+ Feel No Pain. Whimsical Nature* – Each Melee phase, roll a 1d6. The</p>

		corresponding weapon loses Auxiliary for this phase.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b>	

<b>Fighting Style*</b>	<b>Name</b>	<b>Range</b>	<b>S</b>	<b>AP</b>	<b>Rules</b>
1.	Poison Blade	Melee	User	3+	Poison (2+), Auxiliary
2.	Fireblade	Melee	+2	2+	Auxiliary
3.	Whip	Melee	User	-	I+3, Extra Attack 3, Auxiliary
4.	Polearm	Melee	X2	2+	Slow, Monsterbane, Auxiliary
5.	Sawtooth Saber	Melee	User	5+	Rending, Ignores Feel No Pain, Auxiliary
6.	Tail	Melee	User	4+	Concussion, Auxiliary

<b>Lucius the Eternal</b> Lucius	<b>M WS BS S T W I A Ld Sv</b> 6 2+ 2+ 4 4 4 7 4 9 3+	<b>Points: 250</b> <b>Composition:</b> <b>1 Lucius</b>
<b>Wargear</b> <b>Lucius:</b> Lash of Torment Blade of the Laer Frag Grenades Krak Grenades Armour of Shrieking Souls	<b>Options</b> May take one A	<b>Rules</b> <b>Lucius:</b> Independent Character Infantry Unique <b>Faultless</b> Mark of Slaanesh Pure Blessing of Slaanesh <b>Counterattack</b> Deepstrike Fearless <b>Fleet</b> Shock Assault <b>Commorite Stimm Rack</b> – This model gains I+5, A+2 until the end of the Round. One Use Only. <b>Deranged</b> – At the end of each Round, if this model did not cause any Wounds during the Round it suffers 1 Mortal Wound. <b>Duelist</b> – This model may choose the target of its Challenge. The target may not deny the Challenge. <b>Duelist Pride</b> – This model may reroll all failed To Hit and To Wound rolls when in a Challenge.

		<p>Lord of Chaos – 6" Aura, this model and target unit may reroll 1s To Hit.</p> <p>Possession – If a model is responsible for slaying Lucius, at the end of the battle it must take a Ld test -3. If it fails it is slain.</p>
<p><b>Special Wargear:</b> Armour of Shrieking Souls – 5+ Invulnerability Save. When in Melee, treat it as a 3+ Invulnerability Save instead.</p>	<p><b>Special Wargear Upgrades:</b> A Exalted +18 points</p>	<p>M+2, W+1. Gain Bulky.</p>

Selection	Name	Range	S	AP	Rules
M	Lash of Torment	Melee	User	6+	Extra Attack 3
M	Blade of the Laer	Melee	+2	2+	None
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

<p><b>Shalaxi Helbane</b> Shalaxi</p>	<p><b>M WS BS S T W I A Ld Sv</b> 12 2+ 2+ 6 7 16 <b>11</b> 5 10 -</p>	<p><b>Points: 507</b> <b>Composition:</b> <b>1 Shalaxi</b></p>
<p><b>Wargear</b> <b>Shalaxi:</b> Living Whip Soulpiercer Sigil of Corruption</p>	<p><b>Options</b> May take one Spell for each Psychic Mastery Level</p>	<p><b>Rules</b> <b>Shalaxi:</b> Independent Character Monster Unique Daemonic Mark of Slaanesh Pure Blessing of Slaanesh Counterattack Deepstrike Fearless Fleet Psychic Mastery Level 4 Cloak of Constriction – This model has a 5+ Feel No Pain. Delicate Precision – This model may reroll 1s To Wound. Mesmerizing Aura – 6" Aura, target unit suffers -1 To Hit in Melee.</p>
<p><b>Special Wargear:</b></p>	<p><b>Special Wargear Upgrades:</b></p>	

Selection	Name	Range	S	AP	Rules
P	Living Whip	6	6	3+	Pistol 3
M	Soulpiercer	Melee	User	2+	Poisoned (2+)

<b>Syll'Esske the Vengeful Alliance</b> Syll'Esske	<b>M WS BS S T W I A Ld Sv</b> 10 2+ 2+ 4 6 6 10 5 9 -	<b>Points: 465</b> <b>Composition:</b> <b>1 Syll'Esske</b>
<b>Wargear</b> <b>Syll'Esske:</b> Scouring Whip Axe of Domination Sigil of Corruption	<b>Options</b> May take one Spell for each Psychic Mastery Level	<b>Rules</b> <b>Syll'Esske:</b> Independent Character Infantry Unique Daemonic Mark of Slaanesh Pure Blessing of Slaanesh Counterattack Deepstrike Fearless Fleet Psychic Mastery Level 3 Locus of Slaanesh – 6" Aura, this model and target unit with the Mark of Slaanesh gains S+1. Prince of Slaanesh – 6" Aura, this model and target unit with the Mark of Slaanesh may reroll all To Hit rolls.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b>	

Selection	Name	Range	S	AP	Rules
P	Scouring Whip	6 Or Melee	4 Or User	3+ Or 3+	Pistol 3 Or Auxiliary, Extra Attack 2
M	Axe of Domination	Melee	+3	2+	None

# Advisors 0-3/Troop Slot Purchased

## Generic

<b>Contorted Epitome</b> Epitome	<b>M WS BS S T W I A Ld Sv</b> 8 3+ 5+ 4 6 8 5 3 7 -	<b>Points: 156</b> <b>Composition:</b> <b>1 Epitome</b>
<b>Wargear</b> <b>Epitome:</b> Ravaging Claws Coiled Tentacles	<b>Options</b> May take one Spell for each Psychic Mastery Level May take one C	<b>Rules</b> <b>Syll'Esske:</b> Independent Character Monster Daemonic Mark of Slaanesh Counterattack Deepstrike Fearless Psychic Mastery Level 2 Horrible Fascination – 6" Aura, target non-Titanic model must test Ld. If it fails, it cannot fight in the Assault Phase.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Slaanesh +6 points	

Selection	Name	Range	S	AP	Rules
M	Ravaging Claws	Melee	User	4+	Extra Attack 1, Rending
M	Coiled Tentacles	Melee	User	-	Auxiliary, Extra Attack 3

<b>Herald of Slaanesh</b> Herald	<b>M WS BS S T W I A Ld Sv</b> 6 2+ 5+ 4 4 4 5 4 8 -	<b>Points: 205</b> <b>Composition:</b> <b>1 Herald</b>
<b>Wargear</b> <b>Herald:</b> Ravaging Claws	<b>Options</b> May take one B May take one C	<b>Rules</b> <b>Herald:</b> Independent Character Infantry Daemonic Mark of Slaanesh Counterattack Deepstrike Fearless Locus of Slaanesh – 6" Aura, this model and target unit with the Mark of Slaanesh gains S+1.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> B Seeker Steed +19 points	M+6, T+1, W+1. Gain Steed, Very Bulky.

	C Pure Blessing of Slaanesh +6 points	
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Selection	Name	Range	S	AP	Rules
M	Ravaging Claws	Melee	User	5+	Rending

<b>Infernal Enrapturess</b> Enrapturess	<b>M WS BS S T W I A Ld Sv</b> 6 2+ 2+ 4 4 4 5 4 8 -	<b>Points: 147</b> <b>Composition:</b> <b>1 Enrapturess</b>
<b>Wargear</b> <b>Enrapturess:</b> Heartstring Lyre Ravaging Claws	<b>Options</b> May take one C	<b>Rules</b> <b>Enrapturess:</b> Independent Character Infantry Daemonic Mark of Slaanesh <b>Counterattack</b> Deepstrike Fearless Haunting Music – This model may Deny the Witch as if it were Psychic Mastery Level 2.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Slaanesh +6 points	

Selection	Name	Range	S	AP	Rules
S	Heartstring Lyre	24 Or 24	8 Or 4	2+ Or 5+	Assault 2, Monsterbane Or Assault 6
M	Ravaging Claws	Melee	User	5+	Rending

### Unique

<b>Doomrider</b> Doomrider	<b>M WS BS S T W I A Ld Sv</b> 12 2+ 2+ 5 6 6 11 5 7 3+	<b>Points: 304</b> <b>Composition:</b> <b>1 Doomrider</b>
<b>Wargear</b> <b>Doomrider:</b> 2 Linked Meltaguns Plasma Pistol Bolt Pistol Daemonic Blade Frag Grenades Krak Grenades Sigil of Corruption	<b>Options</b>	<b>Rules</b> <b>Doomrider:</b> Independent Character Infantry Unique Mark of Slaanesh Pure Blessing of Slaanesh <b>Counterattack</b> Deepstrike Fearless <b>Fleet</b>

		<p>Hit and Run Jump Shock Assault</p> <p>Loner – This model may never join any units and may never be targeted by any Aura’s that are not its own.</p> <p>Lord of Chaos – 6” Aura, this model and target unit may reroll 1s To Hit.</p> <p>Thrill of Speed – This model must always attempt Hit and Run each turn it is eligible to do so. This model must move its full M# in a straight line each Movement Phase. This model must Advance each Shooting Phase and can Shoot and Charge even if it Advances. This model must always declare Charges if it is legally able to do so. If this model is unable to do any of the above for any reason it is immediately placed back into Reserves.</p>
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b>	

Selection	Name	Range	S	AP	Rules
S	2 Linked Meltaguns	12	8	1+	Assault 1 x2, Melta, (Monsterbane)
P	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
P	Bolt Pistol	12	4	5+	Pistol 1
M	Daemonic Blade	Melee	+1	2+	Extra Attack d6, Daemonic Thirst
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

<b>The Masque of Slaanesh</b> Masque	<b>M WS BS S T W I A Ld Sv</b> 6 2+ 5+ 4 4 4 7 4 9 -	<b>Points: 165</b> <b>Composition:</b> <b>1 Masque</b>
<b>Wargear</b> <b>Masque:</b> Serrated Claws	<b>Options</b>	<b>Rules</b> <b>Masque:</b> Independent Character Infantry Unique Daemonic Mark of Slaanesh Pure Blessing of Slaanesh <b>Counterattack</b> Deepstrike Fearless <b>Fleet</b> Dazzline Acrobatics – 6" Aura, this model and target unit with the Mark of Slaanesh may reroll failed Charge rolls and gains Hit and Run. The Eternal Dance – 6" Aura, this model and target unit with the Mark of Slaanesh may reroll 1s To Hit.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b>	

Selection	Name	Range	S	AP	Rules
M	Serrated Claws	Melee	User	3+	None

## Troops 2-6 Slots

<b>Daemonettes of Slaanesh</b> Champion Daemonette	<b>M WS BS S T W I A Ld Sv</b> 6 4+ 5+ 3 4 1 5 2 7 - 6 4+ 5+ 3 4 1 5 1 7 -	<b>Points: 123</b> <b>Composition:</b> <b>1 Champion</b> <b>9-29 Daemonettes</b>
<b>Wargear</b> <b>Champion:</b> Claws <b>Daemonette:</b> Claws	<b>Options</b> May add up to 20 more Daemonettes for +12 points each The entire unit may take one C	<b>Rules</b> <b>Champion:</b> Character Infantry Daemonic Mark of Slaanesh Counterattack Deepstrike Fearless Alluring – All units must pass a Ld test to Declare Shooting at this unit if they are within 12". This model always fails Invulnerability Saves. <b>Daemonette:</b> Infantry Daemonic Mark of Slaanesh Counterattack Deepstrike Fearless Alluring – All units must pass a Ld test to Declare Shooting at this unit if they are within 12". This model always fails Invulnerability Saves.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Slaanesh +2 points per model	

Selection	Name	Range	S	AP	Rules
M	Claws	Melee	User	6+	Extra Attack 1, Rending

## Elite 0-3 Slots

<b>Exalted Noise Marines</b> Champion Marine	<b>M WS BS S T W I A Ld Sv</b> 6 3+ 3+ 4 4 3 5 3 9 3+ 6 3+ 3+ 4 4 3 5 2 8 3+	<b>Points: 305</b> <b>Composition:</b> <b>1 Champion</b> <b>4-9 Marines</b>
<b>Wargear</b> <b>Champion:</b> Heavy Sonic Blaster <b>Marine:</b> Heavy Sonic Blaster	<b>Options</b> May add up to 5 more Marines for +60 points each Champion may take one P Champion may take one M Up to two Marines may swap Heavy Sonic Blaster for S The entire unit may take one C	<b>Rules</b> <b>Champion:</b> Character Monstrous Infantry Mark of Slaanesh Counterattack Fearless Shock Assault Very Bulky <b>Marine:</b> Monstrous Infantry Mark of Slaanesh Counterattack Fearless Shock Assault Very Bulky
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Slaanesh +6 points per model	

Selection	Name	Range	S	AP	Rules
R	Heavy Sonic Blaster	30	5	5+	Heavy 2, Rending, Sonic
P +4 points	Screamer Pistol	12	4	5+	Pistol 1, Rending, Sonic
M +6 points	Power Sword	Melee	+1	3+	None
S +20 points	Heavy Blastmaster	48	10	2+	Heavy 1, Sonic, Monsterbane

<b>Fiends of Slaanesh</b> Champion Fiend	<b>M WS BS S T W I A Ld Sv</b> 12 3+ 5+ 4 4 4 5 3 7 - 12 3+ 5+ 4 4 4 5 2 7 -	<b>Points: 198</b> <b>Composition:</b> <b>1 Champion</b> <b>3-9 Fiends</b>
<b>Wargear</b> <b>Champion:</b> Dissecting Claws <b>Daemonette:</b> Dissecting Claws	<b>Options</b> May add up to 7 more Fiends for +65 points each The entire unit may take one C	<b>Rules</b> <b>Champion:</b> Character Monstrous Infantry Daemonic Mark of Slaanesh Counterattack Deepstrike Fearless Very Bulky Disruptive Song – 12” Aura, target Psychic Mastery Level # model or unit suffers -2 To Cast. This Aura is Cast as a unit. <b>Daemonette:</b> Monstrous Infantry Daemonic Mark of Slaanesh Counterattack Deepstrike Fearless Very Bulky Disruptive Song – 12” Aura, target Psychic Mastery Level # model or unit suffers -2 To Cast. This Aura is Cast as a unit.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Slaanesh +6 points per model	

Selection	Name	Range	S	AP	Rules
M	Dissecting Claws	Melee	User	5+	Extra Attack 1, Rendng

<b>Flawless Blades</b> Champion Flawless Blade	<b>M WS BS S T W I A Ld Sv</b> 8 3+ 3+ 4 4 3 5 3 9 3+ 8 3+ 3+ 4 4 3 5 2 8 3+	<b>Points: 206</b> <b>Composition:</b> <b>1 Champion</b> <b>2-10 Flawless Blades</b>
<b>Wargear</b> <b>Champion:</b> Bolt Pistol Blissblade Frag Grenades Krak Grenades <b>Flawless Blade:</b> Bolt Pistol Blissblade Frag Grenades Krak Grenades	<b>Options</b> May add up to 7 more Flawless Blades for +67 points each The entire unit may take one C	<b>Rules</b> <b>Champion:</b> Character Monstrous Infantry Mark of Slaanesh Counterattack Fearless Shock Assault Very Bulky Daemonic Watchers –This unit gains A+1 and Accurate on their weapons when in Melee. If they have failed to engage an enemy unit in Melee by your next Command Phase, one model is removed from the game. <b>Flawless Blade:</b> Monstrous Infantry Mark of Slaanesh Counterattack Fearless Shock Assault Very Bulky Daemonic Watchers –This unit gains A+1 and Accurate on their weapons when in Melee. If they have failed to engage an enemy unit in Melee by your next Command Phase, one model is removed from the game.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Slaanesh +6 points per model	

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
M	Blissblade	Melee	+1	2+	None
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

<b>Noise Marines</b> Champion Marine	<b>M WS BS S T W I A Ld Sv</b> 6 3+ 3+ 4 4 2 5 2 9 3+ 6 3+ 3+ 4 4 2 5 1 8 3+	<b>Points: 182</b> <b>Composition:</b> <b>1 Champion</b> <b>5-19 Marines</b>
<b>Wargear</b> <b>Champion:</b> Doom Siren Chain Axe Frag Grenades Krak Grenades <b>Marine:</b> Sonic Blaster Bolt Pistol Frag Grenades Krak Grenades	<b>Options</b> May add up to 15 more Marines for +34 points each Champion may swap Chain Axe for P or M Up to three Marines may swap Sonic Blaster for S The entire unit may take one C	<b>Rules</b> <b>Champion:</b> Character Infantry Mark of Slaanesh <b>Counterattack</b> Fearless Shock Assault <b>Marine:</b> Infantry Mark of Slaanesh <b>Counterattack</b> Fearless Shock Assault
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Slaanesh +2 points per model	

Selection	Name	Range	S	AP	Rules
O	Doom Siren	Flame	5	3+	Assault 1
M	Chain Axe	Melee	+1	-	Rending
P +2 points	Bolt Pistol	12	4	5+	Pistol 1
P +8 points	Combi Flamer	Flame Or 24	4 Or 4	5+ Or 5+	Assault 1 Or Rapid Fire 1, Bolter
P +9 points	Plasma Pistol	12	7	2+	Pistol 1
P +13 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter
P +28 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter
M +3 points	Power Sword	Melee	+1	3+	None
M +4 points	Power Axe	Melee	+2	4+	None
M +10 points	Powerfist	Melee	X2	2+	Slow, Monsterbane
M +11 points	Daemonic Blade	Melee	+1	2+	Extra Attack d6, Daemonic Thirst
R	Sonic Blaster	24	4	-	Assault 2, Rending, Sonic
S +9 points	Doom Siren	Flame	5	3+	Assault 1

S +26 points	Blastmaster	36	8	3+	Heavy 1, 3" Blast, Sonic, Monsterbane, Pinning
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

<b>Sonic Dreadnoughts</b> Dreadnought	<b>M WS BS S FA SA RA W I A Ld Sv</b> 6 3+ 3+ 6 12 12 10 8 4 4 7 3+	<b>Points: 215</b> <b>Composition:</b> 1-3 Dreadnoughts
<b>Wargear</b> <b>Hellbrute:</b> 2 linked Blastmasters Havoc Launcher	<b>Options</b> May add up to 2 more Dreadnoughts for +215 points each The entire unit may take one C	<b>Rules</b> <b>Dreadnought:</b> Vehicle Combat Walker Daemonic Engine Mark of Slaanesh <b>Counterattack</b> Fearless Night Vision Shock Assault Steady <b>Dirge Caster – 12" Aura, target unit suffers Ld-2 and must take a Fear Test.</b>
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Slaanesh +6 points per model	

Selection	Name	Range	S	AP	Rules
H	2 Linked Blastmasters	36	8	3+	Heavy 1 x2, 3" Blast, Sonic, Monsterbane, Pinning, Hull, Primary
H	Havoc Launcher	48	5	5+	Heavy 1, 3" Blast, Hull

## Fast Attack 0-3 Slots

<b>Hellflayers of Slaanesh</b> Hellflayer	<b>M WS BS S T W I A Ld Sv</b> 12 3+ 3+ 4 6 6 5 3 7 -	<b>Points: 123</b> <b>Composition:</b> <b>1-3 Hellflayers</b>
<b>Wargear</b> <b>Hellflayer:</b> 2 Lashes of Torment Chariot Piercing Claws Chariot Claws	<b>Options</b> May add up to 2 more Hellflayers for +123 points each The entire unit may take one C	<b>Rules</b> <b>Hellflayer:</b> Monster Daemonic Mark of Slaanesh <b>Counterattack</b> Deepstrike Fearless Impact Hits – When this unit's Melee is nominated to fight, if it is considered to have Charged this phase it inflicts d3 Auto Hits per Hellflayer at S6 AP3+.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Slaanesh +6 points per model	

Selection	Name	Range	S	AP	Rules
P	Lashes of Torment	6	4	-	Pistol 3
M	Chariot Piercing Claws	Melee	User	5+	Auxiliary, Extra Attack 1, Rending
M	Chariot Claws	Melee	User	6+	Extra Attack 1, Rending

<b>Seekers of Slaanesh</b> Champion Seeker	<b>M WS BS S T W I A Ld Sv</b> 12 3+ 5+ 4 5 2 5 2 7 - 12 3+ 5+ 4 5 2 5 1 7 -	<b>Points: 153</b> <b>Composition:</b> <b>1 Champion</b> <b>4-9 Seekers</b>
<b>Wargear</b> <b>Champion:</b> Claws Piercing Claws <b>Seeker:</b> Claws Piercing Claws	<b>Options</b> May add up to 5 more Seekers for +30 points each The entire unit may take one C	<b>Rules</b> <b>Champion:</b> Character Infantry Steed Daemonic Mark of Slaanesh Counterattack Deepstrike Fearless Very Bulky Acute Senses – This unit may reroll the Scatter Dice for Deepstrike. <b>Seeker:</b> Infantry Steed Daemonic Mark of Slaanesh Counterattack Deepstrike Fearless Very Bulky Acute Senses – This unit may reroll the Scatter Dice for Deepstrike.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Slaanesh +2 points per model	

Selection	Name	Range	S	AP	Rules
M	Claws	Melee	User	6+	Extra Attack 1, Rending
M	Piercing Claws	Melee	User	5+	Auxiliary, Rending

## Heavy Support 0-3 Slots

<b>Exalted Seeker Chariot</b> Seeker Chariot	<b>M WS BS S T W I A Ld Sv</b> 10 3+ 3+ 4 7 12 5 4 7 -	<b>Points: 236</b> <b>Composition:</b> <b>1-3 Seeker Chariots</b>
<b>Wargear</b> <b>Seeker Chariot:</b> 2 Lashes of Torment Exalted Chariot Piercing Claws Exalted Chariot Claws	<b>Options</b> May add up to 2 more Seeker Chariots for +236 points each The entire unit may take one C	<b>Rules</b> <b>Seeker Chariot:</b> Monster Daemonic Mark of Slaanesh <b>Counterattack</b> Deepstrike Fearless <b>Exalted Impact Hits – When this unit’s Melee is nominated to fight, if it is considered to have Charged this phase it inflicts 2d3 Auto Hits per Hellflayer at S6 AP3+.</b>
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Slaanesh +6 points per model	

Selection	Name	Range	S	AP	Rules
P	Lashes of Torment	6	4	-	Pistol 3
M	Exalted Chariot Piercing Claws	Melee	User	5+	Auxiliary, Extra Attack 3, Rending
M	Chariot Claws	Melee	User	6+	Extra Attack 4, Rending

## Lord of War 0-1 Slots

<b>Keepers of Secrets</b> Keeper of Secrets	<b>M WS BS S T W I A Ld Sv</b> 12 2+ 2+ 6 7 16 9 5 10 -	<b>Points: 395</b> <b>Composition:</b> <b>1-3 Keepers of Secrets</b>
<b>Wargear</b> <b>Keeper of Secrets:</b> Whitstealer Sword Snapping Claws	<b>Options</b> May take up to 2 more Keepers of Secrets for +395 points each Any model may take one S Any model may take one Spell for each Psychic Mastery Level The entire unit may take one C	<b>Rules</b> <b>Keeper of Secrets:</b> Monster Daemoniac Mark of Slaanesh <b>Counterattack</b> Deepstrike Fearless Psychic Mastery Level 3 <b>Delicate Precision – This model may reroll 1s To Wound.</b> Shining Aegis – This model has a 5+ Feel No Pain. <b>Whitstealer Sword – 6” Aura, target unit suffers -1 To Hit this model.</b>
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> C Pure Blessing of Slaanesh +13 points per model	

Selection	Name	Range	S	AP	Rules
M	Whitstealer Sword	Melee	+2	2+	None
M	Snapping Claws	Melee	User	2+	Auxiliary, Extra Attack 1
S +5 points	Ritual Knife	Melee	User	4+	Auxiliary, Extra Attack 2
S +46 points	Living Whip	6	6	3+	Pistol 6

<b>Zarakynel</b> Zarakynel	<b>M WS BS S T W I A Ld Sv</b> 12 2+ 2+ 7 7 24 <b>11 6</b> 10 -	<b>Points: 822</b> <b>Composition:</b> <b>1 Zarakynel</b>
<b>Wargear</b> <b>Zarakynel:</b> Deathly Rapture The Souleater Sword	<b>Options</b> May take one Spell for each Psychic Mastery Level	<b>Rules</b> <b>Zarakynel:</b> Monster Daemonic Unique Mark of Slaanesh Pure Blessing of Slaanesh <b>Counterattack</b> Deepstrike Fearless <b>Fleet</b> Psychic Mastery Level 3 <b>Dance of Serpents - 12 " Aura,</b> <b>target unit suffers -1 To Hit this</b> <b>model.</b>
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> <b>Souleater</b>	This model Heals 1 Wound for each model it kills. It can Heal more than 1 Wound per turn in exception to the normal Healing rules but cannot exceed its starting Wound count.

Selection	Name	Range	S	AP	Rules
P	Deathly Rapture	36	6	3+	Assault 1, 5" Blast, Pinning
M	The Souleater Sword	Melee	User	2+	<b>Souleater</b>
S +5 points	Ritual Knife	Melee	User	4+	Auxiliary, Extra Attack 2
S +46 points	Living Whip	6	6	3+	Pistol 6