



# HEDONITES OF SLAANESH: DAEMONS

Quicksilver fast, the Daemons of Slaanesh are driven to a manic state of ecstasy by the myriad sensations only battle can provide. Each is a shard of the Dark Prince devoted to spreading his creed throughout the realms. The feeling of flesh parting under the caress of their razor-sharp claws is a rapturous wonder to these creatures, and where they tread, the battlefield is filled with wicked laughter as the daemons are energised by the arterial spray of hot blood.

## DAEMONS OF SLAANESH FIGHTER ABILITIES

	<b>[Reaction] Shared Pain:</b> A fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. For each hit roll from that attack action that hits, allocate 1 damage point to the attacking fighter. For each critical hit, allocate 2 damage points to the attacking fighter instead.
	<b>[Double] Lithe and Swift:</b> Add 3 to this fighter's Move characteristic for their next move action in this activation.
	<b>[Double] Sadistic Killers:</b> Until the end of this fighter's activation, add 1 to the damage points allocated to enemy fighters by each hit and critical hit from melee attack actions made by this fighter.
	<b>[Double] Crushing Grip:</b> Pick a visible enemy fighter within 1" of this fighter and roll a dice. On a roll of 2+, until the end of the battle round, that fighter cannot make move actions or disengage actions.
	<b>[Triple] Impaling Strike:</b> Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	<b>[Triple] Deadly Venom:</b> Add half the value of this ability (rounding up) to the damage points allocated to enemy fighters by each hit and critical hit from the next melee attack action made by this fighter in this activation.

## DAEMONS OF SLAANESH HERO ABILITIES

	<b>[Double] Discordant Disruption:</b> Until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by enemy fighters while they are within 6" of this fighter.
	<b>[Triple] Locus of Excruciation:</b> Until the end of the battle round, add 1 to the Strength characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.
	<b>[Quad] Mirror of Absorption:</b> Pick a visible enemy fighter within 9" of this fighter. That fighter cannot activate or make reactions in this battle round.



*Infernal Enraptureess*

## DAEMONS OF SLAANESH SOULFEASTERS

**THE CONTORTED EPITOME** 220

3/7	2	3	3/6		
1	6	3	2/4		

10 3 25

**HELLREAPER WITH CLAW-SPEAR** 180

2	4	3	1/4		
10	4	25			

**INFERNAL ENRAPTURESS** 165

3-15	4	3	1/4		
1	3	3	2/4		

4 3 22

**DAEMONETTE** 75

1	4	3	1/4		
5	3	10			

**VICELEADER** 145

3/7	2	3	3/6		
1	5	3	2/4		

5 3 20

**FIEND** 160

1	4	3	2/4		
8	3	25			

**ALLURER** 125

1	5	3	2/4		
5	3	15			

**SEEKER OF SLAANESH** 145

1	5	3	1/4		
10	3	20			

**BLISSBRINGER** 205

1	5	3	2/4		
8	3	30			

**HELLSTRIDER WITH CLAW-SPEAR** 135

2	3	3	1/4		
10	4	20			

**HEARTSEEKER** 195

1	5	3	2/4		
10	3	25			

**HELLSTRIDER WITH HELLSOURCE** 135

3	4	3	1/3		
10	4	20			





# HEDONITES OF SLAANESH: SYBARITES

Those mortals dedicated to Slaanesh are amongst the most unnerving servants of all the Dark Gods. In their pursuit of sensation, these scions of torment gleefully commit the most terrible acts imaginable. Yet this contentment withers away as swiftly as it comes, and so the Sybarites must ply their agonising talents far and wide.

SLAANESH SYBARITES FIGHTER ABILITIES	
	<b>[Reaction] Shared Pain:</b> A fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. For each hit roll from that attack action that hits, allocate 1 damage point to the attacking fighter. For each critical hit, allocate 2 damage points to the attacking fighter instead.
	<b>[Double] Unrivalled Velocity:</b> Add 3 to this fighter's Move characteristic for their next move action in this activation.
	<b>[Double] Dance of the Wailing Blade:</b> Until the end of this fighter's activation, add 1 to the damage points allocated to enemy fighters by each hit and critical hit from melee attack actions made by this fighter.
	<b>[Double] Slaves to Impulse:</b> A fighter can only use this ability if there is a visible enemy fighter within 6" of them. This fighter makes a bonus move action and must finish closer to the closest visible enemy fighter than they were at the start of that move action.
	<b>[Triple] Impaling Strike:</b> Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	<b>[Triple] Volley of Tearing Blades:</b> Add 2 to the Attacks characteristic of the next missile attack action made by this fighter in this activation. In addition, add 1 to the Strength characteristic of that action while this fighter is within 3" of a friendly fighter with the <b>Hedonites of Slaanesh: Sybarites</b> (☠) faction runemark and the <b>Priest</b> (☞) runemark.
	<b>[Quad] Ego-driven Excess:</b> This fighter can make a bonus move action or a bonus attack action. In addition, each time a fighter is taken down by an attack action made by this fighter this activation, this fighter can make a further bonus move action or bonus attack action.

SLAANESH SYBARITES HERO ABILITIES	
	<b>[Double] Violence and Excess:</b> A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action or a bonus attack action.
	<b>[Triple] Tendrils of Unnatural Smoke:</b> Until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by enemy fighters while they are within 6" of this fighter.
	<b>[Quad] Paragon of Depravity:</b> Until the end of the battle round, add the value of this ability to the Strength characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.



*Slaangor Slake-Horn*

# SLAANESH SYBARITES DARK REVELLERS

SHARDSPEAKER

							120
3/7	2	3	3/6				
							18
2	3	3	1/4				

4 3 18

BLISSBARB SEEKER  
HIGH TEMPTER

							190
3/15	3	3	1/4				
							25
1	4	3	1/3				

10 3 25

LORD OF PAIN

							220
2	4	5	3/5				
							25
4	4	4					

4 4 25

MYRMIDESH  
PAINMASTER

							155
1	4	4	2/4				
							20
4	5	4					

4 5 20

HELLREAVER WITH  
CLAW-SPEAR

							180
2	4	3	1/4				
							25
10	4	4					

10 4 25

SYMBARESH  
EGOPOMP

							170
2	4	5	2/4				
							20
4	4	4					

4 4 20

BLISSBARB ARCHER  
HIGH TEMPTER

							130
3/15	3	3	1/4				
							12
1	3	3	1/3				

5 3 12

SLAANGOR  
SLAKE-HORN

							225
2	4	4	3/5				
							25
6	4	4					

6 4 25

SLICKBLADE  
HUNTER-SEEKER

							205
2	4	4	2/4				
							25
10	3	4					

10 3 25



Lord of Pain



HELLSTRIDER WITH CLAW-SPEAR

	2	3	3	1/4		

10 | 4 | 20

BLISSBARB ARCHER

	3-15	2	3	1/3		

5 | 3 | 8

HELLSTRIDER WITH HELLSOURCE

	3	4	3	1/3		

10 | 4 | 20

BLISSBREW HOMONCULUS

	1	3	3	1/3		

5 | 3 | 8

SLICKBLADE SEEKER

	2	3	4	2/4		

10 | 3 | 20

BLISSBARB SEEKER

	3-15	2	3	1/3		

10 | 3 | 20



Hellstriders of Slaanesh dart through a maze of shattered ruins on the outskirts of the Gnarlwood, seeking to outflank resolute warriors of the Iron Golem.



**SLAANGOR FIENDBLOOD** 175

	2	4	4	2/5	

6 4 20

**SYMBARESH TWINSOUL WITH EXCRUCIATOR LASH** 110

	3	4	3	2/4	

4 4 15

**MYRMIDESH PAINBRINGER** 105

	1	4	3	2/4	

4 5 15

**SYMBARESH TWINSOUL WITH SINFUL CLEAVER** 120

	2	3	5	2/4	

4 4 15

**SYMBARESH TWINSOUL WITH MERCILESS BLADES** 115

	1	4	4	2/4	

4 4 15



*Myrmidesh Painbringer*



*Blissbarb Archer*




*Symbaresh Twinsoul with Excruciator Lash*



# SKAVEN

The diabolical schemes of the skaven are a blight on the Mortal Realms. These devious ratmen are utterly convinced of their superiority over all sentient beings. Through the use of deadly contagions, arcane technology, hideous monsters and sheer weight of numbers, they may yet achieve their grand plans of ultimate domination.

SKAVEN FIGHTER ABILITIES		SKAVEN HERO ABILITIES	
	[Reaction] <b>Musk of Fear:</b> A fighter can make this reaction after an enemy fighter finishes a move action visible to this fighter and within 3" of this fighter. Pick another friendly fighter with the Skaven (  ) faction runemark within 3" of this fighter. That fighter makes a bonus move action or a bonus disengage action, and must end that action more than 3" away from the enemy fighter that made the move action.	  	[Double] <b>Consume Warpstone Token:</b> Roll a number of dice equal to the value of this ability. For each roll of 1, allocate 1 damage point to this fighter. For each roll of 4+, add 1 to the damage points allocated to enemy fighters by each hit or critical hit from the next missile attack action made by this fighter in this activation.
 	[Double] <b>Scurry Away:</b> A fighter can only use this ability if they are within 3" of an enemy fighter. Roll a dice. On a roll of 2+, this fighter makes a bonus disengage action.	  	[Double] <b>Warp Lightning:</b> Pick a number of enemy fighters up to the value of this ability. The first fighter picked must be within 6" of, and visible to, this fighter and each subsequent fighter picked must be within 3" of, and visible to, a fighter that has already been picked. The same fighter cannot be picked more than once. Allocate 1 damage point to each fighter picked.
 	[Double] <b>Crack the Whip:</b> Pick a visible friendly fighter with the <b>Beast</b> (  ) runemark within 4" of this fighter. That fighter makes a bonus melee attack action.	  	[Double] <b>Flesh-mend:</b> Pick a visible friendly fighter with the <b>Beast</b> (  ) runemark within 4" of this fighter. Remove a number of damage points allocated to that fighter up to half the value of this ability (rounding up).
 	[Double] <b>Hired Bodyguard:</b> Until the end of the battle round, friendly fighters with the <b>Hero</b> (  ) runemark cannot be targeted while they are within 1" of this fighter.	  	[Triple] <b>Running Death:</b> This fighter makes a bonus move action or bonus disengage action. In addition, until the end of this fighter's activation, add 1 to the damage points allocated to enemy fighters by each critical hit from attack actions made by this fighter.
 	[Triple] <b>Crushing Charge:</b> Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.	 	[Triple] <b>Lead from the Back:</b> Until the end of the battle round, add half the value of this ability (rounding up) to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.
 	[Triple] <b>Poisonous Fumes:</b> Roll a dice for each visible enemy fighter within 3" of this fighter. On a roll of 3+, allocate a number of damage points equal to half the value of this ability (rounding up) to that fighter.	  	[Triple] <b>Recite from the Book of Woes:</b> Until the end of the battle round, enemy fighters cannot use abilities while they are within 3" of this fighter.
 	[Quad] <b>Expend Warpstone Spark Canister:</b> This fighter makes a bonus attack action. In addition, add half the value of this ability (rounding up) to the damage points allocated to enemy fighters by each hit and critical hit from that attack action.		

# SKAVEN SCURRYPACKS

**GREY SEER**  **140**

					
3/7	2	3	3/6		
					
2	3	3	1/4		

 **6** **3** **18**

**CLAWLORD**  **175**

					
1	4	4	2/5		
					

 **6** **4** **18**

**ARCH-WARLOCK**  **170**

					
2	3	5	2/4		
					

 **6** **4** **18**

**CLAWLEADER**  **125**

					
1	4	3	2/4		
					

 **6** **4** **12**

**WARLOCK ENGINEER**  **130**

					
8	2	3	1/4		
					
1	3	3	2/4		

 **6** **3** **18**

**FANGLEADER**  **150**


					
1	4	4	2/4		
					













 **6** **4** **15**


**WARLOCK BOMBARDIER**  **170**

					
6-15	2	4	2/4		
					
1	2	3	1/3		

 **6** **3** **18**

**MASTER MOULDER**  **125**

					
3	3	3	1/3		
					
1	3	3	2/4		

 **6** **3** **18**

**PLAGUE PRIEST**  **150**

					
2	4	3	2/4		
					

 **6** **4** **18**

**DEATHMASTER**  **185**

					
8	3	3	1/4		
					
1	5	4	2/4		

 **7** **3** **18**

**BRINGER OF THE WORD**  **130**

					
1	4	3	2/4		
					

 **6** **4** **12**

**NIGHTLEADER**  **125**

					
8	3	3	1/3		
					
1	4	3	2/4		

 **6** **3** **12**





STORMFIEND WITH GRINDERFISTS

							270
	1	4	5	4/8			
5	5	5	5	35			

SKRYRE ACOLYTE

							80
	3-5	1	4	3/6			
	1	2	3	1/2			
6	3	3	8				

STORMFIEND WITH DOOMFLAYER GAUNTLETS

							270
	1	5	4	4/8			
5	5	5	35				

WARPLOCK JEZZAIL

							150
	6-20	1	4	4/10			
	1	2	3	1/2			
6	3	3	12				

STORMFIEND WITH SHOCK GAUNTLETS

							270
	1	4	4	4/10			
5	5	5	35				

PLAGUE MONK WITH PAIR OF FOETID BLADES

							80
	1	4	3	1/4			
6	3	3	8				

STORMFIEND WITH RATTLING CANNONS

							245
	3-10	4	4	2/4			
	1	3	4	4/8			
5	5	5	35				

PLAGUE MONK WITH FOETID BLADE AND WOE-STAVE

							80
	2	3	3	1/5			
6	3	3	8				

STORMFIEND WITH WINDLAUNCHERS

							240
	3-20	2	4	2/4			
	1	3	4	4/8			
5	5	5	35				

PLAGUE CENSER BEARER

							105
	2	3	4	2/4			
6	3	3	8				

STORMFIEND WITH WARPIRE PROJECTORS

							240
	3-8	2	5	3/6			
	1	3	4	4/8			
5	5	5	35				

CLANRAT WITH RUSTY SPEAR

							70
	2	2	3	1/4			
6	4	4	8				

CLANRAT WITH RUSTY BLADE

1	3	3	3	1/3	

70

6 4 8

GIANT RAT

1	3	3	3	1/3	

70

8 2 4

STORMVERMIN WITH RUSTY HALBERD

2	3	3	3	2/4	

95

6 4 10

NIGHT RUNNER

8	2	3	3	1/2	

75

1	3	3	3	1/3	

6 3 8

STORMVERMIN WITH RUSTY HALBERD AND CLANSHIELD

2	2	3	3	2/4	

80

6 5 10

GUTTER RUNNER

8	2	3	3	1/3	

90

1	4	3	3	1/4	

6 3 10

PACKMASTER

3	3	3	3	1/2	

70

1	3	3	3	1/3	

6 3 8

WARPFIRE THROWER

8	3	4	4	1/4	

110

6 3 12

RAT OGOR

1	4	4	4	4/8	

225

5 4 28

WARP-GRINDER

1	4	5	5	2/5	

150

6 3 12

RAT OGOR WITH WARPFIRE GUN

3-15	2	5	5	3/6	

225

1	3	4	4	4/8	

5 4 28

DOOM-FLAYER

1	5	5	5	2/4	

190

7 4 18





# SLAVES TO DARKNESS

The conquering tribes of the Slaves to Darkness can be found across the length and breadth of the Mortal Realms, bringing corruption and ruin to the lands of their enemies. These merciless mortals tread the Path to Glory, a road paved with corpses that will end in either ascension to daemonhood or a hideous, tortuous demise.

SLAVES TO DARKNESS FIGHTER ABILITIES		SLAVES TO DARKNESS HERO ABILITIES	
	<b>[Reaction] Boon of Fortitude:</b> A fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. Remove 3 damage points allocated to this fighter.		<b>[Double] Daemonic Power:</b> Pick a visible friendly fighter within 8" of this fighter. Until the end of the battle round, add 1 to the Strength and Attacks characteristics of the next melee attack action made by that fighter.
	<b>[Double] Imbued with Dark Power:</b> Until the end of this fighter's activation, add the value of this ability to the Strength characteristic of melee attack actions made by this fighter.		<b>[Double] Relentless Killers:</b> Add half the value of this ability (rounding up) to the Attacks characteristic of the next melee attack action made by this fighter in this activation.
	<b>[Double] Throw Javelin:</b> Pick a visible enemy fighter within 6" of this fighter and roll a dice. On a roll of 3-4, allocate 1 damage point to that fighter. On a roll of 5+, allocate a number of damage points to that fighter equal to the value of this ability.		<b>[Triple] Spurred by the Gods:</b> Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by friendly fighters while they are within 3" of this fighter.
	<b>[Double] Shield Ram:</b> Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter and roll a dice. On a roll of 2-5, allocate 2 damage points to that fighter. On a roll of 6, allocate a number of damage points to that fighter equal to the value of this ability.		<b>[Triple] Knights of Chaos:</b> Until the end of the battle round, add 2 to the Move characteristic of friendly fighters with the <b>Mount</b> (M) runemark and a Toughness characteristic of 5 or more.
	<b>[Triple] Trampling Hooves:</b> Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.		<b>[Triple] Champion of Darkness:</b> A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action. Then, they can make a bonus attack action.
	<b>[Quad] Lead the Slaughter:</b> A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 3 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.		<b>[Quad] Deathblow:</b> Add the value of this ability to the damage points allocated to enemy fighters by each hit and critical hit from the next melee attack action made by this fighter in this activation.

## SLAVES TO DARKNESS SWORDBANDS

DARKOATH  
CHIEFTAIN

	1	4	4	2/5						155
										4 4 20

CHAOS LORD ON  
KARKADRAK

	2	5	5	3/5						375
										8 6 38

DARKOATH  
WARQUEEN

	1	5	4	2/4						175
										4 5 20

EXALTED HERO OF  
CHAOS

	1	4	4	2/5						185
										4 5 25

CHAOS SORCERER  
LORD

	3/7	2	3	3/6						150
										4 4 22

CHAOS LORD

	2	4	5	2/5						210
										4 5 25

CHAOS LORD ON  
DAEMONIC MOUNT

	1	5	4	2/4						285
										10 5 32



*Chaos Lord on Karkadrak*



**CHAOS WARRIOR WITH CHAOS HAND WEAPON AND CHAOS RUNESHIELD**

1	3	4	2/4	

110

4 6 15

**CHAOS MARAUDER WITH BARBARIAN AXE AND DARKWOOD SHIELD**

1	2	3	1/3	

65

4 4 10

**CHAOS WARRIOR WITH PAIR OF CHAOS HAND WEAPONS**

1	4	4	2/4	

120

4 5 15

**CHAOS MARAUDER HORSEMAN WITH MARAUDER FLAIL**

3	4	3	1/3	

130

10 3 18

**CHAOS WARRIOR WITH CHAOS HALBERD AND CHAOS RUNESHIELD**

2	2	4	2/5	

105

4 6 15

**CHAOS MARAUDER HORSEMAN WITH BARBARIAN AXE AND DARKWOOD SHIELD**

1	3	3	1/3	

125

10 4 18

**CHAOS WARRIOR WITH CHAOS GREATBLADE**

1	3	5	2/4	

115

4 5 15

**CHAOS MARAUDER HORSEMAN WITH MARAUDER JAVELIN AND DARKWOOD SHIELD**

2	3	3	1/4	

140

10 4 18

**CHAOS CHOSEN**

1	3	5	2/4	

145

4 5 20

**CHAOS KNIGHT WITH CURSED LANCE AND CHAOS RUNESHIELD**

2	3	4	2/5	

195

10 6 22

**CHAOS MARAUDER WITH BARBARIAN FLAIL**

3	3	3	1/3	

60

4 3 10

**CHAOS KNIGHT WITH ENSORCELLED WEAPON AND CHAOS RUNESHIELD**

1	4	4	2/4	

205

10 6 22

