

The cover art features a central figure, a Slaaneshi Hedonite, with pale skin and a muscular physique. He wears a purple and gold outfit with a large, ornate helmet. He is holding a golden disc in his right hand and has his left arm raised. The background is a dramatic, purple and pink sky with a bright light source. The overall style is highly detailed and fantastical.

# WARHAMMER

## AGE OF SIGMAR

FACTION PACK

# HEDONITES OF SLAANESH

# BATTLE TRAITS

Hedonites of Slaanesh armies can use the following abilities:

## ☉ Start of Battle Round

**AN EXCESS OF DEPRAVITY:** *Wherever the Hedonites of Slaanesh roam, reality is unmade. Those who stand against them are assailed by titillating phantasms and mind-bending illusions until they become slaves to their own base urges.*

**Declare:** Pick up to 3 friendly **HEDONITES OF SLAANESH** units to be the targets.

**Effect:** The targets have the **EUPHORIC** keyword for the rest of the battle round.

In addition, for each friendly unit you pick, give your opponent 1 **temptation dice**. Your opponent can use 1 **temptation dice** to replace 1 wound roll, 1 save roll, 1 ward roll or 1 run roll for a unit in their army with a 6, or they can use 2 **temptation dice** to replace 2 of the dice in a charge roll for a unit in their army with two 6s.

Each time your opponent uses a **temptation dice**, they must roll it. On a 1-2, inflict D3 mortal damage on the unit for which the roll was replaced immediately after the ability used by that unit has been resolved.

At the end of the battle round, any **temptation dice** that have not been used are lost.

## ☉ Passive

**EUPHORIC KILLERS:** *The followers of Slaanesh revel in slaughter, the thrill of battle sending them into an electrified frenzy as they mutilate their foe.*

**Effect:** While a friendly unit has the **EUPHORIC** keyword:

- That unit's weapons have **Crit (2 Hits)**.
- That unit can use a **RUN** ability and still use **SHOOT** and/or **CHARGE** abilities later in the turn.

# BATTLE FORMATIONS

You can pick 1 of the following battle formations for a Hedonites of Slaanesh army. Each battle formation grants a different ability you can use in the battle.

## DEPRAVED CARNIVAL

### Passive

**THE ECSTATIC THRONGS:** *To the massed supplicants of Slaanesh, any form of sensation – even the most agonising – is to be embraced as a sacrament to their loathsome god.*

**Effect:** Add 1 to hit rolls for friendly **SYBARITE INFANTRY** units while they are damaged or if they had any models slain in the same turn.

## SEEKER CAVALCADE

### Passive

**RECKLESS HASTE:** *Whether seeking their lost god or simply chasing new heights of speed, the mounted hosts of Slaanesh make war at a breakneck pace.*

**Effect:** Friendly **HEDONITES OF SLAANESH CAVALRY** units can use a **RETREAT** ability and still use **CHARGE** abilities later in the turn. In addition, no mortal damage is inflicted on **HEDONITES OF SLAANESH CAVALRY** units by **RETREAT** abilities.

## EPICUREAN REVELLERS

### Passive

**EXQUISITE PALATE:** *The Mortal Realms are vistas of depraved fascination to Slaanesh's daemons, who will resist banishment with all their might.*

**Effect:** Each time a friendly non-**HERO HEDONITES OF SLAANESH DAEMON** uses the 'Rally' command, you can make 3 additional rally rolls of D6.

## SUPREME SYBARITES

### Passive

**GODLY AMBITIONS:** *There are many who would now seek to supplant imprisoned Slaanesh, and their force of personality fills their worshippers with reverent mania.*

**Effect:** Add 3 to the control scores of friendly non-**HERO HEDONITES OF SLAANESH** units while they are within the combat ranges of any friendly **HEDONITES OF SLAANESH HEROES**.

# HEROIC TRAITS

FIGUREHEADS OF THE DARK PRINCE (HERO only)

## Passive

**GLORY HOG:** *This hero wants nothing more than to revel in the defeat of their enemies.*

**Effect:** If an enemy **HERO** is destroyed by this unit, this unit has the **EUPHORIC** keyword for the rest of the battle.

## Passive

**STRONGEST ALONE:** *This hero fights most fiercely on their own, lest their followers sully their greatness with their lesser presence.*

**Effect:** Add 1 to hit rolls and wound rolls for this unit's attacks while it is more than 6" from all other friendly units.

## Passive

**INTO THE FRAY:** *The first blow struck is the sweetest, and this warlord makes sure they slake their desire for violence with force and skill.*

**Effect:** If this unit charged this turn and the unmodified charge roll was 8+, this unit has **STRIKE-FIRST** for the rest of the turn.

# ARTEFACTS OF POWER

COVETED TREASURES (HERO only)

## Once Per Battle, Any Combat Phase

### **ICON OF INFINITE EXCESS:**

*Slaanesh's most opulent standard drives both followers and enemies of the Dark Prince into orgiastic fits of violence.*

**Declare:** Pick a non-**HERO HEDONITES OF SLAANESH** unit wholly within 12" of this unit to be the target.

**Effect:** Add 1 to the Attacks characteristic of the target's melee weapons for the rest of the turn.

## Once Per Battle, Any Combat Phase

**THRENODY VOICEBOX:** *When swallowed and held in the gullet, this tiny music box allows the bearer to let fly a mournful melody that can lull enemies into a stupor.*

**Effect:** For the rest of the turn, subtract 1 from the Attacks characteristic of melee weapons used by enemy units while they are in combat with this unit.

## End of Any Turn

**PENDANT OF SLAANESH:** *This pendant burrows deep into the owner's chest and nestles next to their heart, invigorating them whenever they feel pain.*

**Effect:** If any damage points were allocated to this unit this turn, **Heal (3)** this unit.



# SPELL LORE

## LORE OF EXTRAVAGANCE

### ✂ Your Hero Phase

6

**SADISTIC SPITE:** *The caster bombards their allies with visions of their most visceral and bloody desires until they can no longer tell what is real and what is fantasy.*

**Declare:** Pick a friendly **HEDONITES OF SLAANESH WIZARD** to cast this spell, pick a visible friendly **EUPHORIC** unit to be the target, then make a casting roll of 2D6.

**Effect:** The target's melee weapons have **Crit (Mortal)** instead of **Crit (2 Hits)** for the rest of the battle round.

KEYWORDS

SPELL, UNLIMITED

### ✂ Your Hero Phase

7

#### OVERWHELMING

**ACQUIESCENCE:** *The wizard engulfs the foe in an arcane haze of dreams and unattainable desires.*

**Declare:** Pick a friendly **HEDONITES OF SLAANESH WIZARD** to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

**Effect:** Add 1 to wound rolls for attacks that target that enemy unit until the start of your next turn.

KEYWORDS

SPELL

### ➤ Your Hero Phase

5

**PHANTASMAGORIA:** *The sorcerer summons illusory creatures that flit across the battlefield, bewildering the enemy and enabling their allies to retreat.*

**Declare:** Pick a friendly **HEDONITES OF SLAANESH WIZARD** to cast this spell, pick a visible enemy unit within 12" of them to be the target, then make a casting roll of 2D6.

**Effect:** Until the start of your next turn, each time the target is picked to use a **FIGHT** ability, before reactions are used, you can pick a friendly unit in combat with the target. That friendly unit can move 2D3". It can pass through the combat ranges of enemy units and can end that move in combat.

KEYWORDS

SPELL

# MANIFESTATION LORE

## MANIFESTATIONS OF DEPRAVITY

### ⚙️ Your Hero Phase

6

#### SUMMON MESMERISING

**MIRROR:** *Smashing a small glass mirror to the ground, the wizard uses magical energy to cause it to reform and grow in size.*

**Declare:** If there is not a friendly **Mesmerising Mirror** on the battlefield, pick a friendly **HEDONITES OF SLAANESH WIZARD** to cast this spell, then make a casting roll of 2D6.

**Effect:** Set up a **Mesmerising Mirror** wholly within 12" of the caster and visible to them.

KEYWORDS

SPELL, SUMMON

### ⚙️ Your Hero Phase

7

#### SUMMON DREADFUL VISAGE:

*Inhaling draughts of hallucinogenic incense, the caster externalises their most unnatural desires in the form of a screaming daemonic visage.*

**Declare:** If there is not a friendly **Dreadful Visage** on the battlefield, pick a friendly **HEDONITES OF SLAANESH WIZARD** to cast this spell, then make a casting roll of 2D6.

**Effect:** Set up a **Dreadful Visage** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS

SPELL, SUMMON

### ⚙️ Your Hero Phase

6

#### SUMMON WHEELS OF

**EXCRUCIATION:** *Throwing a small multi-bladed knife into the air and channelling magical energy into it, the caster summons forth a storm of swiftly moving razor-sharp blades.*

**Declare:** If there is not a friendly **Wheels of Excruciation** endless spell on the battlefield, pick a friendly **HEDONITES OF SLAANESH WIZARD** to cast this spell, then make a casting roll of 2D6.

**Effect:** Set up a **Wheels of Excruciation** endless spell wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS

SPELL, SUMMON



• HEDONITES OF SLAANESH WARSCROLL •  
**SHALAXI HELBANE**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Soulpiercer	6	2+	3+	2	3	Anti-HERO (+1 Rend)
Impaling Claws	2	3+	3+	2	4	-

**Passive**

**BATTLE DAMAGED**

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Soulpiercer** is 4.

**Passive**

**SUPERNATURAL GRACE:** *Whether they turn blows aside or simply dodge out of harm's way, it is extremely difficult to pin down a Keeper of Secrets.*

**Effect:** Subtract 1 from hit rolls for combat attacks that target this unit.

**Your Hero Phase**

**REFINE SENSES:** *The sorcerer channels magical power into their senses so that nothing can be hidden from them and none can escape their wrath.*

**Declare:** Make a casting roll of 2D6.

**Effect:** For the rest of the turn:

- Add 1 to wound rolls for this unit's attacks that target enemy **HEROES**.
- Add 1 to save rolls for attacks made by enemy **HEROES** that target this unit.

**KEYWORDS** SPELL

**Once Per Turn (Army), Reaction:**  
 Opponent declared a **CHARGE** ability for a **HERO** within 9" of this unit

**PARAMOUNT HUNTER:** *Shalaxi will permit none save themselves the honour of striking down their chosen quarry.*

**Effect:** If this unit is not in combat, it can immediately move 2D6". It can pass through the combat ranges of enemy units but it must end that move within ½" of that **HERO**. If it does so, this unit has charged, and that **HERO**'s **CHARGE** ability has no effect.

**KEYWORDS** CORE, MOVE, CHARGE, RAMPAGE

**Once Per Battle, Your Combat Phase**

**EXCESS OF VIOLENCE:** *With the subtlest of gestures, Shalaxi Helbane can rouse their followers to attack with redoubled aggression.*

**Declare:** Pick a friendly non-**HERO HEDONITES OF SLAANESH** unit wholly within 12" of this unit to be the target.

**Effect:** The target can use 2 **FIGHT** abilities this turn. After the first is used, however, the target has **STRIKE-LAST** for the rest of the turn.

**KEYWORDS**

WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (2), WARD (5+)

CHAOS, HEDONITES OF SLAANESH, DAEMON



• HEDONITES OF SLAANESH WARSCROLL •  
**KEEPER OF SECRETS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
☠ Elegant Greatblade	6	2+	3+	2	2	-
Impaling Claws	2	3+	3+	2	4	-

☠ **Passive**

**BATTLE DAMAGED**

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Elegant Greatblade** is 4.

U **Passive**

**SUPERNATURAL GRACE:** *Whether they turn blows aside or simply dodge out of harm's way, it is extremely difficult to pin down a Keeper of Secrets.*

**Effect:** Subtract 1 from hit rolls for combat attacks that target this unit.

🚩 **Your Hero Phase**

**LOCUS OF SLAANESH:** *With violence and excess, the walls of reality can be made thin enough to draw forth reinforcements of Slaaneshi daemons.*

**Declare:** Pick a friendly **HEDONITES OF SLAANESH DAEMON** unit that started the battle with 3 or more models and has been destroyed to be the target.

**Effect:** Roll a dice. On a 4+, set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 12" of this unit and more than 9" from all enemy units.

✂ **Once Per Turn (Army), Any Combat Phase**

**DARK TEMPTATIONS:** *Few can resist the wiles of a Keeper of Secrets.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Pick 1 of the following effects:

- Add 1 to hit rolls for the target's attacks for the rest of the turn.
- Add 1 to save rolls for the target for the rest of the turn.
- If the target is damaged, **Heal (D3)** the target.

Then, add 1 to the Damage characteristic of this unit's **Elegant Greatblade** for attacks that target that enemy unit for the rest of the turn.

**KEYWORDS** RAMPAGE

✂ **Your Hero Phase**

6

**CACOPHONIC CHOIR:** *The wizard unleashes a sanity-shattering chorus of magical sound.*

**Declare:** Pick up to 3 visible enemy units within 6" of this unit to be the targets, then make a casting roll of 2D6.

**Effect:** Roll a dice for each target. If the roll exceeds the target's Control characteristic, inflict D3 mortal damage on it.

**KEYWORDS** SPELL

**KEYWORDS**

HERO, MONSTER, WIZARD (2), WARD (5+)

CHAOS, HEDONITES OF SLAANESH, DAEMON





## • HEDONITES OF SLAANESH WARSCROLL •

# SYNESSA

THE VOICE OF SLAANESH

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Staff of Slaanesh	18"	3	3+	3+	1	D3	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Unraveller's Talons		5	3+	3+	2	2	-

### U Once Per Turn (Army), Any Combat Phase

**ENTHRALLING SPLENDOUR:** *A mere glance at Synessa's magnificence leaves those nearby captivated.*

**Declare:** Pick an enemy unit that charged this turn and is in combat with this unit to be the target.

**Effect:** Roll a dice. On a 3+, subtract 1 from wound rolls for the target's attacks for the rest of the turn.

**KEYWORDS** RAMPAGE

### ● End of Any Turn

**VOICE OF SLAANESH:** *Possessing all the Dark Prince's skill in intoxicating oratory, Synessa can reduce an enemy warrior to a paranoid wreck or lift an ally to a state of rapturous obedience.*

**Declare:** Pick a visible unit within 18" of this unit to be the target.

**Effect:** If the target is a friendly unit, add 5 to the target's control score for the rest of the turn. If the target is an enemy unit, subtract 5 from the target's control score for the rest of the turn.

### ☼ Passive

**PROGENY OF SLAANESH:** *Despite their mutual enmity, Synessa and Decessa are inextricably connected, giving them an advantage over their foes.*

**Effect:** While a friendly **Decessa** is on the battlefield, add 1 to this unit's power level.

### ✂ Your Hero Phase

7

**WHISPERS OF DOUBT:** *Synessa whispers words that reveal the enemy's darkest desires, breaking their concentration and leaving them vulnerable to attack.*

**Declare:** Pick a visible enemy **HERO** within 18" of this unit to be the target.

**Effect:** Add 1 to hit rolls and wound rolls for combat attacks that target that enemy unit for the rest of the turn.

**KEYWORDS** SPELL

**KEYWORDS**

WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (1), FLY, WARD (5+)

CHAOS, HEDONITES OF SLAANESH, DAEMON



• HEDONITES OF SLAANESH WARSCROLL •

# DEXCESSA

THE TALON OF SLAANESH

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Impaling Talons	7	3+	3+	2	2	-

## ⚙️ End of Any Turn

**JOYOUS BATTLE FURY:** *Once Dexcessa begins to fight, they become invigorated by the glorious thrill of combat.*

**Effect:** If any enemy models were slain by this unit's combat attacks this turn, **Heal (D3)** this unit, then place a **battle fury token** next to it.

Add 1 to the Attacks characteristic of this unit's **Impaling Talons** for each **battle fury token** it has until the end of the next turn.

## ➤ Passive

### FLEETING DANCE OF DEATH:

*Dexcessa rarely stays locked in combat in one place for long, flitting swiftly all over the battlefield and bringing death wherever they alight.*

**Effect:** This unit can use **CHARGE** abilities even if it used a **RETREAT** ability in the same turn. In addition, no mortal damage is inflicted on this unit by **RETREAT** abilities.

## 🛡️ Passive

**SCION OF SLAANESH:** *Despite their mutual enmity, Dexcessa and Synessa are inextricably connected, giving them an advantage over their foes.*

**Effect:** While a friendly **Synessa** is on the battlefield, subtract 1 from hit rolls for attacks that target this unit.

## ⚔️ Once Per Turn (Army), Any Combat Phase

**REDOLENCE OF VIOLENCE:** *The beautiful scent of Dexcessa's savagery permeates through the Hedonite ranks.*

**Declare:** If this unit charged this turn, pick up to D3 other friendly non-**HERO HEDONITES OF SLAANESH DAEMON** units wholly within 12" of this unit to be the targets.

**Effect:** Add 1 to the Attacks characteristic of the targets' melee weapons for the rest of the turn.

KEYWORDS

RAMPAGE

KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, FLY, WARD (5+)

CHAOS, HEDONITES OF SLAANESH, DAEMON



• HEDONITES OF SLAANESH WARSCROLL •

# SYLL'ESKE

THE VENGEFUL ALLEGIANCE

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Axe of Dominion	4	3+	3+	2	3	-
Scourging Whip	6	2+	4+	1	2	-

## ✂ Any Combat Phase

**DEADLY SYMBIOSIS:** *In battle, the hosts of Syll'Esske seek to emulate the symbiosis of their master, compelling one another to escalating acts of depraved violence.*

**Declare:** Pick a friendly non-HERO SYBARITE unit and a friendly non-HERO HEDONITES OF SLAANESH DAEMON unit to be the targets. Both units must be wholly within 12" of this unit.

**Effect:** For the rest of the turn, if either target uses the 'All-out Attack' or 'All-out Defence' command, the other target can also use the same command in the same phase and no command points are spent to use the command a second time.

## ✂ Passive

### THE VENGEFUL ALLEGIANCE:

*Should one aspect of the Vengeful Allegiance deflect a blow, their other half will swiftly capitalise on the situation.*

**Effect:** Each time you make an unmodified save roll of 6 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after the FIGHT ability has been resolved.

## ⚙ Your Hero Phase

7

**SUBVERT:** *Syll torments the foe with whispers and visions, distracting them from their duties.*

**Declare:** Pick a visible enemy unit within 12" of this unit to be the target, then make a casting roll of 2D6.

**Effect:** The target cannot use commands for the rest of the turn.

KEYWORDS

SPELL

UNIQUE, HERO, WIZARD (1), INFANTRY, WARD (6+)

KEYWORDS

CHAOS, HEDONITES OF SLAANESH, DAEMON, SYBARITE



• HEDONITES OF SLAANESH WARSCROLL •

# CONTORTED EPITOME

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Piercing Claws and Coiled Tentacles	7	3+	4+	1	2	-

✂ **Reaction:** Opponent declared a command or RETREAT ability for a unit in combat with this unit

**HORRIBLE FASCINATION:** Many of weaker will would rather die than abandon the glories shown by a Mirror of Absorption – and the daemonic entity readily obliges.

**Effect:** Inflict D3 mortal damage on that enemy unit.

⚙ **Passive**

**SWALLOW ENERGY:** A Contorted Epitome steals the most intense and excessive energies, channelling them back to Slaanesh's Temple of Twisted Mirrors.

**Effect:** If you make a successful ward roll for this unit, add 1 to this unit's power level until the end of your next turn.

KEYWORDS

HERO, WIZARD (1), INFANTRY, WARD (4+)

CHAOS, HEDONITES OF SLAANESH, DAEMON





• HEDONITES OF SLAANESH WARSCROLL •

# INFERNAL ENRAPTURESS

HERALD OF SLAANESH

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Heartstring Lyre	12"	2	2+	3+	2	D3	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Piercing Claw		3	3+	4+	1	1	-

⚙️ **Once Per Turn (Army), Reaction:** Opponent declared a **SPELL** ability for a **WIZARD** within 18" of this unit

**DISCORDANT DISRUPTION:** *An Infernal Enrapturesse can play music so dissonant that it causes physical harm to those attuned to magic.*

**Effect:** The casting roll for that spell must be re-rolled. If 2 or more dice in the re-rolled casting roll have the same value or if 1 of the dice is a 6, inflict D3 mortal damage on that **WIZARD** after the effect of that spell has been resolved.



KEYWORDS

HERO, INFANTRY, WARD (6+)

CHAOS, HEDONITES OF SLAANESH, DAEMON



• HEDONITES OF SLAANESH WARSCROLL •

# THE MASQUE

## MELEE WEAPONS

Razor-edged Claws

Atk Hit Wnd Rnd Dmg

6 3+ 4+ 1 2

Ability

-

## Deployment Phase

**THE ENDLESS DANCE:** *The Masque dances eternally across the Mortal Realms, endlessly seeking an audience to confound and swiftly slay.*

**Effect:** Remove this unit from the battlefield and set it up again on the battlefield more than 3" from all enemy units.

## Any Hero Phase

**STAFF OF MASKS:** *The masks on this staff constantly flicker and change, enhancing the Masque's attacks or protecting them from harm.*

**Effect:** Pick 1 of the following effects:

- Add 3 to the Attacks characteristic of this unit's **Razor-edged Claws** for the rest of the turn.
- Heal (3) this unit.



## KEYWORDS

UNIQUE, HERO, INFANTRY, WARD (4+)

CHAOS, HEDONITES OF SLAANESH, DAEMON



• HEDONITES OF SLAANESH WARSCROLL •  
**SEEKER CHARIOT**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Flensing Whips and Piercing Claws	4	3+	4+	1	1	-
Steeds' Poisoned Tongues	4	3+	4+	-	1	Companion

✂ Any Charge Phase

**MUTILATING BLADES:** A Slaaneshi chariot inflicts carnage when it ploughs into the foe.

**Declare:** If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

**Effect:** Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS

WAR MACHINE, WARD (6+)

CHAOS, HEDONITES OF SLAANESH, DAEMON





• HEDONITES OF SLAANESH WARSCROLL •

# HELLFLAYER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Flensing Whips and Piercing Claws	6	3+	4+	1	1	-
Steeds' Poisoned Tongues	4	3+	4+	-	1	Companion
Axle Blades	4	4+	2+	2	D3	Anti- <b>INFANTRY</b> (+1 Rend), Companion

### Any Movement Phase

**SOULSCENT:** *The whirling blades of this fearsome chariot mow down the enemy, transmuting their souls into an exhilarating incense that drives its riders into an ecstatic frenzy.*

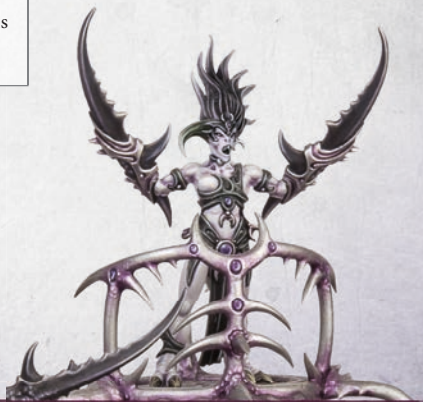
**Declare:** Pick up to 3 enemy units that this unit passed across this phase to be the targets.

**Effect:** Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll. If any models are slain by this ability, this unit has **WARD** (5+) for the rest of the turn.

### Passive

**THRESHING DOOM:** *The wail of an approaching Hellflayer sees enemy infantry diving for cover.*

**Effect:** When this unit moves, it can pass through models in enemy **INFANTRY** units and can pass through the combat ranges of enemy **INFANTRY** units, but it cannot end a move in combat unless specified in the ability used.



WAR MACHINE, WARD (6+)

KEYWORDS

CHAOS, HEDONITES OF SLAANESH, DAEMON





• HEDONITES OF SLAANESH WARSCROLL •

# BLADEBRINGER

HERALD ON EXALTED CHARIOT

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Flensing Whips and Piercing Claws	12	3+	4+	1	1	-
Steeds' Poisoned Tongues	8	3+	4+	-	1	Companion

## ✂ Any Charge Phase

**MUTILATING BLADES:** A Slaaneshi chariot inflicts carnage when it ploughs into the foe.

**Declare:** If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

**Effect:** Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

## ✂ Once Per Turn (Army), Your Movement Phase

**SOULGORGERS:** The grandest Bladebringers excel in stoking fits of manic violence in their disciples and hangers-on.

**Declare:** Pick up to 3 friendly non-UNIQUE HEDONITES OF SLAANESH WAR MACHINES wholly within 12" of this unit to be the targets.

**Effect:** Add 1 to the Attacks characteristic of the targets' melee weapons for the rest of the turn. This ability also affects **Companion** weapons.



## KEYWORDS

HERO, WAR MACHINE, WIZARD (1), WARD (6+)

CHAOS, HEDONITES OF SLAANESH, DAEMON



• HEDONITES OF SLAANESH WARSCROLL •  
**DAEMONETTES**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Piercing Claws	2	3+	4+	1	1	-

Passive

**LITHE AND SWIFT:** *Charging Daemonettes can riddle an enemy with a quicksilver flurry of claw-strikes.*

**Effect:** Add 1 to the Attacks characteristic of this unit's **Piercing Claws** for the rest of the turn if this unit charged in the same turn.



**KEYWORDS**

INFANTRY, CHAMPION, MUSICIAN (1/10), STANDARD BEARER (1/10), WARD (6+)

CHAOS, HEDONITES OF SLAANESH, DAEMON



• HEDONITES OF SLAANESH WARSCROLL •

# FIENDS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Deadly Pincers and Barbed Stinger	4	4+	3+	1	D3	Anti-MONSTER (+1 Rend), Companion

## U Once Per Turn (Army), Any Combat Phase

**SOPORIFIC MUSK:** *A Fiend exudes a pervasive and oily musk that numbs a foe to all but the most extreme of stimuli.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice. On a 4+, the target has **STRIKE-LAST** for the rest of the turn.

## ☀ Passive

**DISRUPTIVE SONG:** *Fiends of Slaanesh let out a keening song that disturbs the concentration of spellcasters who hear it.*

**Effect:** Subtract 1 from casting rolls and unbinding rolls for enemy **WIZARDS** while they are within 12" of this unit.

## ● Passive

### BEAST

**Effect:** This unit has a maximum control score of 1.



## KEYWORDS

BEAST, CHAMPION, WARD (6+)

CHAOS, HEDONITES OF SLAANESH, DAEMON





• HEDONITES OF SLAANESH WARSCROLL •

## SEEKERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Agonising Claws	3	3+	4+	1	1	Anti-CAVALRY (+1 Rend)
Steed's Poisoned Tongue	2	3+	4+	-	1	Companion

## Passive

**QUICKSILVER SPEED:** *Seekers of Slaanesh are daemonic hunters and swift beyond belief.*

**Effect:** When making run rolls for this unit, if you roll a 1-3, you can use a value of 4 instead.



## KEYWORDS

CAVALRY, CHAMPION, MUSICIAN (1/5), STANDARD BEARER (1/5), WARD (6+)

CHAOS, HEDONITES OF SLAANESH, DAEMON





• HEDONITES OF SLAANESH WARSCROLL •

# GLUTOS ORSCOLLION

LORD OF GLUTTONY

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Leerstave of Loth'shar		12"	1	2+	2+	-	6	Shoot in Combat
MELEE WEAPONS			Atk	Hit	Wnd	Rnd	Dmg	Ability
Greatblade and Claws			8	3+	3+	1	3	Companion
Scourge and Dagger			4	3+	4+	-	1	Companion

## Passive

### BATTLE DAMAGED

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Greatblade and Claws** is 6.

## End of Any Turn

**GORGE ON EXCESS:** *Glutos's followers grow strong on acts of excess.*

**Declare:** Pick a friendly **SYBARITE** unit wholly within 12" of this unit to be the target.

**Effect:** Heal (6) the target.

## Your Hero Phase

7

**CRIPPLING FAMISHMENT:** *With a snap of his fingers, Glutos paralyses his prey with immeasurable hunger.*

**Declare:** Pick a visible enemy unit within 18" of this unit to be the target, then make a casting roll of 2D6.

**Effect:** Until the start of your next turn:

- Halve the target's Move characteristic.
- Halve run rolls and charge rolls for the target.

KEYWORDS SPELL

## Passive

**THE GRAND GOURMAND:** *To Glutos, battle is a sumptuous banquet.*

**Effect:** A different effect applies to friendly **SYBARITE** units each battle round while they are wholly within 12" of this unit, as shown below. The effects of all previous battle rounds also apply to those units while they are wholly within 12" of this unit.

### Battle Round 1:

**Starter:** Add 1 to run rolls and charge rolls for those units.

### Battle Round 2:

**Main:** Add 3 to those units' control scores.

### Battle Round 3:

**Dessert:** Add 1 to hit rolls for those unit's attacks.

### Battle Round 4+:

**Digestif:** Add 1 to the Rend characteristic of those units' melee weapons.

KEYWORDS

WARMASTER, UNIQUE, HERO, WAR MACHINE, WIZARD (2), WARD (5+)

CHAOS, HEDONITES OF SLAANESH, SYBARITE



• HEDONITES OF SLAANESH WARSCROLL •  
**LORD OF HUBRIS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Exquisite Scimitar	5	3+	4+	1	2	-

⚙ Any Combat Phase

**'YOU FIRST, I INSIST...':** *So confident is this champion of excess that they allow their foe a futile swipe for free.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Your opponent must decide whether the target will accept or decline this unit's challenge.

**Accept:** The target has **STRIKE-FIRST** for the rest of the turn. If this unit is in combat with the target when the target is picked to use a **FIGHT** ability, all of the target's attacks must target this unit.

**Decline:** The target has **STRIKE-LAST** for the rest of the turn.

⚔ Any Combat Phase

**ONLY THE BEST WILL SUFFICE:** *Lords of Hubris refuse to fight alongside any but the finest warriors of the Sybarite hordes. In doing so, they inspire a level of pride worthy of their title.*

**Declare:** Pick a friendly **Myrmidesh Painbringers** or **Symbaresh Twinsouls** unit that is in combat and is wholly within 12" of this unit to be the target.

**Effect:** Roll a dice. On a 3+, for the rest of the turn, each time a model in the target unit is slain by a combat attack and that model was in combat with the attacking unit, roll a dice. For each 4+, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.



KEYWORDS

HERO, INFANTRY, WARD (5+)

CHAOS, HEDONITES OF SLAANESH, SYBARITE



• HEDONITES OF SLAANESH WARSCROLL •

# LORD OF PAIN

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Soulspearer Mace	5	3+	3+	1	2	-

## ✂ Passive

**SHARE THE PAIN:** *Lords of Pain have mastered every kind of torment and are adept at gifting the most terrible of agonies to their foes.*

**Effect:** Each time you make a successful ward roll for this unit for a damage point inflicted by a combat attack, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

## ✂ Passive

**DISCIPLES IN TORMENT:** *Slaanesh's Sybarites flock around a battling Lord of Pain, eager to be rewarded with the choicest expressions of agony.*

**Effect:** While this unit is contesting an objective, add 1 to wound rolls for combat attacks made by friendly **SYBARITE** units wholly within 12" of this unit.



## KEYWORDS

HERO, INFANTRY, WARD (5+)

CHAOS, HEDONITES OF SLAANESH, SYBARITE



• HEDONITES OF SLAANESH WARSCROLL •

# SIGVALD

## PRINCE OF SLAANESH

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Shardslash	5	2+	3+	2	2	-

### ✘ Passive

**POWERED BY VAINGLORY:** *Sigvald is the epitome of vainglory, one of Slaanesh's favourite sins. So great is his sense of superiority that few can stand before his prideful assaults.*

**Effect:** If this unit charged this turn and the unmodified charge roll was 6+, the Attacks characteristic of this unit's **Shardslash** is equal to the unmodified charge roll.

### ✘ Passive

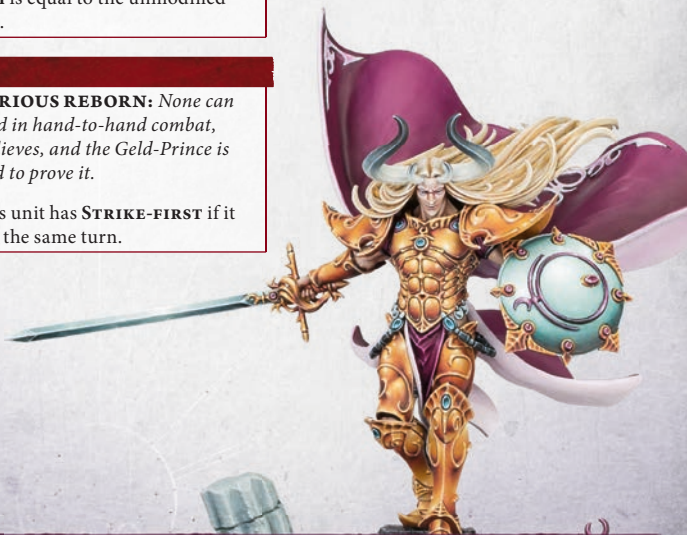
**THE GLORIOUS REBORN:** *None can best Sigvald in hand-to-hand combat, or so he believes, and the Geld-Prince is determined to prove it.*

**Effect:** This unit has **STRIKE-FIRST** if it charged in the same turn.

### ✘ Passive

**SHARDSLASH:** *This majestic blade slices through sigmarite and arcane wards alike as if they were merely the thinnest silk.*

**Effect:** Ward rolls cannot be made for damage points inflicted by this unit's combat attacks.



WARMASTER, UNIQUE, HERO, INFANTRY, WARD (4+)

KEYWORDS

CHAOS, HEDONITES OF SLAANESH, SYBARITE





• HEDONITES OF SLAANESH WARSCROLL •

# SLAANGOR FIENDBLOODS

MELEE WEAPONS	Atk	Hit	Wnd Rnd	Dmg	Ability	
Razor-sharp Claws and Gilded Weapons	4	4+	3+	1	2	-

## ➤ Enemy Shooting Phase

### SLAUGHTER AT ANY COST:

*When stirred by the excesses of battle, Fiendbloods waste no time in hunting down their victims.*

**Effect:** If any damage points were allocated to this unit this turn, this unit can use the 'Normal Move' ability as if it were your movement phase.



KEYWORDS

INFANTRY, CHAMPION

CHAOS, HEDONITES OF SLAANESH, SYBARITE



• HEDONITES OF SLAANESH WARSCROLL •

# SHARDSPEAKER OF SLAANESH

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Haze Staff	3	3+	4+	1	D3	-
Shadow-cloaked Claws	4	4+	3+	1	D3	Companion

*This unit is armed with a Haze Staff.*

*It can only attack with Shadow-cloaked Claws by using the 'Mist Lurkers' ability.*

## Once Per Turn (Army), Your Shooting Phase

**TWISTED MIRROR:** A Twisted Mirror tests the spirit of any who gaze into it, weakening those who fall victim to its illusions.

**Declare:** Pick an enemy unit within 8" of this unit to be the target.

**Effect:** Roll a dice. On a 4+, subtract 1 from save rolls for the target until the start of your next turn.

## ✂ Passive

**MIST LURKERS:** The mist-daemons that billow and slink around a Shardspeaker are empowered by arcane energies.

**Effect:** If this unit successfully casts a spell, until the start of your next turn, it can attack with its **Shadow-cloaked Claws**.



KEYWORDS

HERO, WIZARD (1), INFANTRY, WARD (6+)

CHAOS, HEDONITES OF SLAANESH, SYBARITE



• HEDONITES OF SLAANESH WARSCROLL •

# MYRMIDESH PAINBRINGERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Wicked Scimitar	3	3+	3+	1	1	-

## ✂ Passive

**PARAGONS OF BATTLE:** *Myrmidesh Painbringers seek to prove their martial prowess in the manic heart of battle.*

**Effect:** Add 1 to the Rend characteristic of this unit's melee weapons while it is contesting an objective you do not control.



## KEYWORDS

INFANTRY, CHAMPION

CHAOS, HEDONITES OF SLAANESH, SYBARITE



• HEDONITES OF SLAANESH WARSCROLL •  
**BLISSBARB ARCHERS**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Blissbarb Bow	18"	2	3+	4+	1	1	-
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Sybarite Blade	1	3+	4+	-	1	-	

**U** Passive

**BLISSBREW HOMONCULUS:** *Blissbrew Homonculi bear censers from which clouds of sickly-sweet incense emanate.*

**Effect:** This unit's **Blissbrew Homonculus** is a token. There is 1 **Blissbrew Homonculus** for every 10 models in this unit.

Subtract 1 from hit rolls for shooting attacks that target this unit while it has a **Blissbrew Homonculus**. If you make an unmodified save roll of 1 for this unit, remove the **Blissbrew Homonculus** from the battlefield after the **ATTACK** ability has been resolved (the damage point is still inflicted).



KEYWORDS

INFANTRY, CHAMPION

CHAOS, HEDONITES OF SLAANESH, SYBARITE





• HEDONITES OF SLAANESH WARSCROLL •

# SYMBARESH TWINSOULS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Merciless Weapons	4	3+	4+	1	1	-

## Passive

**EGO-DRIVEN EXCESS:** *These warriors refuse to be outdone by their comrades and use unorthodox techniques to best their foes.*

**Effect:** If this unit did not charge this turn, subtract 1 from the Attacks characteristic of melee weapons used by enemy units while they are in combat with this unit.

## Passive

**FIENDISH REFLEXES:** *As the demons possessing these mortals take control, their speed increases tenfold, making them almost impossible to hit.*

**Effect:** If this unit did not charge this turn, it has **WARD (5+)** while it is in combat.



KEYWORDS

INFANTRY, CHAMPION

CHAOS, HEDONITES OF SLAANESH, SYBARITE



• HEDONITES OF SLAANESH WARSCROLL •  
**HELLSTRIDERS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Claw-spear or Hellscourge	3	3+	4+	-	1	Anti- <b>INFANTRY</b> (+1 Rend), Charge (+1 Damage)
Steed's Poisoned Tongue	2	3+	4+	-	1	Companion

● **Passive**

**MAIMING CHARGE:** *The gruesome carnage caused by Hellstriders on the charge can unnerve the staunchest foe.*

**Effect:** If this unit charged this turn, subtract 3 from the control scores of enemy **INFANTRY** units while they are in combat with this unit.



**KEYWORDS**

CAVALRY, CHAMPION, MUSICIAN (1/5), STANDARD BEARER (1/5)

CHAOS, HEDONITES OF SLAANESH, SYBARITE



• HEDONITES OF SLAANESH WARSCROLL •

# SLICKBLADE SEEKERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Slickblade Glaive	3	3+	4+	1	1	Charge (+1 Damage)
Exalted Steed's Poisoned Tongue	3	3+	4+	-	1	Companion

## Passive

**UNRIVALLED VELOCITY:** *Slickblade Seekers are obsessed with high-speed kills, tearing towards the foe with relentless haste.*

**Effect:** You can re-roll charge rolls for this unit.



KEYWORDS

CAVALRY, CHAMPION

CHAOS, HEDONITES OF SLAANESH, SYBARITE



• HEDONITES OF SLAANESH WARSCROLL •  
**BLISSBARB SEEKERS**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Seeker Bow	12"	3	3+	4+	1	1	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Sybarite Blade		1	3+	4+	-	1	-
Exalted Steed's Poisoned Tongue		3	3+	4+	-	1	Companion

### Passive

**GLORY SHOTS:** *Nothing pleases the Blissbarb Seekers more than shooting down enemies encamped on a vital point, all without breaking stride.*

**Effect:** Add 1 to the Rend characteristic of this unit's ranged weapons for attacks that target units contesting an objective you do not control.



KEYWORDS

CAVALRY, CHAMPION

CHAOS, HEDONITES OF SLAANESH, SYBARITE





• HEDONITES OF SLAANESH WARSCROLL •  
**DREADFUL VISAGE**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Hooked Tongues	8	3+	4+	1	1	-

⚙ Any Combat Phase

**FLENSING TONGUES:** *Opening its soul-sucking maw, the Dreadful Visage lets fly a plethora of hooked tongues that lash and flense the flesh of those nearby.*

**Declare:** Pick an enemy unit in combat with this **MANIFESTATION** to be the target.

**Effect:** Roll 6 dice. For each 4+, inflict 1 mortal damage on the target. If any models are slain by this ability, the target has **STRIKE-LAST** for the rest of the turn.



**KEYWORDS**

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

CHAOS, HEDONITES OF SLAANESH



• HEDONITES OF SLAANESH WARSCROLL •

# MESMERISING MIRROR

✂ Reaction: Opponent declared a **MOVE** ability for a unit wholly within 12" of this **MANIFESTATION**

**IRRESISTIBLE LURE:** *The Mirror lures mortals as a candle draws moths to its light. Those strong enough to turn away feel knives of anguish and loss driven into their hearts.*

**Effect:** If that enemy unit does not end the move closer to this **MANIFESTATION** than it was at the start of the move, inflict D3 mortal damage on it after the **MOVE** ability has been resolved.

✂ Any Movement Phase

**GAZE NOT INTO ITS DEPTHS:**

*A Mesmerising Mirror can enthrall a warrior's soul, offering tempting gifts of power while slowly sapping their very essence.*

**Declare:** Pick an enemy unit within 6" of this **MANIFESTATION** to be the target.

**Effect:** Inflict D3 mortal damage on the target. Then, add 1 to hit rolls for the target's attacks for the rest of the turn.



KEYWORDS

MANIFESTATION, ENDLESS SPELL, WARD (6+)

CHAOS, HEDONITES OF SLAANESH



• HEDONITES OF SLAANESH WARSCROLL •

# WHEELS OF EXCRUCIATION

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Rending Wheels	2D6	4+	4+	-	1	-

## ⚔ Your Movement Phase

**EXQUISITE AGONY:** *The Wheels of Excruciation deliver death by a thousand exquisite cuts to those who get in their way.*

**Declare:** Pick up to 3 enemy units that this **MANIFESTATION** passed across this turn to be the targets.

**Effect:** Roll 6 dice for each target. For each roll that is less than the target's Save characteristic, inflict 1 mortal damage on the target.



## KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

CHAOS, HEDONITES OF SLAANESH





• HEDONITES OF SLAANESH WARSCROLL •  
**FANE OF SLAANESH**

The following universal terrain abilities apply to this terrain feature (Terrain, 1.2):

Cover, Impassable

⚙️ Your Hero Phase

**DAMNED CONDUIT:** *Slaanesh's minions can make sacrifices at a Fane of Slaanesh to gain martial prowess.*

**Declare:** Pick a friendly **HEDONITES OF SLAANESH** unit wholly within 12" of this terrain feature to be the target.

**Effect:** Allocate D3 damage points to the target (ward rolls cannot be made for those damage points). Then, pick 1 of the following effects to apply until the start of your next turn:

- Add 1 to wound rolls for the target's combat attacks.
- Add 1 to run rolls and charge rolls for the target.
- Add 1 to casting rolls and unbinding rolls for the target.



KEYWORDS

FACTION TERRAIN, WARD (6+)

CHAOS, HEDONITES OF SLAANESH



## SPEARHEAD

# HEDONITES OF SLAANESH BLADES OF THE LURID DREAM

This Spearhead army consists of the following units:

### GENERAL

◆ Shardspeaker of Slaanesh

### UNITS

- ◆ 5 Blissbarb Archers with 1 Blissbrew Homonculus
- ◆ 5 Blissbarb Archers
- ◆ 5 Slickblade Seekers
- ◆ 3 Slaangor Fiendbloods



Slaanesh, the loathsome yet beguiling Dark Prince of the Ruinous Powers, excels in ensnaring mortals. He whispers that they might slake their most salacious desires, if only they should enter into his service. For many who endure existences of privation and drudgery, it is an offer too tempting to resist. Reality becomes a phantasmagoric paradise of revelry to these Sybarites, every torment theirs to inflict and have inflicted upon them. Many form warbands who seek to inhabit this blissful dream-state for eternity – and drag more noble souls down into the depths of their depravity.

It is the Shardspeakers who direct these packs of murderous libertines and who channel the power of the Dark Prince like a powerful intoxicant. Through clouds of incense dart Blissbarb Archers, whose arrows are smeared with poisons that distort the senses. Only then do the elite of the Sybarites move in for the kill. Disdainful laughter echoes as Slickblade Seekers sprint forwards to slice off heads, herding surviving prey towards their doom. That doom is delivered by the Slaangor Fiendbloods. The arrival of these trilling beast-kin is the breaking point for the foe; some weep in terror, some cry out in joy and try desperately to embrace them. All are ripped asunder, their dream turning to a gruesome nightmare in their agonised final moments.

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*'Swiftly, my paramours! The Dark Prince spies unfortunates stooped beneath the weight of reality. We must save them from their sanity!'*

– Hiraxith of the Six Slicing Shards

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## BATTLE TRAITS

### TEMPTATIONS OF SLAANESH

*Wherever the Hedonites of Slaanesh roam, reality is unmade. Those who stand against them are assailed by titillating phantasms and mind-bending illusions until they become slaves to their own base urges.*

You receive 6 **temptation dice** at the start of the battle round. Each time your opponent makes a failed hit roll, a failed wound roll or a failed save roll, you can offer them a temptation dice. If they accept your offer, that roll is replaced with a 6. Rolls replaced in this way cannot be re-rolled or modified.

Each time your opponent accepts your offer of a temptation dice, you gain D6 **depravity points**. Each time your opponent rejects your offer of a temptation dice, inflict D3 mortal damage on the unit for which the roll was made.

You cannot offer your opponent a temptation dice for the same enemy unit more than once per phase. At the end of the battle round, all remaining temptation dice are lost.

All friendly units gain passive abilities from the table below based on the number of **depravity points** you have. These abilities are cumulative.

DP	ABILITY
12+	 <b>TANTALISING TORMENT:</b> This unit can use a <b>RUN</b> ability and still use <b>CHARGE</b> abilities later in the turn.
24+	 <b>SADISTIC SPITE:</b> This unit's melee weapons have <b>Crit (Mortal)</b> .
36+	 <b>OBLIVIOUS INDULGENCE:</b> This unit has <b>WARD (5+)</b> .

**REGIMENT ABILITIES:** Pick 1 of the following regiment abilities.

#### Once Per Battle, Any Combat Phase

**UNPARALLELED SPEED:** *They say the first blow struck is the sweetest...*

**Declare:** Pick a friendly unit to use this ability.

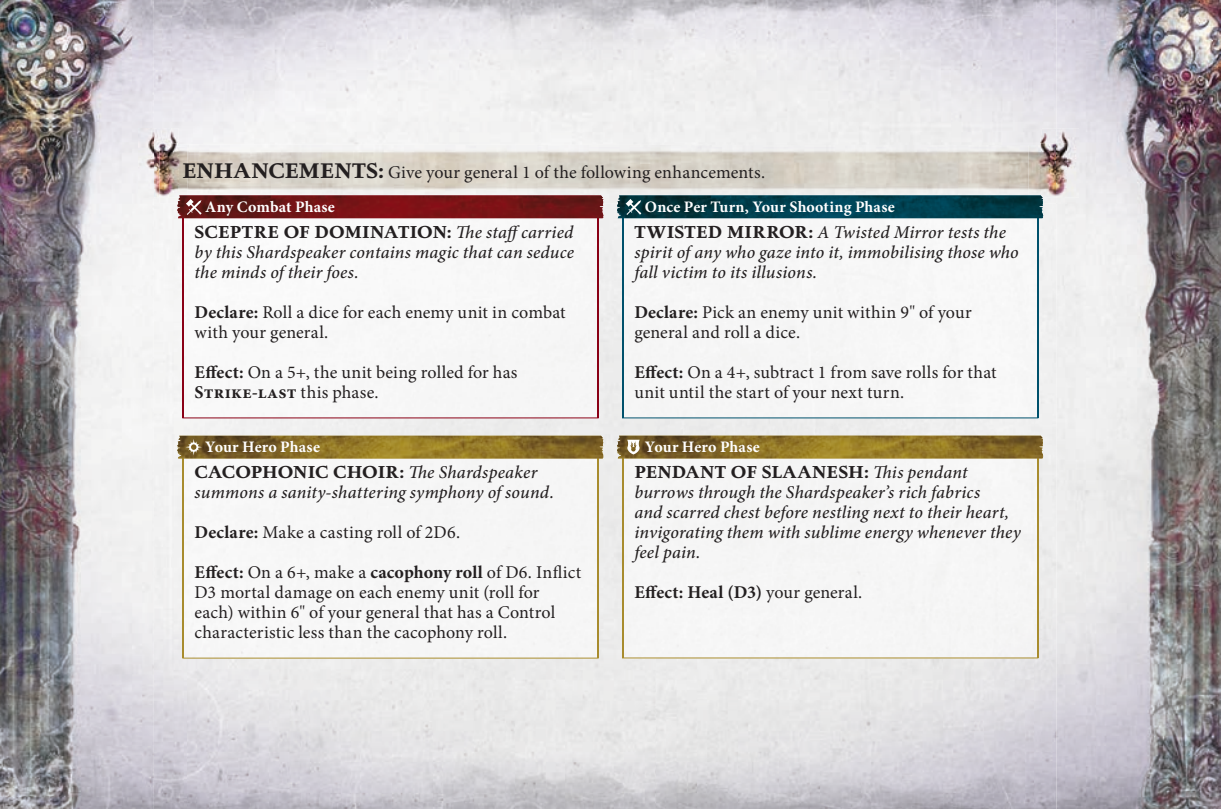
**Effect:** That unit has **STRIKE-FIRST** this phase.

#### Once Per Turn, Your Movement Phase

**LOCUS OF DIVERSION:** *These warriors release perfumed mists that fill the foes' minds with everything but the matter at hand.*

**Declare:** Pick a friendly unit to use this ability.

**Effect:** For the rest of the turn, that unit can use a **RETREAT** ability and still use **SHOOT** and/or **CHARGE** abilities later in the turn.



**ENHANCEMENTS:** Give your general 1 of the following enhancements.

**X Any Combat Phase**

**SCEPTRE OF DOMINATION:** *The staff carried by this Shardspeaker contains magic that can seduce the minds of their foes.*

**Declare:** Roll a dice for each enemy unit in combat with your general.

**Effect:** On a 5+, the unit being rolled for has **STRIKE-LAST** this phase.

**X Once Per Turn, Your Shooting Phase**

**TWISTED MIRROR:** *A Twisted Mirror tests the spirit of any who gaze into it, immobilising those who fall victim to its illusions.*

**Declare:** Pick an enemy unit within 9" of your general and roll a dice.

**Effect:** On a 4+, subtract 1 from save rolls for that unit until the start of your next turn.

**G Your Hero Phase**

**CACOPHONIC CHOIR:** *The Shardspeaker summons a sanity-shattering symphony of sound.*

**Declare:** Make a casting roll of 2D6.

**Effect:** On a 6+, make a **cacophony roll** of D6. Inflict D3 mortal damage on each enemy unit (roll for each) within 6" of your general that has a Control characteristic less than the cacophony roll.

**U Your Hero Phase**

**PENDANT OF SLAANESH:** *This pendant burrows through the Shardspeaker's rich fabrics and scarred chest before nestling next to their heart, invigorating them with sublime energy whenever they feel pain.*

**Effect:** **Heal (D3)** your general.



• SPEARHEAD WARSCROLL •

## SHARDSPEAKER OF SLAANESH

 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Haze Staff	3	3+	4+	1	D3	-

### Your Hero Phase

**VISION OF DAMNATION:** *The sorcerer conjures a vision of excess so intense that reality itself shimmers and distorts.*

**Declare:** Make a casting roll of 2D6.

**Effect:** On a 6+, roll 6 dice. For each 4+, you receive 1 **depravity point**.



KEYWORDS

HERO, WIZARD, INFANTRY

MOVE

6"

HEALTH

5

5+

SAVE

2

CONTROL

The Shardspeakers are sorcerers and seers amongst the Hedonite hosts, inducted into the higher mysteries of their decadent god. Wrapped in sumptuous fabrics and surrounded by swirling, sighing mist-daemons, they cut enigmatic figures amongst the hordes of revellers.

Each Shardspeaker bears a Twisted Mirror, a fragment of ensorcelled glass said to be taken from Slaanesh's own palace. By channelling their will through these relics, a Shardspeaker can display to their foe a vision of utmost perfection or abject personal horror, enrapturing them with the unhallowed majesty of Slaanesh.



• SPEARHEAD WARSCROLL •

# SLICKBLADE SEEKERS

MOVE  
12"  
HEALTH 4 SAVE 5+  
CONTROL 1

Whooping and screaming in unearthly glee, Slickblade Seekers ride at the fore of the Sybarite carnivals. They make war at a blistering pace, carried atop their daemonic steeds – creatures able to exist in the Mortal Realms due to a blood-deep connection with their rider. For a Slickblade Seeker, no sensation is finer than to slay an enemy without breaking stride. As they charge into melee they spin and twirl their glaives so fast the air itself seems to shriek, before the Sybarites lash out to neatly sever heads from necks.

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Slickblade Glaive	3	3+	4+	1	1	Charge (+1 Damage)
Exalted Steed's Poisoned Tongue	3	3+	4+	-	1	Companion

➤ **Passive**

**UNRIVALLED VELOCITY:** *Slickblade Seekers are obsessed with high-speed kills, tearing towards the foe with relentless haste.*

**Effect:** You can re-roll charge rolls for this unit.



KEYWORDS

CAVALRY

• SPEARHEAD WARSCROLL •

# SLAANGOR FIENDBLOODS



The Slaangor Fiendbloods are towering beastmen utterly in thrall to the Lord of Dark Delights. With an animalistic lack of restraint, they have over-indulged until only the most visceral and torturous of sensations can now rouse them. Slaangors roam Slaaneshi camps in a glassy-eyed stupor, allowing fellow Sybarites to drape them in fine gems and silks. When battle beckons, a transformation seizes them; they become arrow-swift instruments of manic violence, barrelling forwards without a hint of self-preservation in their maddened desire to feel anything at all.

 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Razor-sharp Claws	4	4+	3+	1	2	-
Razor-sharp Claw and Gilded Weapon	5	4+	3+	1	2	-

*This unit has 2 Slaangor Fiendbloods armed with Razor-sharp Claws, and 1 Slaangor Fiendblood armed with a Razor-sharp Claw and Gilded Weapon.*

## Enemy Shooting Phase

**SLAUGHTER AT ANY COST:** *When stirred by the excesses of battle, Fiendbloods waste no time in hunting down their victims.*

**Declare:** This unit can use this ability if any damage points were allocated to it this turn.

**Effect:** This unit can use the 'Normal Move' ability as if it were your movement phase.



KEYWORDS

INFANTRY



Blissbarb Archers are the footsoldiers of Slaanesh's mortal hosts, the sinful masses who partake in the bacchanals and the carnivals of agony. Having abandoned their past lives, these fleet-footed Sybarites are single-minded in their pursuit of decadence. Though forbidden from engaging in the glorious sensations of melee by their cruel overlords – though many cannot help but seek to wet their daggers when opportunity arises – they instead assail the foe with barbed arrows, laced with hallucinogenic toxins that open the mind to new vistas of dark possibility.

• SPEARHEAD WARSCROLL •

# BLISSBARB ARCHERS



 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Blissbarb Bow	18"	2	3+	4+	1	1	-
 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Sybarite Blade	1	3+	4+	-	1	-	

*One unit has 5 Blissbarb Archers and 1 Blissbrew Homonculus. The other unit has 5 Blissbarb Archers.*

*The Blissbarb Archers are each armed with a Blissbarb Bow and Sybarite Blade. The Blissbrew Homonculus is armed with a Sybarite Blade.*

 **Passive**

**LIGHT-FOOTED KILLERS:**

*Blissbarb Archers can deliver pinpoint shots even while cavorting wildly across the battlefield.*

**Effect:** This unit can use **SHOOT** abilities even if it used a **RUN** ability in the same turn.



**KEYWORDS**

**INFANTRY, REINFORCEMENTS**