

FALLEN SORORITAS DEFILERS OF THE FAITH

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PROFANE MISTRESSES

This section contains all of the datasheets that you will need in order to fight battles with your Fallen Sororitas miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. Some rules are common to several Fallen Sororitas units - these are described below and referenced on their datasheets.

KEYWORDS

Throughout this section you will come across a keyword that is within angular brackets, specifically **<SECT>**. This is shorthand for a keyword of your own choosing, as described below.

All Fallen Sororitas belong to a Sect. Some datasheets specify what Sect the unit is from (e.g. Miriael Sabathiel has the **BRIDES OF SLAANESH** keyword, so is from the Brides of Slaanesh). If a Fallen Sororitas datasheet does not specify which Sect it is from, it will have the **<SECT**> keyword. When you include such a unit in your army, you must nominate which Sect that unit is from. You then simply replace the **<SECT**> keyword in every instance on that unit's datasheet with the name of your chosen Sect.

For example, if you were to include a Dark Mistress in your army, and you decided she was from the Niflheim Valkyries, her **<SECT>** Faction keyword is changed to **NIFLHEIM VALKYRIES** and her Mistress of Traitors ability would then read: 'You can re-roll hit rolls of 1 made for friendly **NIFLHEIM VALKYRIES** units within 6" of this model.'

ABILITIES

The following abilities are common to many Fallen Sororitas units:

RITES OF EXCESS

In stark contrast to the solemn hymns and prayers of the Adepta Sororitas, Fallen Sororitas find strength in the blasphemous rituals of Slaanesh.

At the start of each turn, you gain a number of Excess Points equal to the number of units with the HQ battlefield role that have this ability and are on the battlefield. These can be spent to attempt the Rites of Excess listed below. Each can only be attempted once per battle round, and you must spend one Excess Point each time you do so (if you have no Excess Points remaining, you cannot attempt a Rite of Excess). To attempt a Rite of Excess, select a unit in your army that has the Rites of Excess ability and then choose the Rite of Excess you wish to attempt. Then make a Test of Excess for the unit by rolling a D6; if the result is less than that Rite of Excess' devotion value, or is an unmodified roll of 1, the test fails and nothing happens. Otherwise the test is successful and the Rite of Excess takes effect. Any unspent Excess Points are lost at the end of your opponent's turn.

Crazed Celerity

Excess value 3

Use this Rite of Excess at the start of your Movement phase. If successful, should the selected unit Advance, there is no need to roll, they move 6".

Villainous Vice

Excess value 4

Use this Rite of Excess at the start of any Shooting or Fight phase. If successful, add 1 to all rolls made to save a wound with the Licentious Thirst ability until the end of the phase.

Deluge of Destruction

Excess value 5

Use this Rite of Excess at the start of your Shooting or Fight phase. If successful, for each successful hit roll of 5+ made by the unit, they make another shot or attack with the same weapon until the end of the phase.

Boundless Blitz

Excess value 4

Use this Rite of Excess at the start of your Charge phase. If successful, roll an additional die when determining charge distance, dropping the lowest result.

Lustful Lament

Excess value 5

Use this Rite of Excess at the start of your opponent's Morale phase. If successful, select an enemy unit that will be taking a morale test this phase that is within 6" of the unit that performed this Rite. The selected unit must roll an additional die for the test, dropping the lowest result.

LICENTIOUS THIRST

The perverse sisters of the Fallen Sororitas crave sensation, offering the most decadent pleasure and grievous pain alike to the Prince of Excess, their devotion heightening their agility to sickly inhuman levels.

Roll a D6 each time a unit with this ability loses a wound. On a 6+, the wound is not lost. In addition, a unit with this ability always fight first in the Fight phase, even if it didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.

DAEMONIC RITUAL

Through dark pacts and blasphemous rituals, a champion of the Fallen Sororitas can weaken the fabric of reality, creating a gateway to the warp through which Daemonic allies can pour through to rend and tear the enemies of the Dark Prince.

Instead of moving in their Movement phase, any FALLEN SORORITAS CHARACTER can, at the end of their Movement phase, attempt to summon a SLAANESH DAEMON unit with this ability by performing a Daemonic Ritual (the character cannot do so if they arrived as reinforcements this turn).

Roll up to 3 dice – this is your summoning roll. You can summon one new **SLAANESH DAEMON** unit with the Daemonic Ritual ability to the battlefield that has a Power Rating equal to or less than the total result. This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is entirely within 12" of the character and is more than 9" from any enemy model.

WARGEAR

Many of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Ranged Weapons). When this is the case, the unit may take any item from the appropriate list below. The profiles for these weapons can be found in the appendix (pg 33).

Ranged Weapons

- Combi-flamer
- Combi-melta
- Combi-plasma
- Storm bolter

Special Weapons

- Flamer
- Meltagun
- Sonic blaster
- Storm bolter

Heavy Weapons

- Blastmaster*
- Heavy bolter
- Heavy flamer
- Multi-melta

*Unless otherwise specified, a unit can only include one of this weapon, or two if the unit numbers 10 models or more.

If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned.

If your summoning roll included any doubles, your character then suffers a mortal wound. If it contained any triples, it instead suffers D3 mortal wounds.



Pistols

- Hand flamer
- Inferno pistol
- Plasma pistol

Melee Weapons

- Chainsword
- Lightning claw
- Power axe
- Power maul
- Power sword

5 Powet		Μ	IRI	AEI	L SA	BAT	'HI	EL	
	М	WS	BS	S	T	W	A	Ld	Sv
Miriael Sabathiel	7"	2+	2+	3	3	6	5	10	3+

Miriael Sabathield is a single model armed with a bolt pistol, two cyber-kestrals, The Agoniser, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Cyber-kestral	24"	Assault D6	3	0	1	-
The Agoniser	Melee	Melee	User	-3	2	For every wound roll of 6+, the target suffers a mortal wound in addition to this weapons usual damage.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
ABILITIES	Rites of Ex	cess, Licentious Th	iirst (pg 4-5)		Armou	ur of Ecstasy: Add 1 to Licentious Thirst rolls made to

Rites of Excess, Licentious Thirst (pg 4-5)

Damning Strike: Each time you roll a hit roll of 6+ for Miriael Sabathiel in the Fight phase, she can immediately make an extra attack against the same unit using the same weapon. If she is targeting an ADEPTA SORORITAS unit, this ability takes effect on any hit rolls of 5+ instead. These extra attacks cannot themselves generate any further attacks.

Armour of Ecstasy: Add 1 to Licentious Thirst rolls made to ignore wounds by Miriael Sabathiel, to a maximum of 3+.

Corrupted Rosarius: Miriael Sabathiel has a 4+ invulnerable save.

Mistress of Traitors: You can re-roll hit rolls of 1 made for friendly BRIDES OF SLAANESH units within 6" of Miriael Sabathiel.

WARLORD TRAIT	Unholy Seductress: All enemy units within 6" of Miriael Sabathiel must subtract 1 from their Leadership.
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, BRIDES OF SLAANESH
KEYWORDS	CHARACTER, INFANTRY, DARK MISTRESS, MIRIAEL SABATHIEL



'Daemon princes sing and my pulse quickens. Soon, yours will quicken too.' - Miriael Sabathiel

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D Powet				K	VA	N								
	М	WS	BS	S	T	W	A	Ld	Sv					
Kvan	7"	2+	2+	3	3	5	4	10	3+					
Kvan is a single model,	armed with H	armony an	d Melod	ly. Only o	one of th	nis model	may be	e included	in your army.					
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	S					
Harmony	When atta rolls for th	•	this wea	pon, cho	oose one	or both o	of the pi	rofiles belo	ow. If you choose both, subtract 1 from all hi					
- Single frequency	48"	Heavy I)3		8	-2	3		ttacked by this weapon do not gain any bonu					
- Varied frequency	36"	Assault	D6		4	-1	D3	to their	saving throws for being in cover.					
Melody	8"	Assault	D6		5	-2	2	attackee	eapon automatically hits its target. Units d by this weapon do not gain any bonus to ving throws for being in cover.					
ABILITIES	Rites of Ez					ulnerable	e save.							
		Mesmerizing Melodies: Enemy units within 9" of Kvan must subtract 1 from their Leadership. Enemy units within this range must also subtract 1 from all hit rolls.												
		•	•		-	•	•		ongs below. All friendly VOID NAIADS relevant benefits until the start of your next					
				-					once per battle round.					
	 Song of Song of half range 	Profusion:							l units fire 1 additional shot at units within					
	-								e affected squads. eristic instead of their own.					
FACTION KEYWORDS	CHAOS,	SLAANES	H, FAL	LEN SC	RORI	TAS, VO	ID NAI	IADS						

120			and a								1
				LA	UF	EY					
	М	WS	BS	S	T	W	A	Ld	Sv		
Laufey	7"	4+	4+	3	3	4	2	9	6+		
Laufey is a single mode	el armed with fr	eezing bla	sts and h	ner froze	n touch.	Only one	e of this	model m	ay be included	l in your arm	у.
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	S		
Freezing blast	When attac weapon but	•		-		-				any unsaved v	wounds from this
- Dispersed	12"	Assault	D3		6	-2	1	-			
- Focused	12"	Assault	1		8	-4	D3	-			
Frozen touch	Melee	Melee			+3	-3	D3	weapor	•	in, roll a D6;	ands from this on a 6, the target
ABILITIES	Rites of Ex Covenant of making an (discarding 3D6 when n highest resu	o f Slaanes Advance, the lowes making a c	h: Laufey and choo t). Addit charge m	y may ro ose the h tionally, s	ll two di ighest re she may choose	esult roll	units a charge Tyrant within	ttempting distance. t of Niflh 6" of Lau	g to charge her eim: Friendly	· must subtrac NIFLHEIM ` lose more tha	rable save. Enemy ct 2 from their VALKYRIES unit un one model as a
PSYKER		-		-					-	-	eny two psychic Dark Theurgy
FACTION KEYWORDS	CHAOS, S	LAANES	SH, FAL	LEN SO	RORIT	'AS, NIF	LHEIN	1 VALKY	RIES		
KEYWORDS	CHARAC	TER, INF	FANTRY	Y, PSYK	ER, LA	UFEY					

A Dark Mistress is a single model armed with a bolt pistol, chainsword, frag grenades, and krak grenades. WEAPUN RANGE TYPE S AP U ABILITIES Bolt pistol 12" Pistol 1 4 0 1 - Boltgun 24" Rapid Fire 1 4 0 1 - Chainsword Melee Melee User 0 1 - Chainsword Melee Melee User 0 1 Each time the bearer fights, it can make one additional attack with this weapon. Eviscerator Melee Melee x2 -4 D3 When attacking with this weapon, you must subtract from the hit roll. Frag grenade 6" Grenade D6 3 0 1 - WARGEAR OPTIONS • This model may replace its chainsword with an eviscerator or an item from the Melee Weapons or Pistols list. • This model may replace either its bolt pistol or its chainsword with a weapon from the Ranged Weapons or Pistols list. • This model may take a jump pack (Power Rating +1). If it does, its Movement characteristic is increased to 12" an it gains the JUMP PACK and FLY keywords.	5			DA	RK	MIS	TR	ESS			
A Dark Mistress is a single model armed with a bolt pistol, chainsword, frag grenades. RaNGE YPE S AP D ABILITIES WEAPON RANGE YPE S AP D ABILITIES Bolt pistol 12" Pistol 1 4 0 1 - Bolt pistol 12" Pistol 1 4 0 1 - Bolt pistol 24" Rapid Fire 1 4 0 1 Each time the bearer fights, it can make one additional attack with this weapon. Chainsword Melee Melee User 0 1 Each time the bearer fights, it can make one additional attack with this weapon. Friag grenade 6" Grenade D6 3 0 1 - Krak grenade 6" Grenade D6 0 1 - WAREGAR DPTIDNS • This model may replace its chainsword with an eviscerator or an item from the Melee Weapons list. - • This model may replace its chainsword with an eviscerator or an item from the Melee Meapons or Pistols list. - • This model may take a jump pack (Power Rating +1). If it does, its Movement characteristic is increased to 12" an it gains the JUMP PACK and FLY keywords. Sky Strike	.OWF.	M	WS			T	W			Sv	
WEAPON RANGE TYPE S AP D ABILITIES Bolt pistol 12" Pistol 1 4 0 1 - Bolt pistol 24" Rapid Fire 1 4 0 1 - Chainsword Melee Melee User 0 1 - Chainsword Melee Melee User 0 1 - Eviscerator Melee Melee x2 -4 D3 When attacking with this weapon, you must subtraat 1 from the hit roll. Frag grenade 6" Grenade D6 3 0 1 - Krak grenade 6" Grenade 1 6 -1 D3 - WARGEAR OPTIONS • This model may replace its chainsword with an eviscerator or an item from the Melee Weapons list. • This model may replace either its bolt pistol or its chainsword with a weapon from the Ranged Weapons or Pistols list. • This model may take a jump pack (Power Rating +1). If it does, its Movement characteristic is increased to 12" an it gains the JUMP PACK and FLY keywords. Sky Strike: During deployment, if this model has a jump pack you can set it up high in the skies instead of placin it to the battlefield. At the end of any of your Movement phases this model.	Dark Mistress	7"	2+	2+	3	3	6	5	9	3+	
Bolt pistol 12" Pistol 1 4 0 1 - Boltgun 24" Rapid Fire 1 4 0 1 Each time the bearer fights, it can make one additional attack with this weapon. Chainsword Melee Melee User 0 1 Each time the bearer fights, it can make one additional attack with this weapon. Eviscerator Melee Melee x2 -4 D3 When attacking with this weapon, you must subtract 1 from the hit roll. Frag grenade 6" Grenade D6 3 0 1 - WARGEAR OPTIONS • This model may replace its chainsword with an eviscerator or an item from the Melee Weapons list. • This model may replace either its bolt pistol or its chainsword with a weapon from the Ranged Weapons or Pistols list. • This model may take a jump pack (Power Rating +1). If it voes, its Movement characteristic is increased to 12" an it gains the JUMP PACK and FLY keywords. Sky Strike: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placin it on the battlefield. At the end of any of your Movement phases this model can descend from the sky - set it up anywhere on the battlefield that is more than 9" away from the or friendly <sect> units within 6" of this model.</sect>	A Dark Mistress is a sir	ngle model arm	ed with a	bolt pisto	ol, chai	nsword, fra	ag grena	des, and	l krak gre	nades.	
Boltgun 24" Rapid Fire 1 4 0 1 - Chainsword Melee Melee User 0 1 Each time the bearer fights, it can make one additional attack with this weapon. Eviscerator Melee Melee x2 -4 D3 When attacking with this weapon, you must subtraat 1 from the hit roll. Frag grenade 6" Grenade D6 3 0 1 - Krak grenade 6" Grenade 1 6 -1 D3 - WARGEAR OPTIONS • This model may replace its chainsword with an eviscerator or an item from the Melee Weapons list. • This model may replace either its bolt pistol or its chainsword with a weapon from the Ranged Weapons or Pistols list. • This model may take a jump pack (Power Rating +1). If it does, its Movement characteristic is increased to 12" an it gains the JUMP PACK and FLY keywords. Sky Strike: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placin it on the battlefield. At the end of any of your Movement phases this model can descend from the sky - set it up anywhere on the battlefield that is more than 9" away from any enemy models. ABILITIES Kisters of Traitors: You can re-roll hit rolls of 1 made for friendly <sect> units within 6" of this model. any enemy models.</sect>	WEAPON	RANGE	TYPE			S	AP	D	ABILITI	ES	
Chainsword Melee Melee User 0 1 Each time the bearer fights, it can make one additional attack with this weapon. Eviscerator Melee Melee x2 -4 D3 When attacking with this weapon, you must subtract 1 from the hit roll. Frag grenade 6" Grenade D6 3 0 1 - Krak grenade 6" Grenade I 6 -1 D3 - WARGEAR DPTIONS • This model may replace its chainsword with an eviscerator or an item from the <i>Melee Weapons</i> list. • This model may replace either its bolt pistol or its chainsword with a weapon from the <i>Ranged Weapons</i> or <i>Pistols</i> list. • This model may take a jump pack (Power Rating +1). If it does, its Movement characteristic is increased to 12" an it gains the JUMP PACK and FLY keywords. Sky Strike: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placin it on the battlefield. At the end of any of your Movement phases this model can descend from the sky – set it up anywhere on the battlefield that is more than 9" away from any enemy models. KEGUIDIN KEYWORDS CHAOS, SLANESH, FALLEN SORORITAS, <sect></sect>	Bolt pistol	12"	Pistol 1			4	0	1	-		
Eviscerator Melee Melee x2 -4 D3 When attacking with this weapon, you must subtrad 1 from the hit roll. Frag grenade 6" Grenade D6 3 0 1 - Krak grenade 6" Grenade D6 6 -1 D3 - WARGEAR OPTIONS • This model may replace its chainsword with an eviscerator or an item from the Melee Weapons list. • This model may replace either its bolt pistol or its chainsword with a weapon from the Ranged Weapons or Pistols list. • This model may take a jump pack (Power Rating +1). If it does, its Movement characteristic is increased to 12" an it gains the JUMP PACK and FLY keywords. Sky Strike: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placin it on the battlefield. At the end of any of your Movement phases this model. Kitess of Traitors: You can re-roll hit rolls of 1 made for friendly <sect> units within 6" of this model. Sky Strike: During deployment, if this more than 9" away from anywhere on the battlefield that is more than 9" away from anywhere on the battlefield that is more than 9" away from anywhere on the battlefield that is more than 9" away from anywhere on the battlefield that is more than 9" away from anywhere on the battlefield that is more than 9" away from anywhere on the battlefield that is more than 9" away from anywhere on the battlefield that is more than 9" away from anywhere on the battlefield that is more than 9" away from anywhere on the battlefield that is more than 9" away from anywhere on the battlefield that is more than 9" awa</sect>	Boltgun	24"	Rapid F	ire 1		4	0	1	-		
Frag grenade 6" Grenade D6 3 0 1 - Krak grenade 6" Grenade 1 6 -1 D3 - WARGEAR OPTIONS • This model may replace its chainsword with an eviscerator or an item from the Melee Weapons list. • This model may replace either its bolt pistol or its chainsword with a weapon from the Melee Weapons or Pistols list. • This model may replace either its bolt pistol or its chainsword with a weapon from the Ranged Weapons or Pistols list. • This model may take a jump pack (Power Rating +1). If it does, its Movement characteristic is increased to 12" an it gains the JUMP PACK and FLY keywords. ABILITIES Rites of Excess, Licentious Thirst (pg 4-5) Sky Strike: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placin it on the battlefield. At the end of any of your Movement phases this model can descend from the sky - set it up anywhere on the battlefield that is more than 9" away from any enemy models. KECTION KEYWORDIS CHAOS, SLANESH, FALLEN SORDENTAS, SECT-	Chainsword	Melee	Melee			User	0	1			
Krak grenade 6" Grenade 1 6 -1 D3 - WARGEAR DPTIONS • This model may replace its chainsword with an eviscerator or an item from the Melee Weapons list. • This model may replace either its bolt pistol or its chainsword with a weapon from the Ranged Weapons or Pistols list. • This model may take a jump pack (Power Rating +1). If it does, its Movement characteristic is increased to 12" an it gains the JUMP PACK and FLY keywords. ABILITIES Rites of Excess, Licentious Thirst (pg 4-5) • Corrupted Rosarius: This model has a 4+ invulnerable save. Sky Strike: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placin it on the battlefield. At the end of any of your Movement phases this model can descend from the sky - set it up anywhere on the battlefield that is more than 9" away from any enemy models. FACTION KEYWORDS CHAOS, SLAANESH, FALLEN SORORITAS, <sect></sect>	Eviscerator	Melee	Melee			x2	-4	D3			
 * This model may replace its chainsword with an eviscerator or an item from the <i>Melee Weapons</i> list. * This model may replace either its bolt pistol or its chainsword with a weapon from the <i>Ranged Weapons</i> or <i>Pistols</i> list. * This model may take a jump pack (Power Rating +1). If it does, its Movement characteristic is increased to 12" an it gains the JUMP PACK and FLY keywords. ABILITIES Rites of Excess, Licentious Thirst (pg 4-5) Corrupted Rosarius: This model has a 4+ invulnerable save. Mistress of Traitors: You can re-roll hit rolls of 1 made for friendly <sect> units within 6" of this model.</sect> FACTION KEYWORDS CHAOS, SLAANESH, FALLEN SORORITAS, <sect></sect> 	Frag grenade	6"	Grenade	e D6		3	0	1	-		
 This model may replace either its bolt pistol or its chainsword with a weapon from the <i>Ranged Weapons</i> or <i>Pistols</i> list. This model may take a jump pack (Power Rating +1). If it does, its Movement characteristic is increased to 12" an it gains the JUMP PACK and FLY keywords. ABILITIES Rites of Excess, Licentious Thirst (pg 4-5) Corrupted Rosarius: This model has a 4+ invulnerable save. Mistress of Traitors: You can re-roll hit rolls of 1 made for friendly <sect> units within 6" of this model.</sect> FACTION KEYWORDS CHAOS, SLAANESH, FALLEN SORORITAS, <sect></sect> 	Krak grenade	6"	Grenade	e 1		6	-1	D3	-		
Corrupted Rosarius: This model has a 4+ invulnerable save. pack, you can set it up high in the skies instead of placin it on the battlefield. At the end of any of your Movement phases this model can descend from the sky – set it up anywhere on the battlefield that is more than 9" away from the for friendly <sect> units within 6" of this model. FACTION KEYWORDS CHAOS, SLAANESH, FALLEN SORORITAS, <sect></sect></sect>	WARGEAR UPTIONS	 This model list. This model	lel may rej lel may tal	place eitl ke a jumj	her its l p pack	oolt pistol o (Power Ra	or its cha a ting +1	ainswor	d with a v	veapon	from the Ranged Weapons or Pistols
FACTION KEYWORDS CHAOS, SLAANESH, FALLEN SORORITAS, <sect></sect>	ABILITIES	Corrupted save. Mistress of	Rosarius: Traitors:	This mo You can	odel ha re-roll	s a 4+ invu hit rolls of	pa it o ph an	ck, you ca on the bat ases this ywhere o	an set it ttlefield model o n the ba	up high in the skies instead of placin . At the end of any of your Movemen can descend from the sky – set it up attlefield that is more than 9" away fro	
	FACTION KEYWORDS	•						CT>			
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					MIS d of si				
	М	WS	BS	S	T	W	A	Ld	Sv
Dark Mistress on Steed of Slaanesh	14"	2+	2+	3	3	7	5	9	3+
A Dark Mistress is a sir attacks with its lashing	•	ed with a	bolt pisto	ol, chain	isword, fra	ag grena	des, and	l krak gre	enades and rides a Steed of Slaanesh that
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	B
Dark Mistress									
Bolt pistol	12"	Pistol 1			4	0	1	-	
Boltgun	24"	Rapid F	ire 1		4	0	1	-	
Chainsword	Melee	Melee			User	0	1		me the bearer fights, it can make one onal attack with this weapon.
Eviscerator	Melee	Melee			x2	-4	D3		attacking with this weapon, you must subtrac the hit roll.
Frag grenade	6"	Grenad	e D6		3	0	1	-	
Krak grenade	6"	Grenad	e 1		6	-1	D3	-	
Steed of Slaanesh									
Lashing tongue	Melee	Melee			4	0	1	close co	model riding a Steed of Slaanesh makes its ombat attacks, you can attack with its mount. 2 additional attacks, using this weapon profile
WARGEAR OPTIONS			-						from the <i>Melee Weapons</i> list. weapon from the <i>Ranged Weapons</i> or <i>Pistols</i>
ABILITIES	Rites of Exe				-		for		Traitors: You can re-roll hit rolls of 1 made <sect></sect> units within 6" of this model.
	Corrupted save.	Rosarius	This mo	odel has	a 4+ invu	Inerable		nholy Spe	eed: Re-roll failed charge rolls for this unit.
FACTION KEYWORDS	CHAOS, S	LAANES	SH, FAL	LEN SC	ORORIT	AS, <se< td=""><td>CT></td><td></td><td></td></se<>	CT>		
KEYWORDS			WATDV	DAEM	ON, DA		TDECC	,	

2 Sowet				S	IRE	N								
	М	WS	BS	S	T	W	A	Ld	Sv					
Siren	7"	3+	3+	3	3	4	4	9	5+					
A Siren is a single mode	el armed with a	a poisoned	l monobl	ade.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITI	ES					
Poisoned monoblade	Melee	Melee			1	-1	1		· ·	wounds on a 4+, unless the target is a VEHICLE.				
	Corrupted								£					
	Hypnotic I Priestess o									rn rather than 1.				
	BIKER and next turn. A	Siren's Song: In your Movement phase, a SIREN may sing one of the songs below. All friendly <sect> INFANTRY BIKER and CAVALRY units within 6" of the model singing a song may gain the relevant benefit until the start of yo next turn. A unit can only be affected by this ability once per battle round.</sect>												
	 Song of I Song of I half rang 	Profusion								fire 1 additional shot at units within				
	fian fang				-		11	anting th						
	• Song of									ed units. Instead of their own.				
FACTION KEYWORDS	• Song of	G aiety: Af	fected u	nits may	use the	Siren's Le	adersh							



Aowet			ON		IRE d of s	, N 5laani	ESH						
	М	WS	BS	S	T	W	A	Ld	Sv				
Siren on Steed of Slaanesh	n 14"	3+	3+	3	3	5	4	9	5+				
A Siren is a single model ar	med with a	poisoned	monob	lade and	rides a S	Steed of S	laanesh	hat attac	ks with its lask	ning tongue.			
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	S				
Siren													
Poisoned monoblade	Melee	Melee			1	-1	1		eapon wounds IIC or a VEHI	on a 4+, unless the target is CLE.			
Steed of Slaanesh													
Lashing tongue	Melee	Melee			4	0	1	close co	ombat attacks,	a Steed of Slaanesh makes its you can attack with its mount. acks, using this weapon profile			
ABILITIES	Rites of Ex	cess, Licer	ntious T	hirst (p	g 4-5)								
	Corrupted	Rosarius:	This m	odel has	a 4+ inv	ulnerable	e save.						
	Hypnotic N	Aelodies:	Enemy u	inits wit	hin 6" of	this unit	must s	ubtract 1	from all hit rol	ls.			
	Priestess of Slaanesh: This unit generates 2 Excess Points at the start of each turn rather than 1.												
	Unholy Speed: Re-roll failed charge rolls for this unit.												
	Siren's Song: In your Movement phase, a SIREN may sing one of the songs below. All friendly <sect> INFANTR BIKER and CAVALRY units within 6" of the model singing a song may gain the relevant benefit until the start of yo next turn. A unit can only be affected by this ability once per battle round.</sect>												
	 Song of I Song of I half range 	Profusion								lditional shot at units within			
	-								e affected units				
								ip charact	eristic instead	or meir own.			
	CHAOS, S	LAANES		LEN SC	ON, SII	A3, <3E							

OWE			Π	NAI	MOI	RAT	A			
	М	WS	BS	S	T	W	A	Ld	Sv	
Inamorata	8"	2+	2+	6	6	8	6	10	3+	
An Inamorata is a singl	le model armed	with a he	llforged	sword.						
WEAPON	RANGE	TYPE			S	AP	0	ABILITIE	S	
Warp bolter	24"	Assault	2		4	-1	2	-		
Daemonic sarissa	Melee	Melee			+1	-2	3	-		
Hellforged sword	Melee	Melee			User	-3	3	-		
Warp scourge	Melee	Melee			User	-1	2			ed with this weapon increases its
								Attacks	chara	cteristic by 3.
WARGEAR OPTIONS		lel may tal	ke a warp ve wings	bolter.				c sarissa c	or a wa	•
	This modThis mod	lel may tal lel may ha FLY keyw cess, Licer	ke a warp ve wings ord. ntious T	bolter. (Power hirst (p	r Rating + g 4-5)	⊦1). If it o	does, ita Ec In Li a f	c sarissa c s Moveme cstatic Au amorata a centious T friendly SI	or a wa ent cha ra: All dd 1 to Thirst a L AAN	rp scourge.
ABILITIES	This model This model This model This model This model	lel may tal lel may ha FLY keyw cess, Licer This mod can attem	te a warp ve wings ord. ntious T lel has a pt to ma	bolter. (Power hirst (p 5+ invu nifest to	r Rating + g 4-5) Inerable s wo psychi	+1). If it of ave.	does, it: Ec In Li: a f lo: s in eacl	c sarissa c s Moveme estatic Au amorata a centious 7 friendly SJ ses a wour h friendly	or a wa ent cha ra: All dd 1 to Thirst a L AAN nd, roll Psychi	rp scourge. racteristic is increased to 12" and it friendly SECT >units within 6" of an p rolls made to ignore wounds with the ability, to a maximum of 3+. Whenever ESH unit within 6" of an Inamorata
WARGEAR OPTIONS ABILITIES PSYKER FACTION KEYWORDS	This model This model psychic pow	lel may tal lel may ha FLY keyw cess, Licer This mod can attem ver in each	te a warp ve wings rord. ntious T lel has a pt to ma n enemy	bolter. (Power) hirst (p 5+ invu nifest tv Psychic	r Rating + g 4-5) lnerable s wo psychi	+1). If it of ave. c powers knows th	does, it: Ec In Li a f los s in each	c sarissa c s Moveme estatic Au amorata a centious 7 friendly SJ ses a wour h friendly	or a wa ent cha ra: All dd 1 to Thirst a L AAN nd, roll Psychi	rp scourge. racteristic is increased to 12" and it friendly SECT >units within 6" of an to rolls made to ignore wounds with the ability, to a maximum of 3+. Whenever ESH unit within 6" of an Inamorata l a D6. On a 6+, the wound is not lost. ic phase, and attempt to deny one

1 All			and		and Meton	and a		e piner	
			FA]	LLE	N SI	STI	ERS		
	М	WS	BS	S	T	W	A	Ld	Sv
Fallen Sister	7"	3+	3+	3	3	1	2	7	3+
Fallen Superior	7"	3+	3+	3	3	1	3	8	3+
This unit contains 1 Fa with a bolt pistol, boltg	-				nclude up	to 5 add	litional I	Fallen Sis	ters (Power Rating +5). Each model is arme
WEAPON	RANGE	TYPE			S	AP	0	ABILITIE	S
Blastmaster	When attac	king with	this wea	pon, cho	oose one o	of the pr	ofiles be	elow.	
- Single frequency	48"	Heavy I	03		8	-2	D3		o not receive the benefit of cover to their
- Varied frequency	36"	Assault	D6		4	-1	1	saving	throws for attacks made with this weapon.
Boltgun	24"	Rapid F	ire 1		4	0	1	-	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Chainsword	Melee	Melee			User	0	1		me the bearer fights, it can make one nal attack with this weapon.
Frag grenade	6"	Grenade	e D6		3	0	1	-	

Krak grenade	6"	Grenade 1	6	-1	D3	-	
WARGEAR OPTIONS	 Up to for One Fall may take The Fall or take a 	en Sister who has not n e a Defiled Simulacrun	eplace their bo replaced her b n. replace her b ee Weapons lis	ltgun w oltgun w oltgun w st in add	ith an it vith a wo vith a wo ition to	eap eap hei	
ABILITIES			40 /	sts of Ex	cess for	a u	nit whilst it includes a model with a Defiled
FACTION KEYWORDS	CHAOS,	<mark b="" chaos<="" of=""></mark>	5>, FALLEN S	OROR	ITAS, <	<se< th=""><th>CT></th></se<>	CT>
KEYWORDS	INFANTI	RY, FALLEN SISTER	S				

				SI	AV	ES				
	М	WS	BS	S	T	W	A	Ld	Sv	
Slave	6"	5+	5+	3	3	1	1	4	6+	

This unit contains 20 Slaves. It can include up to 10 additional Slaves (**Power Rating +1**). Each Slave is armed with a stub pistol and improvised close combat weapon.

WEAPON	RANGE	ТУРЕ	S	AP	D	ABILITIES					
Autogun	24"	Rapid Fire 1	3	0	1	-					
Flamer	8"	8" Assault D6 4 0 1 This weapon automatically hits									
Heavy stubber	36"	Heavy 3	4	0	1	-					
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.					
Stub pistol	12"	Pistol 1	3	0	1	-					
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.					
WARGEAR OPTIONS	• For every	· ·		-		topistol with an autogun or a shotgun. heir improvised melee weapon and autopistol with a					
ABILITIES	characterist	hip!: This unit increas ic by 2 during the Mo more friendly FALLI FERS.	orale phase if it	is with	n						
FACTION KEYWORDS	CHAOS, S	LAANESH, FALLE	N SORORITA	s							
KEYWORDS	INFANTR	Y, SLAVES									

			DA	EM	ION	ETT	ES			
	М	WS	BS	S	T	W	A	Ld	Sv	
Daemonette	7"	3+	3+	3	3	1	2	7	6+	
Alluress	7"	3+	3+	3	3	1	3	7	6+	
it contains 1 Alluress ar (Power Rating +8) . Ead				-	addition	al Daemor	ettes	(Power R	ating +	4) or up to 20 additional Daemonette
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	S	
Piercing claws	Melee	Melee			User	-1	1		•	make a wound roll of 6+ for this it is resolved with an AP of -4 instead
WARGEAR OPTIONS	For everyFor every					•				
ABILITIES	Daemonic Daemonic: save.			it have a	ı 5+ invul	nerable	Fig th alt	ght phase at have ch ernate ch	even if arged, α oosing ι	ess: This unit always fights first in the it didn't charge. If the enemy has units or that have a similar ability, then units to fight with, starting with the s taking place.
	Graceful K each model models.	in this ur	it by 1 w	vhilst it c	contains 2	20 or more	fo: da	r a unit wi emonic h	ith any l orde is l	you roll a 1 when taking a Morale test Daemonic Icons, reality blinks and the polstered. No models flee and D6 slain
	Instrument Instrument rolls.							aemonette	es are in	stead added to the unit.
FACTION KEYWORDS	CHAOS, S	LAANES	н							
KEYWORDS										

6			D	AR	AM		25					
2 Ower	1. S. S. S.		1.			501						
	М	WS	BS	S	T	W	A	Ld	Sv			
Paramour	7"	3+	3+	3	3	2	3	8	3+			
Paramour Superior	7"	3+	3+	3	3	2	4	9	3+			
This unit contains 1 Par with a bolt pistol, boltg	-				i include i	ıp to 5 a	dditiona	l Paramo	urs (Power	Rating +5). E	Each model is arr	neċ
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	S			
Blastmaster	When attac	king with	this wea	pon, ch	oose one	of the pr	ofiles be	elow.				
Single frequency	48"	Heavy D	03		8	-2	D3	Units d	o not recei	ve the benefit	of cover to their	
- Varied frequency	36"	Assault	D6		4	-1	1	saving	throws for a	attacks made v	with this weapon	
Boltgun	24"	Rapid Fi	ire 1		4	0	1	-				
Bolt pistol	12"	Pistol 1			4	0	1	-				
Chainsword	Melee	Melee			User	0	1			rer fights, it ca vith this weap		
Frag grenade	6"	Grenade	e D6		3	0	1	-				
Krak grenade	6"	Grenade	e 1		6	-1	D3	-				
WARGEAR OPTIONS	Weapons One Para Weapons The Para	ur Paramou list. umour who list may ta mour Supe ke a weapo	has not has not ke a De erior ma	replace replace filed Sir y either the <i>Mel</i>	their bolt ed her bol nulacrum replace h ee Weapon	gun with tgun wit uer boltg ns list in	n an iten h a weaj un with additior	n from the con from a weapon n to her o	e <i>Melee Wel</i> the <i>Melee</i> from the <i>F</i> ther wargea	Weapons, Speci Ranged Weapon ar.	Weapons or Hea ial Weapons or F ns or Melee Weaj	Iea
ABILITIES	Rites of Ex					_						
	Defiled Sir Simulacrur		Add 1	to the re	esult of Te	ests of Ex	cess for	a unit wh	iilst it inclu	des a model w	rith a Defiled	
	Lover's Sad										oses a wound wł oes not lose a wo	
								·		ie character de		
FACTION KEYWORDS	they are wi	it suffers 1	mortal	wound.			CT>					

				DE	VIA	NTS					
	M	WS	BS	S	T	W	A	Ld	Sv		
Deviant	7"	3+	3+	3	3	1	3	8	7+		
This unit contains 3 Dev (Power Rating +4). Eacl		1				(Power I	Rating	+2) or up	to 6 additio	nal Deviants	
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	S		
Mutilated cybernetics	Melee	Melee			+1	-1	1	Make I weapor		or each attack made w	ith this
Deviant eviscerator	Melee	Melee			x2	-2	2		attacking wi the hit roll.	th this weapon, you m	ust subtrac
WARGEAR OPTIONS	Any mod	lel in the u	init can r	eplace t	heir mut	ilated cyt	pernetic	s with a d	leviant evisc	erator	
ABILITIES	Rites of Ex Inured to I					ls made t	o ignor	e wounds	by this unit	, to a maximum of 3+.	
	Masochisti make an ad			'			10		nd with the	Licentious Thirst abili	ty, it may
FACTION KEYWORDS	CHAOS, S	LAANES	SH, FAL	LEN SC	ORORIT	'AS, <se< td=""><td>CT></td><td></td><td></td><td></td><td></td></se<>	CT>				
KEYWORDS	INFANTR										

2 Powet		Μ	IST	RES	SS O	F SA	DI	SM		
	М	WS	BS	S	T	W	A	Ld	Sv	
Mistress of Sadism	7"	3+	3+	3	3	4	4	8	3+	
A Mistress of Sadism is a	single model	armed w	ith neura	al whips	, frag grei	nades an	d krak g	renades.		
WEAPON	RANGE	TYPE			S	AP	D	ABILITI	TIES	
Neural whips	Melee	Melee			User	-2	1	this we	I to the wound rolls for attacks made with reapon if the target unit's highest Leadership cteristic is less than 8 (other than VEHICL	•
Frag grenade	6"	Grenad	e D6		3	0	1	-		
Krak grenade	6"	Grenad	e 1		6	-1	D3	-		
ABILITIES	Rites of Exe Driven by t and hit rolls <sect> D 6" of this m</sect>	i he Lash: 15 taken du EVIANT	You can Iring the	re-roll A Fight p	Advance, o hase for fi	riendly		forged, Detach	ress of Punishment: If your army is Battle- d, this model does not take up slots in a chment that includes any SECT> DEVIAN /E units.	JT o
FACTION KEYWORDS	CHAOS, S	LAANE	SH, FAL	LEN S	ORORIT	AS, <se< td=""><td>CT></td><td></td><td></td><td></td></se<>	CT>			
KEYWORDS	CHARAC	FER, IN	FANTRY	Y, MIST	TRESS O	F SADI	SM			

				ASC	EN	DEL)			
	М	WS	BS	S	T	W	A	Ld	Sv	
Ascended	7"	3+	3+	4	4	2	3	9	3+	
This unit contains 5 As warpblades.	cended. It can i	nclude up	to 5 add	litional	Ascendee	d (Power	Ratin	g +5). Eac	h mode	el attacks with hellshards and
WEAPON	RANGE	TYPE			S	AP	0	ABILITI	ES	
Hellshards	12"	Assault	D3		6	-2	2	-		
Warpblades	Melee	Melee			+2	-2	2	-		
ABILITIES	Rites of Example of Ex	All mode	els in this ne start o	unit ha	ve a 5+ in your tur		d ole ir a o	eployment istead of b Warp Stril f your Mov	t, it can eing pla ke to arr vement	n you set up this unit during be set up in the warp, ready to strike, aced on the battlefield. If it is, it can u rive on the battlefield at the end of ar phases; when it does so, set the unit u ore than 9" from any enemy models.
FACTION KEYWORDS	CHAOS, S	LAANES	SH, FAL	LEN SC	ORORIT	'AS, <se< td=""><td>CT></td><td></td><td></td><td></td></se<>	CT>			
KEYWORDS	INFANTR	Y. DAEN	ION AS	CEND	FD					

			FL	ESF	I SH	IAPI	ER			
	М	WS	BS	S	T	W	A	Ld	Sv	
Flesh Shaper	7"	3+	3+	3	3	4	3	8	6+	
A Flesh Shaper is a sing	gle model arme	d with sur	gical too	ols.						
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	S	
Surgical tools	Melee	Melee			User	-1	1	-		
	ignore wou Flesh Sculj you may se within 3" o Toughness, beginning o by this abil	pting: At t lect a frier f a Flesh S or Attack of your ne	he start o Idly <se< b=""> haper an s charact</se<>	of your M CT> IN Id increa teristic b A unit ca	Aovemen F ANTRY se their S y 1 until	nt phase, 7 unit Strength, the	un no be ret on	it recover wounded en slain d turned to	oll a D6. On a roll of 4+, 5 D3 lost wounds; if the cl models but one or more 11 uring the battle, then a sin he unit with 1 wound rer 12 arget of the Healer ability	hosen unit contains of its models have ngle slain model is naining. A unit can
FACTION KEYWORDS	CHAOS, S	SLAANES	H, FAL	LEN SO	RORIT	AS, <sec< td=""><td>CT></td><td></td><td></td><td></td></sec<>	CT>			
KEYWORDS	CHARAC	TER, INF	ANTRY	Y, FLESI	H SHAP	ER				
		R. S. S.	a faire !	1 P. Jos			1.5.31			
				LA	MP	AD				
	М	WS	BS	S	T	W	A	Ld	Sv	
Lampad	7"	3+	3+	3	3	4	3	8	6+	
A Lampad is a single n	nodel armed wi	th a force s	staff.							
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	5	
Force staff	Melee	Melee			+2	-1	D3	-		
ABILITIES	Rites of Ex Warp Char within 6" o	nneling: Y	ou can r	e-roll fail	led Tests		for < S	ECT> FA	LLEN SORORITAS units	s whilst they are
PSYKER			-			-			sychic phase, and attemp ower and one power from	

CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>

CHARACTER, INFANTRY, PSYKER, LAMPAD

FACTION KEYWORDS

KEYWORDS

-				1.15						a a a a a a a a a a a a a a a a a a a
Ben 3				AP	OST	ATI	3			
	М	WS	BS	S	T	W	A	Ld	Sv	
Apostate	6"	4+	4+	3	3	4	4	7	6+	
An Apostate is a single	e model armed v	with a lasp	istol, fraș	g grenad	les, and k	rak gren	ades.			
WEAPON	RANGE	TYPE			S	AP	D	ABILITI	ES	
Autogun	24"	Rapid F	ire 1		3	0	1	-		
Laspistol	12"	Pistol 1			3	0	1	-		
Plasma gun	When attac	king with	this wea	pon, ch	oose one	of the p	ofiles be	elow.		
- Standard	24"	Rapid F	ire 1		7	-3	1	-		
- Supercharge	24"	Rapid F	ire 1		8	-3	2		it roll of 1, the be n's shots have bee	earer is slain after all of this en resolved.
Shotgun	12"	Assault	2		3	0	1		arget is within ha n's Strength.	alf range, add 1 to this
Eviscerator	Melee	Melee			x2	-4	D3		attacking with th the hit roll.	iis weapon, you must subtrac
Frag grenade	6"	Grenad	e D6		3	0	1	-		
Krak grenade	6"	Grenad	e 1		6	-1	D3	-		
WARGEAR OPTIONS	 This mode This mode Weapons 	lel may tal		-					r an item from th	ne Melee Weapons or Ranged
ABILITIES	Corrupted invulnerabl	le save.					dice wi (discar	hen maki ding the	ing an Advance, a lowest). Addition	rith this ability may roll two and choose the highest result nally, they may roll 3D6 when
	Hymns of E characteris	tic, Advan	ce rolls, a	and Cha	rge rolls			g a charg ding the		ose the two highest results
	by SLAAN and RENE they are wi	GADES A	ND HEI	RETICS	units wh	nilst				
FACTION KEYWORDS	CHAOS, S									

	P	LEA	SUI	RE C	CUL	T AS	SSA	SSIN	NS		
	М	WS	BS	S	T	W	A	Ld	Sv		
Pleasure Cult Assassin	7"	3+	4+	4	3	1	4	7	5+		

This unit contains 2 Pleasure Cult Assassins. It can include up to 2 additional Pleasure Cult Assassins (**Power Rating +2**), up to 4 additional Pleasure Cult Assassins (**Power Rating +4**), up to 6 additional Pleasure Cult Assassins (**Power Rating +5**), or up to 8 additional Pleasure Cult Assassins (**Power Rating +7**). Each Pleasure Cult Assassin is armed with poisoned monoblades and poisoned throwing knives.

WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Poisoned monoblade	Melee	Melee	1	-1	1	This weapon wounds on a 4+, unless the target is TITANIC or a VEHICLE .
Poisoned throwing knives	6"	Pistol 1	1	-1	1	This weapon wounds on a 4+, unless the target is TITANIC or a VEHICLE .
ABILITIES	unit up in c battlefield. phases, this anywhere o	concealment instead At the end of any sunit can reveal it	nent, you can set th ad of placing it on of your Movemen s position – set it u hat is more than 9	the t 1p	tw hiş ma tw	ovenant of Slaanesh: A unit with this ability may roll to dice when making an Advance, and choose the ghest result (discarding the lowest). Additionally, they ay roll 3D6 when making a charge move and choose the to highest results (discarding the lowest).
		n a wound roll, th	a model in this un e AP of that attack			acanny Reflexes: Models in this unit have a 5+ vulnerable save.
FACTION KEYWORDS	CHAOS, S	LAANESH, FAI	LEN SORORIT	45		
KEYWORDS	INFANTR	Y, PLEASURE C	CULT ASSASSIN	s		

r 4				HA	ARP	IES				
	М	WS	BS	S	T	W	A	Ld	Sv	
Harpy	12"	3+	6+	4	3	1	2	7	4+	
This unit contains 5 Ha Each model is armed w						ower Rat	ing +4) or up to	10 additional Harpies (Power Rating +8).
WEAPON	RANGE	TYPE			S	AP	0	ABILITI	ES	
Sonic scream	9"	Assault	D3		5	-1	1	not rec for atta one or	reapon automatically hits its target. Units ceive the benefit of cover to their saving the acks made with this weapon. Units that su more unsaved wounds from this weapon t fire Overwatch for the rest of the turn.	hrow 1ffer
Harpy talons	Melee	Melee			User	-1	1		ime this model fights, it can make 1 addit with this weapon.	ional
WARGEAR OPTIONS	• Any mod	el in the u	nit may	take a p	air of ligh	tning cla	ws or a	an item fr	om the Melee Weapons list.	
ABILITIES	Rites of Exa Daemonic: save. Cannibalist destroys an Licentious T for the rest maximum of	All mode tic Hunge enemy ur Fhirst roll of the gan	ls in this r: Each it in the s made t	time thi Fight p o ignore	we a 5+ ir s unit cor hase, add e wounds	npletely 1 to by this u	de in a of ar	eploymen istead of b Warp Stri f your Mo	te: When you set up this unit during t, it can be set up in the warp, ready to str being placed on the battlefield. If it is, it ca ke to arrive on the battlefield at the end o vement phases; when it does so, set the un hat is more than 9" from any enemy mode	an us of any nit uj
FACTION KEYWORDS	CHAOS, S	LAANES	H, FAL	LEN SO	ORORIT	AS, <se< td=""><td>CT></td><td></td><td></td><td></td></se<>	CT>			
KEYWORDS	INFANTR		ON EI	V IIAI	DIEC					_

ζ	towes				SCY	LL.	ANS			
		М	WS	BS	S	T	W	A	Ld	Sv
S	Scyllan	14"	3+	3+	3	4	2	2	7	3+
5	Scyllan Superior	14"	3+	3+	3	4	2	3	8	3+

This unit contains 1 Scyllan Superior and 2 Scyllans. It can include up to 3 additional Scyllans (**Power Rating +4**) or up to 6 additional Scyllans (**Power Rating +8**). Each model is armed with a bolt pistol, frag grenades and krak grenades, and rides a bike equipped with a storm bolter and thrashing chains.

WEAPONRANGETYPESAPDABILITIESScyllanBolt pistol12"Pistol 1401-Storm bolter24"Rapid Fire 2401Each time the bearer fights, it can make one additional attack with this weapon.ChainswordMeleeMeleeUser01Each time the bearer fights, it can make one additional attack with this weapon.Frag grenade6"Grenade D6301-BikeThrashing chainsMeleeMelee301After a model on this mount. Make 3 additional attacks, you can attack with its mount. Make 3 additional attacks, suing this weapon profile. If a unit that suffers any unsaved wounds from this weapon must tack a morale test in the subsequent Morale phase, adding 1 to the roll for each unit killed by this weapon.WARGEAR OPTIONS. Any Scyllan may replace her bolt pistol with a chainswort. • The Scyllan Superior may replace her bolt pistol with a chainswort. • Up to two Scyllans may either take one additional item from the Ranged Weapons or Melee Weapons list. • Up to two Scyllans may either take one additional item from the Special Weapons list, or replace their bike's storm bolter with one item from the Special Weapons list, or replace their bike's storm bolter with one item from the Special Weapons list, or replace their bike's storm bolter with one item from the Special Weapons list, or replace their bike's storm bolter with one item from the Special Weapons list, or replace their bike's storm bolter with one item from the Special Weapons list, or replace their bike's storm bolter with one item from the Special Weapons list,	chirushing chains.						
Bolt pistol12"Pistol 1401-Storm bolter24"Rapid Fire 2401-ChainswordMeleeMeleeUser01Each time the bearer fights, it can make one additional attack with this weapon.Frag grenade6"Grenade D6301-BikeStartStartAfter a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile. If a unit that suffers any unsaved wounds from this weapon must take a morale test in the subsequent Morale phase, adding 1 to the roll for each unit killed by this weapon.WARGEAR DPTIONS• Any Scyllan may replace her bolt pistol with a chainswort. • The Scyllan Superior may replace her bolt pistol with one item from the Special Weapons list, or replace their bike's sortom bolter with one item from the Special Weapons list, or replace their bike'sABILITIESRites of Excess, Licentious Thirst (pg 4-5)FACTION KEYWORDSCALANESH, FALLEN SUCTIVASFACTION KEYWORDSCALANESH, FALLEN SUCTIVAS	WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Storm bolter24"Rapid Fire 2401-ChainswordMeleeMeleeUser01Each time the bearer fights, it can make one additional attack with this weapon.Frag grenade6"Grenade D6301-Krak grenade6"Grenade I6-1D3-BikeThrashing chainsMeleeMelee301After a model on this mount makes its close combat attacks, using this weapon profile. If a unit that sufficers any unsaved wounds from this weapon must take a morale test in the subsequent Morale phase, adding 1 to the roll for each unit killed by this weapon.WARGEAR OPTIONS• Any Scyllan may replace her bolt pistol with a chainsword. · list. · Up to two Scyllans may either take one additional item from the <i>Ranged Weapons</i> or <i>Melee Weapons</i> list.ABILITIESRites of Excess, Licentious Thirst (pg 4-5)Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.FACTION KEYWORDSCHAOS, SLANESH, FALLEN SORORITAS, SECT>	Scyllan						
ChainswordMeleeMeleeUser01Each time the bearer fights, it can make one additional attack with this weapon.Frag grenade6"Grenade D6301-Krak grenade6"Grenade D6-1D3-BikeThrashing chainsMeleeMelee301After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile. If a unit that suffers any unsaved wounds from this weapon must take a morale test in the subsequent Morale phase, adding 1 to the roll for each unit killed by this weapon.WARGEAR DPTIONS• Any Scyllan may replace her bolt pistol with a chainsword. · Up to two Scyllans may either take one additional item from the Special Weapons list, or replace their bike's storm bolter with one item from the Special Weapons list, or replace their bike's storm bolter with one item from the Special Weapons list, or replace their bike's at clist. · Up to two Scyllans may either take one additional item from the Special Weapons list, or replace their bike's storm bolter with one item from the Special Weapons list, or replace their bike's at clist.AGILITIESRites of Excess, Licentious Thirst (pg 4-5)Turbo-boost: When this unit Advances, add 6" to its Movement phase instead of rolling a dice.FACTION KEYWORDSCHAOS SLANNESH, FALLEN SORNETIAS, SECT>	Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade6''Grenade D63011Krak grenade6''Grenade 16''D3-BikeUThrashing chainsMeleeMelee301After a model on this mount makes its close comband attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile. If a unit that suffers any unsaved wounds from this weapon profile. If a unit that suffers any unsaved wounds from this weapon profile. If a unit that suffers any unsaved wounds from this weapon profile. If a unit that suffers any unsaved wounds from this weapon profile. If a unit that suffers any unsaved wounds from this weapon profile. If a unit that suffers any unsaved wounds from this weapon profile. If a unit that suffers any unsaved wounds from this weapon profile. If a unit that suffers any unsaved wounds from this weapon profile. If a unit that suffers any unsaved wounds from this weapon profile. If a unit that suffers any unsaved wounds from this weapon profile. If a unit that suffers any unsaved wounds from this weapon profile. If a unit that suffers any unsaved wounds from this weapon profile. If a unit that suffers any unsaved wounds from this weapon profile. If a unit that suffers any unsaved wounds from this weapon.WARGEAR OPTIONS• Any Scyllan may replace her bolt pistol with a clainswort. • Up to two Scyllans may either take one additional item From the Special Weapons on Melee Weapons is. • Up to two Scyllans may either take one additional item From the Special Weapons list, or replace their bike's storm bolter with one item from the Special Weapons list, or replace their bike's storm bolter with one item from the Special Weapons is. • Up to two Scyllans may either take one additional attacks, store that Movement phase instead of clains a dice.AGRILINE SCHANESH, SLA	Storm bolter	24"	Rapid Fire 2	4	0	1	-
Krak grenade 6" Grenade 1 6 -1 D3 - Bike Thrashing chains Melee Melee 3 0 1 After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile. If a unit that suffers any unsaved wounds from this weapon must take a morale test in the subsequent Morale phase, adding 1 to the roll for each unit killed by this weapon. WARGEAR OPTIONS • Any Scyllan may replace her bolt pistol with a chainsword. • The Scyllan Superior may replace her bolt pistol with one item from the <i>Ranged Weapons</i> or <i>Melee Weapons</i> list. ABILITIES Rites of Excess, Licentious Thirst (pg 4-5) Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice. FACTION KEYWORDS CHAOS, SLAANESH, FALLEN SORORITAS, <sect></sect>	Chainsword	Melee	Melee	User	0	1	•
Bike Thrashing chains Melee Melee 3 0 1 After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile. If a unit that suffers any unsaved wounds from this weapon must take a morale test in the subsequent Morale phase, adding 1 to the roll for each unit killed by this weapon. WARGEAR DPTIONS • Any Scyllan may replace her bolt pistol with a chainsword. • The Scyllan Superior may replace her bolt pistol with one item from the <i>Ranged Weapons</i> or <i>Melee Weapons</i> list. VUP to two Scyllans may either take one additional item from the <i>Special Weapons</i> list, or replace their bike's storm bolter with one item from the <i>Special Weapons</i> list. ABILITIES Rites of Excess, Licentious Thirst (pg 4-5) Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice. FACTION KEYWORDS CHAOS, SLAANESH, FALLEN SORORITAS, <sect></sect>	Frag grenade	6"	Grenade D6	3	0	1	-
Thrashing chains Melee Melee 3 0 1 After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile. If a unit that suffers any unsaved wounds from this weapon must take a morale test in the subsequent Morale phase, adding 1 to the roll for each unit killed by this weapon. WARGEAR OPTIONS • Any Scyllan may replace her bolt pistol with a chainsword. • The Scyllan Superior may replace her bolt pistol with one item from the Ranged Weapons or Melee Weapons list. • Up to two Scyllans may either take one additional item from the Special Weapons list, or replace their bike's storm bolter with one item from the Special Weapons list. ABILITIES Rites of Excess, Licentious Thirst (pg 4-5) Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice. FACTION KEYWORDS CHAOS, SLAANESH, FALLEN SORORITAS, <sect></sect>	Krak grenade	6"	Grenade 1	6	-1	D3	-
attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile. If a unit that suffers any unsaved wounds from this weapon must take a morale test in the subsequent Morale phase, adding 1 to the roll for each unit killed by this weapon. WARGEAR DPTIONS • Any Scyllan may replace her bolt pistol with a chainsword. • The Scyllan Superior may replace her bolt pistol with one item from the Ranged Weapons or Melee Weapons list. • Up to two Scyllans may either take one additional item from the Special Weapons list, or replace their bike's storm bolter with one item from the Special Weapons list. ABILITIES Rites of Excess, Licentious Thirst (pg 4-5) Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice. FACTION KEYWORDS CHAOS, SLAANESH, FALLEN SORORITAS, <sect></sect>	Bike						
 The Scyllan Superior may replace her bolt pistol with one item from the <i>Ranged Weapons</i> or <i>Melee Weapons</i> list. Up to two Scyllans may either take one additional item from the <i>Special Weapons</i> list, or replace their bike's storm bolter with one item from the <i>Special Weapons</i> list. ABILITIES Rites of Excess, Licentious Thirst (pg 4-5) Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice. FACTION KEYWORDS CHAOS, SLAANESH, FALLEN SORORITAS, <sect></sect> 	Thrashing chains	Melee	Melee	3	0	1	attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile. If a unit that suffers any unsaved wounds from this weapon must take a morale test in the subsequent Morale phase, adding 1 to the roll for each unit killed by this
Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice. FACTION KEYWORDS CHAOS, SLAANESH, FALLEN SORORITAS, <sect></sect>	WARGEAR OPTIONS	 The list. Up t	Scyllan Superior may to two Scyllans may ei	replace her bo ther take one a	olt pisto additior	l with or nal item :	ne item from the <i>Ranged Weapons</i> or <i>Melee Weapons</i> from the <i>Special Weapons</i> list, or replace their bike's
rolling a dice. FACTION KEYWORDS CHAOS, SLAANESH, FALLEN SORORITAS, <sect></sect>	ABILITIES	Rites	of Excess, Licentious	Thirst (pg 4-5)		
				it Advances, a	dd 6" to	its Mov	re characteristic for that Movement phase instead of
KEYWORDS BIKER, SCYLLANS	FACTION KEYWORDS	CHAO	OS, SLAANESH, FA	LLEN SORO	RITAS	, <sec< b="">]</sec<>	Г>
	KEYWORDS	BIKE	R, SCYLLANS				

2 sowet			C	HAC	DS S	PAV	VN			
	М	WS	BS	S	T	W	A	Ld	Sv	
Chaos Spawn	7"	4+	-	5	5	4	D6	9	5+	

This unit contains 1 Chaos Spawn. It can include 1 additional Chaos Spawn (**Power Rating +2**), 2 additional Chaos Spawn (**Power Rating +4**), 3 additional Chaos Spawn (**Power Rating +6**) or 4 additional Chaos Spawn (**Power Rating +8**). Each Chaos Spawn attacks with hideous mutations.

WEAPON	RANGE	TYPE		S	AP	D	ABILITIES
Hideous mutations	Melee	Melee		User	-2	2	-
ABILITIES	Fearsome: I within 1" of Spawn must from their I	t subtract 1		t ed Beyond I D3 and cons Result			a unit of Chaos Spawn makes its close combat attacks, ow:
			1	Razor Clav of -4 until t			s mutations of all Chaos Spawn in the unit have an AP ight phase.
			2		-		ich Chaos Spawn in the unit adds 2 to its Attacks l of the Fight phase.
			3	Toxic Haer of the Fight	U	e: You	can re-roll failed wound rolls for this unit until the end
FACTION KEYWORDS	CHAOS, S	LAANESH, FA	LLEN	SORORITA	S, <sec< th=""><th>T></th><th></th></sec<>	T>	
KEYWORDS	BEAST, CI	HAOS SPAWN					

B Sowet				CA	LLI	OPE				DAMAGE			
	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Calliope	*	6+	*	7	8	12	*	7	3+	6-12+	12"	3+	3
A Calliope is a single m	odel equipped	with a cal	liope arr	ay.						4-6	6"	4+	D3
WEAPON	RANGE	TYPE			S	AP	0	ABILITI	ES	1-3	4"	5+	1
Calliope array	When attac	cking with	this wea	pon, cho	oose one	of the pr	ofiles b	elow.					
- Single frequency	48"	Heavy 3	D3		8	-2	D3			by this weapon do		n any b	onus
- Varied frequency	36"	Assault	3D6		4	-1	1	to their	saving	throws for being in	cover.		
Doom siren	8"	Assault	D6		5	-2	1	attacke	d by this	itomatically hits its weapon do not ga ows for being in co	in any l		to
Hunter-killer missile	48"	Heavy 1			8	-2	D6	Each h per bat		ller missile can onl	y be fire	ed once	5
Storm bolter	24"	Rapid F	ire 2		4	0	1	-					
WARGEAR OPTIONS	This modThis modThis mod	del may tal	ke a stori	n bolter.									
ABILITIES	Explodes: D6 before r any embarl and each u	removing i ked model	t from tł s disemb	ne battlet ark. On	field and a 6 it exp	before olodes,		shootii model Shootii	ng any w can use ng phase colls for 1	ers: Once per gam eapons in the Shoo its smoke launcher your opponent mu ranged weapons the	oting ph s; until ust subt	ase, th your n ract 1 f	ext
FACTION KEYWORDS	CHAOS, S	SLAANES	H, FAL	LEN SC	ORORIT	AS, <se< td=""><td>CT></td><td></td><td></td><td></td><td></td><td></td><td></td></se<>	CT>						
KEYWORDS	VEHICLE												

5		T	AN]	FAL	US]	ENG	IN	ES					
M WS BS S T W A Ld Sv													
Tantalus Engine 7" 4+ 4+ 5 6 7 4 8 4+													
This unit contains 1 T Rating +10) . Each Ta	0					0		Rating +5	5) or 2 addi	tional Tanta	llus Engines	(Power	
WEAPON	RANGE	TYPE			S	AP	0	ABILITIE	S				
Heavy flamer	8"	Heavy I	D6		5	-1	1	This we	eapon autoi	natically hi	ts its target.		
Buzz-blades	Melee	Melee			x2	-3	3	-					
ABILITIES	Desperate f each Fight p			L L	, ,	in]	Daemoni	c: This mo	del has a 5+	invulnerab	le save.	
									U	on: At the b el heals 1 w	eginning of ound.	each of	

FAGTION KEYWORDSCHAOS, SLAANESH, FALLEN SORORITAS, <SECT>KEYWORDSVEHICLE, DAEMON, DAEMON ENGINE, TANTALUS ENGINES

			ALT	'AR	OF_	AG	ON	Y		DAMAGE			
<u>OME</u>	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	A	RITU/
Altar of Agony	*	 4+	6+	6	6	12	*	8	 4+	6-12+	8"	н 6	2+
Paramours		3+	3+	3	U	12		0		4-6	6"	D6	3+
An Altar of Agony is a	-			-	-	-	Danama	-	-	1-3	0 4"	D0 D3	4+
ach armed with a bolt	-					ii by two	Paramo	Jurs who	are	1-5			41
VEAPON	RANGE	TYPE			S	AP	D	ABILITI	S				
ltar of Agony													
laded wheels	Melee	Melee			6	-1	2	-					
aramours													
Soltgun	24"	Rapid F	ire 1		4	0	1	-					
olt pistol	12"	Pistol 1			4	0	1	-					
rag grenade	6"	Grenad	e D6		3	0	1	-					
rak grenade	6"	Grenad	e 1		6	-1	D3	-					
ARGEAR OPTIONS	• Fither Pc	ramour m	av ropla	ce their b	oltaun	with a bla	etmaste	r or an it	m from	the Melee Weapon	is Stra	cial W	Jeano
					g 4-5)								
	of Agony o and consul resolving th the result is otherwise t	f your cho ting the tal he first pow s equal to o the attemp	ice from ble below wer. Eacl or greate t to use t HINY	the table w; if you h time th er than th the powe	of your s e below. do so, yo is model ie Ritual r fails an	Alternati ou may at l attempt: character nd nothin	vely, you ttempt a s to use ristic sh ng happe	u may rar a second r one of its own in its ens.	idomly c andomly powers, s damage	is model attempt to letermine the powe v determined powe roll a D6 to see if i e table resolve the p mmediately suffer:	er by r er imm it is su power	olling nediat ccessi s effec	; a D3 ely af ful. If
	of Agony o and consul resolving the the result is otherwise the DB R 1 R ww 2 R L the the	f your cho ting the tal he first pow s equal to o the attemp ITUAL OF A Citual of A Citual of En eadership.	ice from ble below wer. Eacl or greate t to use t HUNY ffliction ffliction If you r ry point	the table w; if you h time th the the powe : Each er error: Pic olled equ	of your 5 e below. do so, yo is model e Ritual r fails an nemy un ck an en- al to or l ed highe	Alternati bu may at l attempt: character ad nothin it within emy unit below the r, one mo	vely, yo' ttempt a s to use ristic sh g happe 9" of th within eir Lead odel from	u may rar a second r one of its own in its ens. e Altar of 9". Roll 2 ership, no m the uni	domly c andomly powers, a damage Agony i O6 and c thing ha t flees as	determine the power of determined power roll a D6 to see if i e table resolve the p mmediately suffer compare the result appens. If you rolle if they had failed a	er by r er imm it is su power s a mo to the d high	olling nediat accessf s effector ortal targener,	t's
	of Agony o and consul resolving th the result is otherwise th D3 R 1 R w 2 R L th T 3 R	f your cho ting the tal he first pow s equal to o the attemp ITUAL OF A Citual of A Cound. Citual of En eadership. hen for eve this ritual r	ice from ble below wer. Eacl or greate t to use t HUNY ffliction ffliction ffliction ffliction ry point nay not hoking l	the table w; if you h time th er than th the powe : Each er error: Pie olled equ you rolld be used o Darkness	of your 3 e below. do so, yo is model e Ritual r fails an hemy un ck an en al to or l ed highe on CHA	Alternati bu may at l attempt: character ad nothin it within emy unit below the r, one mo RACTEF	vely, yo' ttempt a s to use ristic sh g happe 9" of th within eir Lead odel from RS, MO	u may rar a second r one of its own in its ens. e Altar of 9". Roll 22 ership, no m the uni NSTERS ,	domly c andomly powers, s damag Agony i D6 and c thing ha t flees as or VEH	determine the power of determined power roll a D6 to see if i e table resolve the p mmediately suffer compare the result appens. If you rolle if they had failed a	er by r er imm it is su power s a mo to the d high a Mora	ortal targe ale tes	t's
	of Agony o and consul resolving the the result is otherwise the DB R 1 R W 2 R L th T 3 R Altar of Sh	f your cho ting the tal he first pow s equal to o the attemp ITUAL OF AL Citual of AL cound. Citual of EL eadership. hen for eve this ritual of CI litar of Ago aanesh: Fr	ice from ble below wer. Eaclor greate t to use f HUNY ffliction ffliction ffliction fl you re ry point nay not hoking b ony mus iendly <	the table w; if you h time th the the powe the powe r: Each er error: Pio colled equ you rolle be used o Darknesse t subtract	of your 3 e below do so, yo is model e Ritual r fails an hemy un ck an en al to or l ed highe on CHA s: Until t t 1 from units wit	Alternation may at a lattempt. character da nothin it within it within eemy unit below the or, one more RACTEF the begin hit rolls.	vely, yo' ttempt a s to use ristic sh g happe 9" of th within eir Lead odel from 2S, MO ning of	u may rar second r one of its own in its ens. e Altar of 9". Roll 22 ership, no m the uni NSTERS , your next	andomly of andomly powers, s damage Agony i D6 and of thing hat t flees as or VEH turn, er 1 to the	determine the power of determined power roll a D6 to see if is to a table resolve the power mmediately suffers compare the result uppens. If you rolle if they had failed a (ICLES. hemy units within State) result of Tests of F	er by r r imn it is su cower s s a mo to the d high a Mor 2° of t	olling nediat cccessf s effector ortal targe ner, ale tes he	; a D3 ely afi ful. If ful. If tts,
	of Agony o and consul resolving the the result is otherwise the DB R 1 R W 2 R L th T 3 R Altar of Sh	f your cho ting the tal he first pow s equal to o the attemp ITUAL OF AI Citual of AI cound. Citual of EI eadership. hen for eve this ritual of Cl litar of Ago aanesh: Fr pact: Eacl	ice from ble below wer. Eaclor or greate t to use t HUNY ffliction ndless T If you re ry point nay not hoking I ony mus iendly <	the table w; if you h time th the the powe : Each er error: Pie olled equ you rolle be used o Darkness t subtract :SECT> u n Altar of	of your 3 e below do so, yo is model e Ritual r fails an hemy un ck an en- al to or l ed highe on CHA s: Until t t 1 from units wit f Agony	Alternation may at a set of the s	vely, yo' ttempt a s to use ristic sh g happe 9" of th within eir Lead odel from 2S, MO ning of "any AL a charge	u may rar second r one of its own in its ens. e Altar of 9". Roll 22 ership, no m the uni NSTERS , your next	andomly of andomly powers, s damage Agony i D6 and of thing hat t flees as or VEH turn, er 1 to the	determine the power roll a D6 to see if is e table resolve the p mmediately suffers compare the result uppens. If you rolle if they had failed a (ICLES.	er by r r imn it is su cower s s a mo to the d high a Mor 2° of t	olling nediat cccessf s effector ortal targe ner, ale tes he	; a D3 ely afi ful. If ful. If tts,
	of Agony o and consul resolving the the result is otherwise the DB R 1 R W 2 R L the 2 R L the T 3 R A Altar of SE Bladed Im that model Guardians shooting at makes its c	f your cho ting the tal he first pow s equal to o the attemp fillAL OF AI (itual of AI cound. Citual of En eadership. hen for eve 'his ritual r Citual of Cl litar of Ago aanesh: Fr pact: Eacl of the Alta ttack using lose combi	ice from ble below wer. Eaclo or greate t to use f ffliction fflic	the table w; if you h time th the time th the powe : Each er error: Pio olled equ you rolld be used o Darkness t subtract : SECT> u n Altar of ortal woun ng the She er ranged s, you ca	of your 3 e below. do so, yo is model e Ritual r fails an nemy un ck an en al to or l ed highe on CHA s: Until t t 1 from units wit f Agony nd for ea ooting p l weapor n attack	Alternation of the seguence of	vely, yo' ttempt a s to use ristic sh g happe 9" of th within eir Lead odel from RS, MO ning of any AL a charge f 6. h the Pa equipp two Par	u may rar second r one of its own in its ens. e Altar of 9". Roll 22 ership, nc m the uni NSTERS , your next TAR add move, ro aramours ed with. I amours. 1	domly c andomly powers, a damage Agony i C Agony i C Ago	determine the power of determined power roll a D6 to see if is to a table resolve the power mmediately suffers compare the result uppens. If you rolle if they had failed a (ICLES. hemy units within State) result of Tests of F	er by r r imn it is su power s a moc to the d high a Mor 2° of t Excess del wi may n Altar or eac	olling nediati cccessf 's effect ortal targe her, ale tes he thin 1 nake a of Ec: h of th	a D3 ely afti ful. If ful. If cts, t's t's t.t. " of it stasy hem
ACTION KEYWORDS	of Agony o and consul resolving the the result is otherwise the DB R 1 R W 2 R L the 2 R L the T 3 R A Altar of SE Bladed Im that model Guardians shooting at makes its c	f your cho ting the tal he first pow s equal to o the attemp fillAL OF AI attual of AI cound. A titual of En eadership. hen for eve this ritual of Cl danesh: Fr pact: Eacl of the Alta ttack using lose combi- they make	ice from ble below wer. Eaclo or greate t to use f HUNY ffliction ffliction ffliction ffliction fl you re ry point nay not hoking l ony mus iendly < n time an ers a mo ar: Durir whateve at attack 6 total a	the table w; if you h time th the time th the powe : Each er error: Pio olled equ you rolle be used o Darkness t subtract SECT> u n Altar of ortal wou ng the Sha er ranged (s, you ca ttacks) us	of your 3 e below. do so, yo is model e Ritual r fails an nemy un ck an en- al to or 1 ed highe on CHA s: Until t t 1 from units wit f Agony nd for ea ooting p l weapor n attack sing the	Alternation of the seguence of	vely, yo' ttempt a s to use ristic sh g happe 9" of th within eir Lead odel from 85, MO a charge f 6. h the Pa equipp two Par f whatev	u may rar second r one of its own in its ens. e Altar of 9". Roll 22 ership, nc m the uni NSTERS , your next TAR add move, ro aramours ed with. I amours. 1	domly c andomly powers, a damage Agony i C Agony i C Ago	determine the power roll a D6 to see if is e table resolve the p mmediately suffers compare the result appens. If you rolled if they had failed a (ICLES. nemy units within 9 e result of Tests of F or each enemy mode he Altar of Ecstasy ght phase, after the idditional attacks for	er by r r imn it is su power s a moc to the d high a Mor 2° of t Excess del wi may n Altar or eac	olling nediati cccessf 's effect ortal targe her, ale tes he thin 1 nake a of Ec: h of th	; a D3 ely aff ful. If ful. If cts, t's t's t's t's t's t t.

			T							DAMAGE			
Powet		A		ARO	JF I	ECS	TAS	SY		DAMAUL			
	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	Μ	A	RITU
ltar of Ecstasy	*	4+	6+	6	6	12	*	8	4+	6-12+	8"	6	2+
aramours	-	3+	3+	3	-	-	-	-	-	4-6	6"	D6	3-
An Altar of Ecstasy is a each armed with a bolt	-					en by two	o Param	ours who	are	1-3	4"	D3	4-
VEAPON	RANGE	TYPE			S	AP	D	ABILITIE	S				
ltar of Agony													
laded wheels	Melee	Melee			6	-1	2	-					
aramours													
oltgun	24"	Rapid F	ire 1		4	0	1	-					
Bolt pistol	12"	Pistol 1			4	0	1	-					
rag grenade	6"	Grenad	e D6		3	0	1	-					
Trak grenade	6"	Grenad	e 1		6	-1	D3	-					
BILITIES	of Ecstasy of and consul	Ecstasy: A of your cho ting the tal	t the star pice fron ble below	rt of each n the tabl w; if you	n of your le below. do so, yo	Alternat	ively, yo ttempt a	ou may rai a second ra	ndomly andomly	is model attempt t determine the pow 7 determined powe roll a D6 to see if i	er by r imn	rollin	g a D ely af
BILITIES	Rituals of D of Ecstasy of and consul ¹ resolving th	Ecstasy: A of your cho ting the tal ne first pow s equal to o	t the star bice fron ble below wer. Eacl or greate	rt of each n the tabl w; if you h time th r than th	n of your le below. do so, yc is model ne Ritual	Alternat ou may at l attempt character	ively, yo ttempt a s to use ristic sh	ou may ran a second ra one of its own in its	ndomly andomly powers,	determine the pow	er by r imn it is su	rolling nediate	g a D ely af ful. If
IBILITIES	Rituals of 1 of Ecstasy of and consult resolving th the result is otherwise t	Ecstasy: A of your cho ting the tal ne first pow s equal to o	t the star bice from ble below wer. Eacl or greate t to use t	rt of each n the tabl w; if you h time th r than th	n of your le below. do so, yc is model ne Ritual	Alternat ou may at l attempt character	ively, yo ttempt a s to use ristic sh	ou may ran a second ra one of its own in its	ndomly andomly powers,	determine the pow 7 determined powe roll a D6 to see if i	er by r imn it is su	rolling nediate	g a D ely af ful. If
ABILITIES	Rituals of D of Ecstasy of and consul- resolving th the result is otherwise t	Ecstasy: A of your cho ting the tal ne first poo s equal to o he attemp TUAL OF ED	t the star pice from ble below wer. Eacl or greate t to use t STASY	rt of each n the tabl w; if you h time th r than th the powe Pick a SL	n of your le below. do so, yo is model ne Ritual r fails an AANES	Alternat ou may at l attempts character ad nothin	ively, yo ttempt a s to use ristic sh g happe	ou may ran second ra one of its own in its ens.	ndomly andomly powers, damage	determine the pow 7 determined powe roll a D6 to see if i	rer by r imm it is su bower	rolling nediat ccessf 's effec	g a D ely af ful. If cts,
ABILITIES	Rituals of Lof Ecstasy ofand consultresolving ththe result isotherwise tII	Ecstasy: A of your cho ting the tal ne first poo s equal to o the attemp IIUAL OF ED IIUAL OF ED itual of A itual of Pe	t the stat bice from ble below wer. Eacl or greate t to use t SIASY lacrity: I ttacks cl erfection a AP of a	rt of each n the tabl w; if you h time th r than th the powe Pick a SL haracteri 1 : Pick a S	n of your le below. do so, yo iis model e Ritual r fails an AANES istic untii SLAANI l weapon	Alternation and a second secon	ively, yo ttempt a s to use ristic sh g happe rom you of the t t from y d by tha	ou may ran a second ra one of its own in its ens. Ir army wi urn. our army t unit by 1	ndomly andomly powers, damage thin 9" o within 9	determine the powe v determined powe roll a D6 to see if i e table resolve the p	rer by r imm it is su power ⁵ asy; ac	rolling nediate ccessf s effec dd 1 to	g a D ely af ful. If cts,
IBILITIES	Rituals of Iof Ecstasy ofand consultresolving ththe result isotherwise t11212136otherwise	Ecstasy: A of your cho ting the tal ne first poor s equal to o the attemp IIUAL OF EL itual of Al nat unit's A itual of Pe nprove the eapon with itual of Co	t the stat bice from ble below wer. Eacl or greate t to use t SHASY lacrity: 1 attacks cl erfection AP of a h an AP elerity: 1 this pha	rt of each n the tabl w; if you h time th r than th the powe Pick a SL n: Pick a SL of 0 wou Pick a SL se the or	n of your le below. do so, yo is model e Ritual r fails an AANES stic unti SLAANI I weapon Id have a AANES dered un	Alternation and a second secon	ively, you ttempt a s to use ristic sh g happe om you of the t from y d by tha -1 inste om you diately r	ou may ran a second ra one of its own in its ens. Ir army wi urn. our army t unit by 1 rad). r army wi noves as it	ndomly andomly powers, damage thin 9" of within 9" of until th thin 9" of fit were	determine the power roll a D6 to see if i e table resolve the p of the Altar of Ecster " of the Altar of Ecster the Movement pha	er by er imm it is su power asy; ac estasy; examp asy. In	rolling nediation cccessf 's effect dd 1 to ble, a	g a D ely af ful. If :ts,
BILITIES	Rituals of 1of Ecstasy ofand consultresolving ththe result isotherwise th1R1R2Rin3RothA	Ecstasy: A of your che ting the tal ne first pow s equal to o the attemp IIIAL OF EI itual of AI nat unit's A itual of Pe nprove the eapon with itual of Ce f shooting dvance as	t the star bice from ble below wer. Eacl or greate t to use t SIASY lacrity: I ttacks cl erfection e AP of a h an AP elerity: I this pha part of t	rt of each n the tabl w; if you h time th r than th the powe Pick a SL haracteri n: Pick a SL ll ranged of 0 wou Pick a SL se the ore his move	n of your le below. do so, you is model e Ritual r fails an AANES stic unti SLAANI I weapon ild have a AANES dered un e, and can	Alternation Alternation and a strange of the second	ively, you ttempt as s to use ristic sh g happed om you of the t from y d by that -1 instee om you diately r lare a ch	ou may ran a second ra one of its own in its ens. ar army wi urn. our army t unit by I rad). r army wi noves as in harge duri	ndomly andomly powers, damage thin 9" of within 9" until th thin 9" of fit were og this t	determine the power roll a D6 to see if i e table resolve the p of the Altar of Ecster " of the Altar of Ecster the Movement pha	rer by r imm ti is su power asy; ac stasy; ac stasy; ac stasy; ac stasy. In ase. It	rollin, nediati cccessf dd 1 to ble, a stead must	g a D ely af ful. If :ts,
IBILITIES	Rituals of Iof Ecstasy ofand consultresolving ththe result isotherwise t112R12R03RofA	Ecstasy: A of your cho ting the tal ne first poor s equal to o the attemp IIUAL OF EL itual of Al nat unit's A itual of Pe nprove the eapon with itual of Ce f shooting dvance as aanesh: Fr pact: Eacl	t the stat bice from ble below wer. Eaclor greate t to use t SHASY lacrity: I attacks cle erfection e AP of a h an AP elerity: I this pha part of t iendly <	rt of each n the tabl w; if you h time th r than th the powe Pick a SL haracteri n: Pick a SL of 0 wou Pick a SL se the oro his move SECT > u n Altar of	n of your le below. do so, yo is model e Ritual r fails an AANES stic unti SLAANI I weapon ild have a AANES dered ur e, and cau units wit f Ecstasy	Alternation Alternation Alternation and a set of the se	ively, you ttempt a s to use ristic sh g happe om you of the t from y d by tha -1 inste om you diately r lare a ch a charg	ou may ran a second ra one of its own in its ens. ur army wi urn. our army t unit by 1 rad). r army wi noves as in narge durit	adomly andomly powers, damage thin 9" of within 9" of until th thin 9" of f it were and this t 1 to the	determine the power roll a D6 to see if i e table resolve the p of the Altar of Ecsta " of the Altar of Ecsta the Altar of Ecsta the Movement pha urn.	er by r imm t is su oower asy; ac stasy; ac stasy; ac stasy; In asy. In asy. In asy. It	rollin, nediatu cccessf 's effec dd 1 to ble, a sstead must	g a D ful. If ful. If
ABILITIES	Rituals of Jof Ecstasy ofand consultresolving ththe result isotherwise t1R1R2Rin2R03R04Altar of SlaBladed Imthat modelGuardiansshooting atmakes its c	Ecstasy: A of your cho ting the tal ne first pow s equal to o he attemp itual of Al nat unit's A itual of Pe nprove the eapon with itual of Co f shooting dvance as aanesh: Fr pact: Eacl of the Alt tack using lose comb:	t the star bice from ble below wer. Eacl or greate t to use t SIASY lacrity: I thacks cl erfection : AP of a h an AP elerity: I this pha part of t iendly < h time an ers a mo ar: Duri whateva at attack	rt of each n the tabl w; if you h time th r than th the powe Pick a SL haracteri n: Pick a SL ll ranged of 0 wou Pick a SL se the ore his move SECT > u n Altar of rtal woun ing the Sl er ranged s, you ca	n of your le below. do so, yo iis model ee Ritual r fails an AANES stic until SLAANI I weapon ild have a dered ur e, and car units wit f Ecstasy nd for ea hooting l weapor n attack	Alternation and a second secon	ively, you itempt as s to use ristic sh g happed om you of the t from y d by that -1 instee om you diately r lare a ch f any AL a charg f 6. ch the I equipp two Pan	ou may ran a second ra one of its own in its ens. ar army wi urn. our army t unit by I ad). r army wi noves as in arge duri: TAR add e move, ro Paramours ed with. In camours. N	ndomly andomly powers, damage thin 9" of within 9" of until the thin 9" of it were ng this t 1 to the oll a D6 riding n the Fig Aake 3 a	determine the power of determined power roll a D6 to see if it e table resolve the p of the Altar of Ecst. " of the Altar of Ecst. " of the Altar of Ecst. the Movement pha urn. result of Tests of E	rer by r imm it is su power asy; ac stasy; ac stastasy; ac stasy; ac stasy; ac stasy;	rollin; nediati cccessf s effec dd 1 to ble, a stead must ithin i make of Ec: h of th	g a D ful. If ful. If cts, 1" of a stasy hem
ABILITIES	Rituals of Jof Ecstasy ofand consultresolving ththe result isotherwise t1R1R2Rin2R03R04Altar of SlaBladed Imthat modelGuardiansshooting atmakes its c	Ecstasy: A of your cho ting the tal ne first pow s equal to o he attemp HUAL OF Eff itual of Al nat unit's A itual of Pe nprove the reapon with itual of Co f shooting dvance as aanesh: Fr pact: Eacl of the Alt tack using lose comba hey make	t the stat bice from ble below wer. Eacl or greate t to use t SIASY lacrity: I thacks cl erfection : AP of a h an AP elerity: I this pha part of t iendly < h time an ers a mo ar: Duri whateve at attack 6 total a	rt of each n the tabl w; if you h time th r than th the powe Pick a SL haracteri n: Pick a SL ll ranged of 0 wou Pick a SL se the or his move SECT > u n Altar of rtal wou ing the SI er ranged s, you ca ttacks) us	n of your le below. do so, yo iis model e Ritual r fails an AANES stic until SLAANI l weapon dd have a AANES dered ur e, and car units wit f Ecstasy nd for ea hooting l weapor n attack sing the	Alternation Alternation and a strength of the second strength of the	ively, you itempt as s to use ristic sh g happed om you of the t from y d by tha -1 instee om you diately r lare a ch a charg f 6. ch the I equipp two Par f whatev	ou may ran a second ra one of its own in its ens. ar army wi urn. our army t unit by I ad). r army wi noves as in arge duri: TAR add e move, ro Paramours ed with. In camours. N	ndomly andomly powers, damage thin 9" of within 9" of until the thin 9" of it were ng this t 1 to the oll a D6 riding n the Fig Aake 3 a	determine the power roll a D6 to see if i e table resolve the p of the Altar of Ecsta " of the Altar of Ecsta " of the Altar of Ecsta the Movement pha urn. " result of Tests of F for each enemy most the Altar of Ecstasy the Altar of Ecstasy the Altar of Ecstasy	rer by r imm it is su power asy; ac stasy; ac stastasy; ac stasy; ac stasy; ac stasy;	rollin; nediati cccessf s effec dd 1 to ble, a stead must ithin i make of Ec: h of th	g a D lely aff ful. If cts, D l" of i a stasy hem

			-							DAMAGE		1.1.1.1.1	10.25
Powet			FA	LLI	in f	RHI	NO			DAMAUL			
	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Fallen Rhino	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
A Fallen Rhino is a sing	le model equi	pped with	a storm	bolter.						3-5	6"	4+	D3
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	S	1-2	3"	5+	1
Doom siren	8"	Assault	D6		5	-2	1	attacke	d by this	tomatically hits its weapon do not ga ows for being in co	in any l		to
Hunter-killer missile	48"	Heavy 1	L		8	-2	D6	Each hu per batt		ler missile can onl	y be fire	ed once	е
Storm bolter	24"	Rapid F	Fire 2		4	0	1	-					
WARGEAR OPTIONS	 This model This model	'											
ABILITIES	Self-repain turns; on a Explodes: D6 before : any embar	6, this mo If this moo removing i ked model	odel regai del is red it from th s disemb	ins one l uced to ne battle park. On	ost wour 0 wound field and a 6 it ex	nd. ls, roll a l before plodes,		shootin model o Shootir	ig any wo can use i ng phase olls for r	ers: Once per gam eapons in the Shoo ts smoke launchers your opponent mu anged weapons tha	ting ph s; until 1st subt	ase, th your n ract 1 f	ext
TRANSPORT	and each u This mode						dels. It c	annot tra	nsport J	UMP PACK mode	ls.		
FACTION KEYWORDS	CHAOS, S	SLAANES	SH, FAL	LEN SC	ORORIT	TAS, <se< td=""><td>CT></td><td></td><td></td><td></td><td></td><td></td><td></td></se<>	CT>						
KEYWORDS	VEHICLE	, TRANS	PORT,	RHINO	FALLI	EN RHIN	JO						

5		FA	JLL	EN I	IMN	IOL	AT	OR		DAMAGE			
	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Fallen Immolator	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
A Fallen Immolator is a	single model	equipped v	vith a in	nmolatic	on flamer					3-5	6"	4+	D
WEAPON	RANGE	TYPE			S	AP	0	ABILITIE	S	1-2	3"	5+	1
Doom siren	8"	Assault	D6		5	-2	1	attacke	d by this	itomatically hits its weapon do not ga ows for being in co	in any l		to
Hunter-killer missile	48"	Heavy 1			8	-2	D6	Each h per bat		ller missile can onl	y be fir	ed once	2
Immolation flamer	12"	Assault	2D6		5	-1	1	This we	eapon au	tomatically hits its	target.		
Storm bolter	24"	Rapid F	ire 2		4	0	1	-					
Twin heavy bolter	36"	Heavy 6			5	-1	1	-					
Twin multi-melta	24"	Heavy 2			8	-4	D6	two dic		vithin half range of inflicting damage v t.			
WARGEAR OPTIONS	 This mod This mod This mod This mod This mod 	del may tak del may tak	te a door te a storr	m siren. m bolter	:	er with a	twin he	eavy bolte	r or twii	n multi-melta.			
ABILITIES	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.												
TRANSPORT	This mode	l can transj	oort 6 <	SECT> 1	INFANT	RY mod	els. It ca	nnot tran	sport JU	MP PACK models	s.		
FACTION KEYWORDS	CHAOS, S	SLAANES	H, FAL	LEN SC	ORORIT	AS, <se< td=""><td>CT></td><td></td><td></td><td></td><td></td><td></td><td></td></se<>	CT>						
KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <sect> VEHICLE, TRANSPORT, FALLEN IMMOLATOR</sect>												

5 Powet		E	ALL	EN	REF	PRE	SSO	R		DAMAGE			
	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Fallen Repressor	*	5+	*	6	7	12	*	8	3+	6-12+	12"	3+	3
A Fallen Repressor is a s	single model a	rmed with	a storm	bolter,	a heavy fla	amer and	d a doze	r ram.		3-5	6"	4+	D3
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	S	1-2	3"	5+	1
Doom siren	8"	Assault	D6		5	-2	1	attacke	d by this	tomatically hits its weapon do not ga ows for being in co	in any l		to
Storm bolter	24"	Rapid F	ire 2		4	0	1	-					
Heavy flamer	8"	Heavy I	06		5	-1	1	This we	eapon au	tomatically hits its	target.		
Hunter-killer missile	48"	Heavy 1			8	-2	D6	Each hi per bat		ler missile can onl	y be fire	ed once	e
Dozer ram	Melee	Melee			User	-1	1	each at	tack rath	TRY units make the start of the	Sororita	is Repr	
WARGEAR OPTIONS	This modeThis modeThis mode	lel may tal	ke a hun	ter-kille	r missile.	ter.							
ABILITIES	Firing Ports: Up to six models being transported by a Sororitas Repressor can shoot in their Shooting phase, measuring and drawing line of sight from any point on the vehicle. Units that shoot in this manner count as having moved if they or the Sororitas Repressor moved in the preceding Movement phase.												
	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.												
	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.												
TRANSPORT	This model	can trans	port 10 •	<sect></sect>	INFAN]	RY mo	dels. It c	annot tra	nsport J	UMP PACK mode	ls.		
FACTION KEYWORDS	CHAOS, S	LAANES	H, FAL	LEN SO	DRORIT	AS, <se< td=""><td>CT></td><td></td><td></td><td></td><td></td><td></td><td></td></se<>	CT>						
		CHAOS, SLAANESH, FALLEN SORORITAS, <sect> VEHICLE, TRANSPORT, FALLEN REPRESSOR</sect>											

NOCTILITH CROWN											
	М	WS	BS	S	T	W	A	Ld	Sv		
Noctilith Crown	-	-	4+	-	8	14	-	-	3+		
A Noctilith Crown is a single model equipped with lashing warp energies.											
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	S		
Lashing warp energies	6"	Pistol D	06		7	-2	2	-			
	Warp on ar rather than are not affe Loathsome save while t addition, yo PSYKERS start of the both these a the second subsequent	only dou cted by th e Aura: Cl they are w ou can re- while they second ar aura abilit battle rou	ble 1 or c is ability HAOS un holly wit roll Psyc 7 are with ad third h ies is inc nd, and	louble 6. nits have thin 6" of hic tests nin 6" of pattle rou reased by	cHAOS a 5+ inv f this mo for CHA this mod unds, the y 3" (i.e.	ulnerable del. In OS lel. At the range of it is 9" in	ts ma en Sh Ut rol ead	ake hit rol emy units ooting ph astable Er l a D6 bet	Is. However that are ver ase. Thergies: If	model in the Fight phase – do ver, friendly units can still targ within 1" of this model in the f this model is reduced to 0 wo wing it from the battlefield. Or of this model suffers D6 morta	et unds 1 a 6,
FACTION KEYWORDS	CHAOS										

	FANE OF SLAANESH					
This unit contains 1 Fa	ine of Slaanesh.					
ABILITIES	Conceited Tribute: After it is set up, a Fane of Slaanesh is treated as a terrain feature. It cannot move for any reason not treated as a friendly or enemy model, and cannot be targeted or affected by any attacks or abilities.					
	Power of Slaanesh: You can re-roll any of the dice used in the summoning roll when a CHAOS CHARACTER for your army that is within 6" of any Fane of Slaanesh attempts to summon a unit of SLAANESH DAEMONS to the battlefield using a Daemonic Ritual.					
	Stupefying Vanity: At the start of your turn, roll 2D6 for every unit that is within 6" of a Fane of Slaanesh, and compare the result to the unit's Leadership. If you roll equal to or under their Leadership, nothing happens. If you roll higher than their Leadership, that unit cannot move, manifest psychic powers, shoot, charge, or fire overwatch until the beginning of your next turn. SLAANESH units are unaffected by this ability.					
	Damned Conduit: At the start of your Shooting phase, you can pick one friendly SLAANESH CHARACTER with 6" of a Fane of Slaanesh to make a sacrifice. If you do so, that CHARACTER suffers 1 mortal wound, and you must roll a die. On a 1, nothing happens. On a 2+, you can re-roll hit rolls for attacks made by that CHARACTER until t beginning of your next turn.					
	If that CHARACTER has a relic, they can sacrifice that instead of suffering a mortal wound. If they do so, that relic can no longer be used (if the relic replaced a weapon wielded by the CHARACTER , it simply reverts back to being that weapon). However, on a roll of 2+, you can re-roll hit rolls made by that CHARACTER for the rest of the battle instead of only until the beginning of your next turn.					
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON					
KEYWORDS	FANE OF SLAANESH					



DECADENT ARMORY

FALLEN SORORITAS RANGED WEAPONS

FALLEN SORORITAS RANGED							
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES	
Autogun	24"	Rapid Fire 1	3	0	1	-	
Autopistol	12"	Pistol 1	3	0	1	-	
Blastmaster	When attacking with this weapon, choose one of the profiles below.						
- Single frequency	48"	Heavy D3	8	-2	D3	Units attacked by this weapon do not gain any bonus to their	
- Varied frequency	36"	Assault D6	4	-1	1	saving throws for being in cover.	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Bolt pistol	12"	Pistol 1	4	0	1	-	
Calliope array	When	attacking with this weap	oon, ch	noose on	e of the	e profiles below.	
- Single frequency	48"	Heavy 3D3	8	-2	D3	Units attacked by this weapon do not gain any bonus to their	
- Varied frequency	36"	Assault 3D6	4	-1	1	saving throws for being in cover.	
		ttacking with this weapo made for this weapon.	n, choo	ose one o	r both o	of the profiles below. If you choose both, subtract 1 from all	
- Boltgun	24"	Rapid Fire 1	4	0	1	-	
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.	
		ttacking with this weapo made for this weapon.	n, choo	ose one o	r both o	of the profiles below. If you choose both, subtract 1 from all	
- Boltgun	24"	Rapid Fire 1	4	0	1	-	
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	
		ttacking with this weapo made for this weapon.	n, choo	ose one o	r both c	of the profiles below. If you choose both, subtract 1 from all	
- Boltgun	24"	Rapid Fire 1	4	0	1	-	
- Plasma gun	24"	Rapid Fire 1	7	-3	1	See plasma gun	
Doom siren	8"	Assault D6	5	-2	1	This weapon automatically hits its target. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.	
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.	
Frag grenade	6"	Grenade D6	3	0	1	-	
		attacking with this wear 1 but is not slain, roll a I				e profiles below. If a model suffers any unsaved wounds from this suffers a mortal wound.	
- Dispersed	12"	Assault D3	6	-2	1	-	
- Focused	12"	Assault 1	8	-4	D3	-	
Hand flamer	6"	Pistol D6	3	0	1	This weapon automatically hits its target.	
		attacking with this wear r this weapon.	on, ch	ioose on	e or bo	th of the profiles below. If you choose both, subtract 1 from all hit	
- Single frequency	48"	Heavy D3	8	-2	3	Units attacked by this weapon do not gain any bonus to their	
- Varied frequency	36"	Assault D6	4	-1	D3	saving throws for being in cover.	
Heavy bolter	36"	Heavy 3	5	-1	1		
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.	
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FALLEN SORORITAS RANGE			_		_	
WEAPON	RANGE		S	AP	0	ABILITIES
Heavy stubber	36"	Heavy 3	4	0	1	-
Hellshards	12"	Assault D3	6	-2	2	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Immolation flamer	12"	Assault 2D6	5	-1	1	This weapon automatically hits its target.
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lashing warp energies	6"	Pistol D6	7	-2	2	-
Laspistol	12"	Pistol 1	3	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Melody	8"	Assault D6	5	-2	2	This weapon automatically hits its target. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Poisoned throwing knives	8"	Pistol 1	*	-1	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.
Plasma gun	When a	attacking with this weap	pon, choo	ose one o	f the pr	ofiles below.
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When a	attacking with this weap	pon, choo	ose one o	f the pr	ofiles below.
- Standard	12"	Rapid Fire 1	7	-3	1	-
- Supercharge	12"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Shotgun	12"	Assault 2	3	0	1	If the target is within half ranges, add 1 to this weapon's Strength.
Sonic blaster	24"	Assault 3	4	0	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Sonic scream	9"	Assault D3	5	-1	1	This weapon automatically hits its target. Units do not receive the benefit of cover to their saving throws for attacks made with this weapon. Units that suffer one or more unsaved wounds from this weapon cannot fire Overwatch for the rest of the turn.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Warp bolter	24"	Assault 2	4	-1	2	-
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FALLEN SORORITAS MELI	F WFAPNI	VS				
WEAPON	RANGE		S	AP	D	ABILITIES
The Agoniser		Melee	User	-3	2	For every wound roll of 6+, the target suffers a mortal wound in addition to this weapons usual damage.
Bladed wheels	Melee	Melee	6	-1	2	-
Buzz-blades	Melee	Melee	x2	-3	3	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make one additional attack with this weapon.
Daemonic sarissa	Melee	Melee	+1	-2	3	-
Eviscerator	Melee	Melee	x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Force staff	Melee	Melee	+2	-1	D3	-
Frozen touch	Melee	Melee	+3	-3	D3	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.
Hellforged sword	Melee	Melee	User	-3	3	-
Hideous mutations	Melee	Melee	User	-2	2	-
Improvised melee weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Neural whips	Melee	Melee	User	-2	1	Add 1 to the wound rolls for attacks made with this weapon Neural whips Melee Melee User if the target unit's highest Leadership characteristic is less than 8 (other than VEHICLES).
Masochist eviscerator	Melee	Melee	x2	-2	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Mutilated cybernetics	Melee	Melee	+1	-1	1	Make D3 hit rolls for each attack made with this weapon.
Piercing claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Pleasure Cult power blades	Melee	Melee	User	-2	1	-
Poisoned monoblade	Melee	Melee	1	-1	1	This weapon wounds on a 4+, unless the target is TITANIC or a VEHICLE .
Power axe	Melee	Melee	+1	-2	1	-
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Surgical tools	Melee	Melee	User	-1	1	-
Thrashing chains	Melee	Melee	3	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile. If a unit that suffers any unsaved wounds from this weapon takes a morale test in the subsequent Morale phase, they must roll 2 dice for the test, dropping the lowest result.
Warpblades	Melee	Melee	+2	-2	2	-
Warp scourge	Melee	Melee	User	-1	2	A model armed with this weapon increases its Attacks characteristic by 3.

HERALDS OF DEPRAVITY

In this section you'll find rules for Battle-forged armies that include Fallen Sororitas Detachments – that is, any Detachment which only includes Fallen Sororitas units (as defined below). These rules include the abilities below and a series of Stratagems. This section also includes the Fallen Sororitas' unique Warlord Traits, Psychic Disciplines, Relics and Tactical Objectives. Together, these rules reflect the character and fighting style of the Fallen Sororitas in your games of Warhammer 40,000.

CHAMPIONS OF THE DARK PRINCE

Driven by the need to satisfy their dark desires, the sisters of the Fallen Sororitas are utterly ruthless in their pursuit of slaves and conquest.

If your army is Battle-forged, all Troops units in FALLEN SORORITAS Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.



SECT INDULGENCES

The women of the fallen sisterhood are completely devoted to the decadent creeds of their cults, each of which offers praise to Slaanesh in their own unique way.

If your army is Battle-forged, units with the appropriate keyword will receive the corresponding Sect Indulgence, detailed opposite, so long as every other unit in their Detachment is from the same Sect. If you have chosen a Sect that does not feature on this list, you can choose the Indulgence that best suits the fighting style and battlefield strategies of the fallen sisters of that Sect.

TRAITORS AND HERETICS

The units found in this codex and listed below can be included in a **FALLEN SORORITAS** Detachment without preventing other units in that Detachment from gaining an Sect Indulgence. Note that the units listed below can never themselves benefit from a Sect Indulgence.

- Apostate
- Pleasure Cult Assassins
- Slaves



SECT INDULGENCES

BRIDES OF SLAANESH: SCINTILLATING SEDUCTRESSES

Taught by Miriael Sabathiel herself, the Brides of Slaanesh are well-trained in the arts of temptation, diminishing their foe's will to fight and convincing their prey to turn on their erstwhile allies.

Subtract 1 from the Leadership characteristic of enemy units while they are within 6" of any units with this indulgence. In addition, each time an enemy model within 6" of a unit with this indulgence flees as a result of a failed morale test, roll a D6 before removing that model: on a 4+, that model attacks its former allies and its unit suffers a mortal wound.

DAUGHTERS OF ASTEROTH: INSIDIOUS INFILTRATORS

Of all the Keepers of Secrets encountered by the Imperium, Asteroth is perhaps the most dangerous, as it's network of traitors and spies extend throughout the Adeptus Terra. The Daughters of Asteroth often know their enemy's next move before they themselves know it, and plan accordingly.

Roll a D6 each time your enemy spends one or more command points. On a 4+, you gain an additional Excess point that can be used by a **DAUGHTERS OF ASTEROTH** unit on your next turn. This indulgence cannot affect Strategems used "before the battle begins".

DANCERS OF MIDNIGHT: MONSTROUS MODIFICATIONS

The Dancers of Midnight are obsessed with bodily modification, to the point that most of them couldn't be called truly human. For them, the pursuit of uniqueness is worth any price, and the arms, tentacles, and claws that grow from their bodies are sickeningly lethal in the heat of close combat.

Units with this indulgence increase their Strength and Attacks characteristics by 1. **VEHICLES** and **BEASTS** do not benefit from this indulgence.

VOID NAIADS:

SPINE-CHILLING SYMPHONIES

Haunting melodies precede the Void Naiads, filling the air with beautiful song and daemonic whispers, overwhelming all who listen with longing and dread.

When an enemy unit within 6" of a unit with this indulgence makes a Morale test, that unit must roll an additional die and pick the highest result. Furthermore, units with this indulgence increase the range of all all Sonic Blasters and Blastmasters they wield by 6".

NIFLHEIM VALKYRIES: PERMAFROST PROTECTION

The cold skin of each Niflheim Valkyrie is covered with intricate lattices of frost, a result of the icy branding they receive from Laufey upon their initiation into the dark sisterhood. More than a simple mark, this brand grants special protection from the enemies of Slaanesh.

Enemy units targeting **INFANTRY** with this indulgence must re-roll wound rolls of 6.

SEMIRITES: PRIDEFUL PROWESS

The arrogant Fallen Sisters of the Semirite Empire constantly seek the greatest enemy champions to test their skill against. This vanity is well-deserved, for Semirites are fearsome single combatants, and should raw skill prove insufficient, they are equipped with a wide variety of deadly poisons and hidden weapons to give them an ill-earned advantage.

Units with this indulgence increase the AP and Damage of their weapons by 1 when targeting units with the HQ or Elites battlefield role. For example, a boltgun wielded by a Semirite unit would increase its AP from 0 to -1 and its Damage from 1 to 2.

DARK THEURGY DISCIPLINE

The psychic powers wielded by the Fallen Sororitas come primarily from studies of the immaterium conducted by the Orders Dialogus. Combining this knowledge with the blessings of the Dark Prince, Fallen Sororitas psykers are capable of a wide range of abilities, with a sadistic bent that is unmatched by other servants of the dark gods.

Before the battle, generate the psychic powers for **PSYKERS** that can use the Dark Theurgy discipline using the table below. You can either roll a D6 to generate their powers randomly (re-roll duplicates), or you can select the powers you wish them to have.

DG RESULT

1 DARK MIRROR

The psyker calls upon Slaanesh to punish her enemies by turning their own deeds back on them.

Dark Mirror has a warp charge value of 7. If manifested, select a visible friendly **FALLEN SORORITAS** unit within 12" of the psyker. Each time this unit suffers an unsaved wound before the start of your next Psychic phase, roll a D6; on a 4+, the unit which dealt the wound suffers a mortal wound.

2 AURAL ONSLAUGHT

An aetheric sound wave erupts from the psyker's distended maw, shattering the minds of all it passes through with a maddening sonic shock.

Aural Onslaught has a warp charge value of 7. If manifested, select one enemy unit within 18" of and visible to this psyker. Until the start of your next Psychic phase, that unit cannot fire Overwatch, and when resolving an attack made by that unit, subtract 1 from the hit roll.

3 APOPLECTIC GLEE

Those stricken by this terrible affliction at first find themselves helplessly chuckling. However, as the curse continues to take hold, its victims begin to laugh with increasing vigor until their very organs begin to burst inside them with the uncontrolled fury of their mirth.

Apoplectic Glee has a warp charge value of 8. If manifested, select a visible enemy unit within 18" of the psyker and roll a die for every model in the unit. On a 5+, that model suffers a mortal wound. This psychic power cannot be used on **VEHICLES**.

4 WORDS OF POWER

Throughout the warp, there are many words known to hold tremendous and unholy power, capable of bringing forth all manner of maladies and afflictions upon their unfortunate victims.

Words of Power has a warp charge value of 8. If manifested, select a visible enemy **CHARACTER** within 18" of the psyker. Until the start of your next Psychic phase, whenever this unit makes any rolls, they must roll an additional die and discard the highest result.

5 WARP LURE

The psyker focuses her energies upon the soul of a psychic foe, ripping away her enemy's defenses and illuminating their presence in the Warp to draw down a lethal daemonic feeding frenzy.

Warp Lure has a warp charge value of 6. If manifested, select a visible enemy **PSYKER** unit within 18" of the psyker. Until the start of your next psychic phase, whenever the target fails a roll made to manifest or deny a psychic power, they suffer a mortal wound.

6 EMPYRAGHEIST

Using her own soul as a lure, the psyker draws a formless Warp predator near before shackling its essence and hurling it forth to rip and tear its way through her foes.

Empyragheist has a warp charge value of 8. If manifested, identify the nearest enemy model within 12" of the psyker and visible to her; that model's unit, and every other unit (friend or foe) within 3" of that model, suffers D3 mortal wounds. The number of mortal wounds inflicted is D6 instead if the power is manifested with a Psychic test of 12+.

FALLEN SORORITAS POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Dark Mistress	1	55
Dark Mistress with Jump Pack	1	74
Dark Mistress on Steed of Slaanesh	1	64
Inamorata	1	148
Inamorata with Wings	1	190
Siren	1	35
Siren on Steed of Slaanesh	1	49

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Fallen Sisters	5-10	10
Pleasure Cultists	10-30	5

DAEMONS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Daemonettes	10-30	6

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Apostate	1	25
Ascended	5-10	39
Deviants	3-9	17
Flesh Shaper	1	33
Lampad	1	38
Mistress of Sadism	1	37
Paramours	5-10	14
Pleasure Cult Assassins	2-10	19

FAST ATTACK		
UNIT	MODELS PER UNIT	PDINTS PER MODEL (Excluding wargear)
Chaos Spawn	1-5	33
Harpies	5-15	17
Scyllans	3-9	23

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	PDINTS PER MODEL (Excluding wargear)
Altar of Agony	1	120
Altar of Ecstasy	1	120
Calliope	1	145
Tantalus Engines	1-3	72

MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
1	65
1	88
1	70

NAMED CHARAGTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Kvan	1	175
Laufey	1	90
Miriael Sabathiel	1	105
Miriael Sabathiel	1	105

FORTIFICATION		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Fane of Slaanesh	1	85
Noctilith Crown	1	100

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Autogun	0
Autopistol	0
Blastmaster	20
Bolt pistol	0
Boltgun	0
Calliope array	0
Combi-flamer	8
Combi-melta	15
Combi-plasma	11
Doom siren	8
Flamer	6
Frag grenade	0
Hand flamer	3
Heavy bolter	10
Heavy flamer	14
Heavy stubber	4
Hellshards	0
Hunter-killer missile	6
Immolation flamer	30
Inferno pistol	7
Krak grenade	0
Lashing warp energies	0
Laspistol	0
Meltagun	14
Multi-melta	22
Poisoned throwing knives	0
Plasma gun	13
Plasma pistol	5
Shotgun	0
Sonic blaster	4
Sonic scream	0
Storm bolter	2
Twin heavy bolter	17
Twin multi-melta	40
Warp bolter	3

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Arco-flails	0
Bladed wheels	0
Buzz-blades	0
Chainsword	0
Daemonic sarissa	10
Dozer ram	0
Eviscerator	12
Force staff	8
Hellforged sword	10
Hideous mutations	0
Improvised melee weapon	0
Lightning claw (single/pair)	8/12
Masochist eviscerator	2
Neural whips	0
Poisoned monoblade	0
Surgical tools	0
Thrashing chains	0
Warpblades	0
Warp scourge	10
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OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Defiled Simulacrum	10