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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:

#### SINS OF EXCESS

The Fallen Sororitas draw power from the exotic sensations that can only be found on the battlefield, allowing them to strike with supernatural speed and precision.

You gain one Sin Token at the beginning of each battle round, and you gain one at the end of a phase if one or more of the following conditions are met one or more times during that phase:

• **Pleasure:** A unit from your army with the Sins of Excess ability destroys an enemy unit.

- Pain: A CHARACTER model from your army with the Sins of Excess ability suffers one or more wounds, but is not destroyed.
- **Pride:** A **CHARACTER** unit from your army with the Sins of Excess ability performs an action that results in you gaining one or more Victory Points.
- **Corruption:** An enemy unit loses one or more models due to a Morale test whilst they're within 6" of a unit with the Sins of Excess ability.

#### Performing a Sin of Excess

When a unit with this ability is selected to act or roll in a phase, you can choose to spend one or more Sin Tokens in order to grant them a bonus to their characteristics or rolls made that phase. For each Sin Token expended, add 1 to one of the units rolls or characteristics for the rest of the phase. Sin Tokens can be spent to increase any one of the following:

- Movement characteristic
- Leadership characteristic
- Tests to manifest psychic powers (to a maximum of +1)
- · Ballistic Skill rolls
- · Weapon Skill rolls
- · Licentious Thirst rolls

These modifiers are included before calculating other modifiers. Unless otherwise specified on their datasheet, only one unit in your army can be improved with this ability in each phase. Additionally, you cannot expend more than three Sin Tokens on a single unit in each phase.



#### 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.

Roll a D6 each time a unit with this ability loses a wound. On a 6+, the wound is not lost. There are many abilities which can improve this roll (such as the Sins of Excess ability above), however, a roll of 3 or less always fails regardless of how many modifiers you add to the roll.

#### **QUICKSILVER SWIFTNESS**

Slaanesh's chosen are graceful and impossibly quick, moving to strike their foes faster than the eye can see.

A unit with this ability always fights 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.

#### **COVENANT OF SLAANESH**

The wretched dregs who accompany the Fallen Sororitas into battle may not wield the Dark Prince's power like their mistresses, but they still possess a small measure of his favor.

A unit with this ability may roll two dice when making an Advance, and choose the highest result (discarding the lowest). Additionally, they may roll 3D6 when making a charge move and choose the two highest results (discarding the lowest).

#### 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).

#### 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 Decadent Armory section (pg 35).

#### Ranged Weapons

- Bolt pistol
- Boltgun
- 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.

#### **Pistols**

- Bolt pistol
- Hand flamer
- Plasma pistol
- Inferno pistol

#### **Melee Weapons**

- Chainsword
- Power maul
- · Power sword
- Neural whip

Roll up to 3 dice – this is your summoning roll. You can 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. 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.

5 Sower		M	IRI	AEI	SA	BAT	HI	EL	
	M	WS	BS	S	T	W	A	Ld	Sv
Miriael Sabathiel	7"	2+	2+	3	3	5	5	10	3+
Miriael Sabathield is a single	model equ	ipped w	ith: bolt	pistol; 2	cyber-ke	strals; th	e Agoniz	zer; frag g	grenades; krak grenades. You can only include

Miriael Sabathield is a single model equipped with: bolt pistol; 2 cyber-kestrals; the Agonizer; frag grenades; krak grenades. You can only include one of this model in your army.

one of this model in you	ir uriirj.					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Cyber-kestral	24"	Assault D6	3	0	1	-
The Agonizer	Melee	Melee	+2	-3	D3	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	Sins of Exc	Thirst, Quicksilver Swifess (pg 4-5) Strike: Each time you roll Sabathiel in the Fight pha	a hit roll o		ignore	r of Ecstasy: Add 1 to Licentious Thirst rolls made to wounds by Miriael Sabathiel.  pted Rosarius: Miriael Sabathiel has a 4+ invulnerable
	unit using t  ADEPTA S  on any hit r	y make an extra attack ag he same weapon. If she is ORORITAS unit, this ab olls of 4+ instead. These nselves generate any furtl	s targeting ility takes of extra attacl	an effect cs		ss of Traitors: You can re-roll hit rolls of 1 made for y BRIDES OF SLAANESH units within 6" of Miriael iel.
FACTION KEYWORDS	CHAOS, S	LAANESH, FALLEN S	ORORITA	AS, BR	IDES O	F SLAANESH
KEYWORDS	CHARAC	ΓER, INFANTRY, DAR	RK MISTR	ESS, M	IIRIAEI	LSABATHIEL



6 Sower				K	(VA	N			
	M	WS	BS	S	Ţ	W	A	Ld	Sv
Kvan	7"	2+	2+	3	3	5	4	10	3+
Kvan is a single model eq	quipped with:	Harmony	; Melody	. You ca	n only in	clude on	e of this	model in	n your army.
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	ES .
Harmony	When attac	king with	this wea	pon, cho	ose one	of the pr	ofiles be	elow.	
- Single frequency	48"	Heavy I	<b>D3</b>		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	attacke	eapon automatically hits its target. Units d by this weapon do not gain any bonus to wing throws for being in cover.
ABILITIES	Siren Quee INFANTR turn. A uni • Song of I half rang. • Song of I • Song of O with AP O	Rosarius: ng Melodi n this radi en: During Y, BIKER t can only Profusion e. Bliss: Add Quicksilve O would be	ies: Ener us must a gyour Mand CAV be affect : All Assa 1 to Lice er: Affect ecome A	odel has also subtovement water yater and entious Teed units P -1).	a 4+ inv within 6 tract 1 fr phase, I units with is ability Rapid Fi Thirst roles improve	" of Kvar om all hi Kvan may hin 6" of or the Si re weapo ls made le e the AP	e save.  In must so the rolls.  In sing two her may ren's Soons in the poy the aloof their	ubtract 1  o of the s y gain the ong ability he affected ffected un weapons	from their Leadership characteristic. Enemy songs below. All friendly VOID NAIADS relevant benefits until the start of your next ronce per battle round. I units fire 1 additional shot at units within hits.  by 1 during the Fight phase (e.g. a weapon tic instead of their own.
FACTION KEYWORDS	CHAOS, S	LAANES	SH, FAL	LEN SC	RORIT	AS, VO	D NAI	ADS	
KEYWORDS	CHARAC	TER, INI	ANTRY	, DAEN	ION, SI	REN, K	VAN		



$\left(\begin{array}{c}4\\ \\ \end{array}\right)$				LA	AUF:	EY				
	М	WS	BS	S	T	W	A	Ld	Sv	
Laufey	7"	4+	4+	3	3	4	2	9	7+	
Laufey is a single mode	el equipped with	n: freezing	blasts; fi	rozen to	uch. You	can onl	y include	one of t	his model	in your army.
WEAPON	RANGE	TYPE			S	AP	D	ABILITII	ES	
Freezing blast	When attac weapon but	-		-		_				fers any unsaved wounds from thi
- Dispersed	12"	Assault	D3		6	-2	1	-		
- Focused	12"	Assault	1		8	-4	D3	-		
Frozen touch	Melee	Melee			+3	-3	D3	weapoi		s any unsaved wounds from this ot slain, roll a D6; on a 6, the targe wound.
ABILITIES	Licentious Sins of Exc  Tyrant of N VALKYRII more than of	ess (pg 4-: Niflheim: ES units wone model	5) Friendly ithin 6"	<b>NIFLH</b> of Laufe	<b>EIM</b> y can nev		Freezing shooting units at	n <b>g Blizza</b> ng phase	r <b>d:</b> Enem must subt g to charge	of the state of th
PSYKER	•	•		•					•	e, and attempt to deny two psychic powers from the Dark Theurgy
FACTION KEYWORDS	CHAOS, S	LAANES	H, FAL	LEN SC	RORIT	AS, NII	FLHEIM	I VALKY	RIES	
KEYWORDS	CHARAC'	TER, INF	ANTRY	, PSYK	ER, LAU	J <b>FEY</b>				

		45	DA	.NN	MIS				
	M	WS	BS	S	T	W	A	Ld	Sv
Dark Mistress	7"	2+	2+	3	3	5	5	9	3+
A Dark Mistress is a sir	ngle model equi	ipped with	: bolt pi	stol; cha	insword;	frag grei	nades; k	rak grena	ides.
WEAPON	RANGE	TYPE			S	AP	0	ABILITII	ES
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.
Frag grenade	6"	Grenad	e D6		3	0	1	-	
Krak grenade	6"	Grenad	e 1		6	-1	D3	-	
MANUTAN DI HONG		del can rep							•
TANGLAN DI HUND	<ul><li>This modern from the</li><li>This modern</li></ul>	del can rep <i>Pistols</i> list	lace its b equipped	oolt pisto d with a	ol with on jump pac	e of the	followii er Ratin	ng: 1 weap n <b>g +1).</b> If i	apons list.  con from the Ranged Weapons list; 1 weapon  it does, its Movement characteristic is
	<ul><li>This modern from the</li><li>This modern</li></ul>	del can rep Pistols list del can be d to 12" an Thirst, Q tess (pg 4-1)	lace its b equipped d it gain: uicksilve	oolt pisto d with a s the JU: er Swift	ol with on jump pac MP PACI	e of the	er Ratin LY keyw Sk pa it de	ng: 1 weap  ng +1). If it  ords.  y Strike: ck, you can on the bat hases this ywhere o	Doon from the Ranged Weapons list; 1 weapon it does, its Movement characteristic is  During deployment, if this model has a jump an set it up high in the skies instead of placing ttlefield. At the end of any of your Movement model can descend from the sky – set it up n the battlefield that is more than 9" away from
	This mode from the This mode increased Licentious Sins of Exc Corrupted	del can rep Pistols list del can be I to 12" an Thirst, Q ess (pg 4-1) Rosarius:	lace its b equipped d it gains uicksilve 5) This me	d with a s the JU: er Swifts odel has	jump pace MP PACE ness,  a 4+ invu	e of the k (Powe K and Fl	er Ratin LY keyw Sk pa it c ph an	ng: 1 weap  ng +1). If it  yords.  y Strike:  ck, you ca  on the bat  lases this	Doon from the Ranged Weapons list; 1 weapon it does, its Movement characteristic is  During deployment, if this model has a jump an set it up high in the skies instead of placing ttlefield. At the end of any of your Movement model can descend from the sky – set it up n the battlefield that is more than 9" away from
WARGEAR OPTIONS  ABILITIES  FACTION KEYWORDS	This moder from the This moder increased  Licentious Sins of Exc  Corrupted save.  Mistress of	del can rep Pistols list del can be d to 12" an Thirst, Q ress (pg 4-1) Rosarius:  Traitors:	lace its b. equipped dit gain: uicksilve 5) This me	oolt pisto d with a s the JU. er Swifts odel has re-roll l thin 6" o	jump pace MP PACI  ness,  a 4+ invue  thit rolls of this more	e of the k (Powe K and Fl  ulnerable f 1 made del.	Following Properties of the Company	ng: 1 weap  ng +1). If it  ords.  y Strike: ck, you can on the bat hases this ywhere o	Doon from the Ranged Weapons list; 1 weapon it does, its Movement characteristic is  During deployment, if this model has a jump an set it up high in the skies instead of placing ttlefield. At the end of any of your Movement model can descend from the sky – set it up n the battlefield that is more than 9" away from

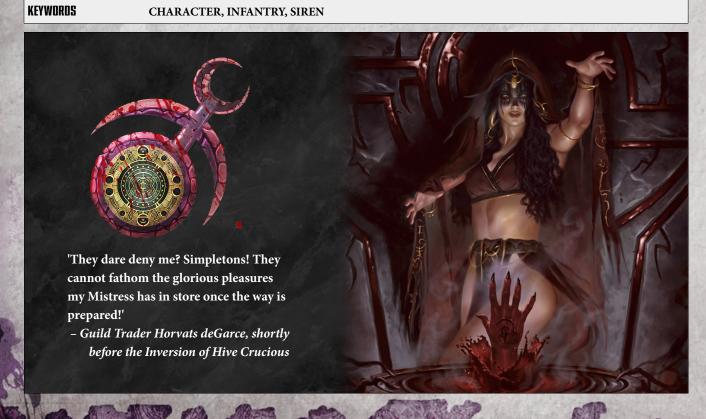
(A)						STR LAANI				
	M	WS	BS	S	T T	W	A	Ld	Sv	
Dark Mistress on Steed of Slaanesh	14"	2+	2+	3	3	6	5	9	3+	

A Dark Mistress is a single model equipped with: bolt pistol; chainsword; frag grenades; krak grenades. She rides a Steed of Slaanesh that is equipped with: lashing tongue.

			-		_	
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Dark Mistress						
Bolt pistol	12"	Pistol 1	4	0	1	-
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.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Steed of Slaanesh						
Lashing tongue	Melee	Melee	4	0	1	After a model riding a Steed of Slaanesh makes its close combat attacks, you can attack with its mount. Make 2 additional attacks, using this weapon profile
WARGEAR OPTIONS	• This mod	lel can replace its chair lel can replace its bolt p Pistols list.				Melee Weapons list. ng: 1 weapon from the Ranged Weapons list; 1 weapon
ABILITIES		Thirst, Quicksilver Stess (pg 4-5)	wiftness,			istress of Traitors: You can re-roll hit rolls of 1 made friendly <sect> units within 6" of this model.</sect>
	Corrupted save.	Rosarius: This model	has a 4+ invu	lnerable	Un	aholy Speed: Re-roll failed charge rolls for this unit.
FACTION KEYWORDS	CHAOS, S	LAANESH, FALLEN	N SORORITA	AS, <se< td=""><td>CT&gt;</td><td></td></se<>	CT>	
KEYWORDS	CHARAC	TER, CAVALRY, DA	EMON, DAI	RK MIS	TRESS	



Power				S	IRE	N						
	M	WS	BS	S	T	W	A	Ld	Sv			
Siren	7"	3+	3+	3	3	4	4	9	7+			
A Siren is a single mode	l equipped wit	h: sacrific	ial knife.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	S			
Sacrificial knife	Melee	Melee			1	-1	1		apon wou		+, unless ti	he target is
WARGEAR OPTIONS	• This mod	del can tak	e 1–3 sad	crificial	slaves.							
ABILITIES	Sins of Exc Corrupted save.  Sacrificial Slaves, then one Sacrific removed from Select a fried The Sin Tol of Excess for the end of	Rosarius:  Slaves: If to at the beginned slave. Showing the selection of t	this unit ginning of If you do nd you go CT> unit ain can octed unit; if the Sin represent count as a nit with c	has one of a phas one of a phas one within only be uot and on a Token ed by a a model one or m	or more se, you can crificial Sin Toke 6" of this sed to pe ly in that has not be Sacrificial for any in ore Sacrificial for any in order for any in ord	Sacrificia an sacrific Slave is n (pg 4). s model. erform a S t phase – a peen used al Slave rules ificial Slave	Sin on BI ab of ab	ren's Song e of the so KER and aging a sor your next ility once p Song of Pr in the affect half range. Song of Bl the affecte Song of Q their weap weapon wi Song of G	g: In your ongs below CAVALR'ng may ga turn. A uper battle rofusion: cted units dunits. uicksilverons by 1 cons by 1 cons by 1 cons dunity. Affects	Movement v. All frienc Y units wit in the relev nit can onl round. All Assault fire 1 addi	phase, a S lly <sect -1),="" 6"="" affected="" and="" ap="" be="" benefit="" fight="" hin="" impr="" may="" me="" of="" ous="" phas="" rant="" rapid="" shot="" td="" the="" the<="" thirst="" tional="" units="" use="" y=""><td>t until the sta ed by this d Fire weapor t at units with rolls made by rove the AP o e (e.g. a he Siren's</td></sect>	t until the sta ed by this d Fire weapor t at units with rolls made by rove the AP o e (e.g. a he Siren's



$\begin{bmatrix} 3 \\ 2 \end{bmatrix}$				S	IRE	N				
)			ON	STEE	D OF S	SLAANI	ESH			
	M	WS	BS	S	T	W	A	Ld	Sv	
Siren on Steed of Slaanesl	h 14"	3+	3+	3	3	5	4	9	7+	
A Siren is a single model e	quipped wit	h: sacrifici	al knife.	She ride	es a Stee	d of Slaan	esh tha	t is equipp	oed with: lash	ning tongue.
WEAPON	RANGE	TYPE			S	AP	0	ABILITIE	S	
Siren										
Sacrificial knife	Melee	Melee			1	-1	1		apon wound IC or a VEH	s on a 4+, unless the target is ICLE.
Steed of Slaanesh										
Lashing tongue	Melee	Melee			4	0	1	close co	mbat attacks	g a Steed of Slaanesh makes its s, you can attack with its mount tacks, using this weapon profile
ABILITIES	Licentious	Thirst, Q	uicksilve	er Swiftı	ness, Sin	s of Exce	ss (pg 4			
	Corrupted	Rosarius:	This mo	odel has	a 4+ inv	ulnerable	save.			
	Hypnotic M	Melodies: 1	Enemy u	ınits witl	nin 6" of	f this mod	lel mus	subtract	1 from all hit	rolls.
	Unholy Spe	eed: Re-ro	ll failed	charge r	olls for t	his unit.				
	BIKER and	CAVALR	<b>Y</b> units	within 6	of the	model sin	iging a	song may	gain the relev	l friendly <b><sect> INFANTRY</sect></b> vant benefit until the start of yo
	• Song of I half range	Profusion:	•		•	•	-			additional shot at units within
	• Song of I	Bliss: Add					-			
	-							-		he Fight phase. I of their own.
FACTION KEYWORDS	CHAOS, S							r		
KEYWORDS	CHARAC									



	M	WS	BS	S	Ţ	W	A	Ld	Sv
Inamorata	8"	2+	2+	6	6	8	6	10	3+
An Inamorata is a singl	le model equipp	ed with: h	ellforge	d sword	•				
WEAPON	RANGE	TYPE			S	AP	0	ABILITIES	
Warp bolter	24"	Assault 2	2		4	-1	2	-	
Daemonic polearm	Melee	Melee			+1	-3	3		ttacking with this weapon, you must subtrache hit roll.
Hellforged sword	Melee	Melee			User	-2	3	-	
Warp scourge	Melee	Melee			User	-1	2	A mode	l armed with this weapon increases its
									characteristic by 3.
WARGEAR OPTIONS	<ul><li>This mod</li><li>This mod</li></ul>	lel can be e	equipped equipped	d with 1 d with w	ed sword v	with one ter.	of the f	following: 1	characteristic by 3.  daemonic polearm; 1 warp scourge.  its Movement characteristic is increased to
WARGEAR OPTIONS ABILITIES	<ul><li>This mod</li><li>This mod</li></ul>	t gains the Thirst, Quess (pg 4-5	equipped equipped FLY key nicksilve	d with 1 d with w word. er Swift	ed sword v warp bolivings (Pov	with one ter. wer Rati	of the fing +1).  Example 11	If it does, in the cestatic Auramorata accentious T	daemonic polearm; 1 warp scourge.
ABILITIES	• This mod • This mod 12" and i Licentious Sins of Exc	t gains the Thirst, Quess (pg 4-5	equipped equipped FLY key nicksilve	d with 1 d with w word. er Swift	ed sword v warp bolivings (Pov	with one ter. wer Rati	of the fing +1).  Ecc. In Li	If it does, in the static Auramorata acceptations The static ANNESH	its Movement characteristic is increased to  a: All friendly <sect>units within 6" of an Id 1 to rolls made to ignore wounds with the hirst ability. Whenever a friendly</sect>
ABILITIES	• This model • This model • This model	del can be of del can be of t gains the  Thirst, Quess (pg 4-5)  This mod	equipped FLY key nicksilve (i) el has a	d with 1 d with www. word.  er Swift  5+ invu	ed sword v warp bolivings (Pov ness,	with one ter.  wer Ration  ave.	of the fing +1).  Example 1 in Lii SI wo	If it does, it could be a static Auramorata accentious The AANESH bound, roll as	a: All friendly <sect>units within 6" of an In ability. Whenever a friendly unit within 6" of an Inamorata loses a</sect>
	• This model psychic pow	del can be en del can be en del can be en t gains the  Thirst, Quess (pg 4-5  This mode can attern wer in each	equipped FLY key nicksilve i) el has a pt to ma	d with 1 d with way word.  er Swift  5+ invulantifest to Psychic	ed sword v warp bolivings (Pov ness, lnerable s wo psychi	with one ter.  wer Ration  ave.  c powers knows the	of the fing +1).  Ecc. In Lie SI wo	If it does, it could be a static Auramorata accentious The AANESH bound, roll as	a: All friendly <b>SECT</b> >units within 6" of an Ind 1 to rolls made to ignore wounds with the hirst ability. Whenever a friendly unit within 6" of an Inamorata loses a 1 D6. On a 6+, the wound is not lost.

A Sower			AR	СН-	HE	RET	ľC		
	М	WS	BS	S	T	W	A	Ld	Sv
Arch-Heretic	6"	4+	4+	3	3	4	3	7	6+
An Arch-Heretic is a sin	gle model arn	ned with: au	ıtopistol;	chainsv	vord; fra	g grenac	les; kral	k grenade	es.
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	ES
Autopistol	12"	Pistol 1			3	0	1	-	
Autogun	24"	Rapid Fi	re 1		3	0	1	-	
Shotgun	12"	Assault 2			3	0	1		arget is within half range, add 1 to this n's Strength.
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 subtrathe hit roll.
Frag grenade	6"	Grenade	D6		3	0	1	-	
Krak grenade	6"	Grenade	1		6	-1	D3	-	
WARGEAR OPTIONS	• This mod Weapons	del can be e	quipped	with one	e of the f	following	g instea	d of 1 cha	f 1 autopistol.  ainsword: 1 eviscerator; 1 item from the Meleonotgun; 1 item from the Ranged Weapons list
ABILITIES	Hymns of I Advance ro SORORITA	Excess: Ado	l 1 to the arge rolls FRY, SLA	s made b AANESI RENEC	y FALLI H CULT GADES	EN ISTS, ar AND	fle c, Or fle ad ab	es whilst and a 4+, and es. Do no ility.	ongue: Roll a D6 each time an enemy mode its unit is within 6" of a model with this abil additional model from the same unit also of roll for models that fled as a result of this Place: You can only include a single ARCH
	HERETICS friendly un  Corrupted	its with this	ability.	·			H		in each Detachment in a Battle-forged army.
FACTION KEYWORDS	HERETICS friendly un	its with this	s ability. This moo	del has a	. 4+ invu	lnerable	H		

'I prepared to enter his realm, expecting to encounter guardians who would seek to tear into me with talons and fangs. At the least I assumed I would find bastions to bar my progress. I found none. The land before me was open and pristine. Its fields shimmered like gold and its forests bore fruits of sapphires and emeralds. I took a step into this place and instantly knew I was lost just as surely as if I had been impaled on a debtor's spike.'

– The Confessions of Cardinal Wogalta

					(A) (B) (A)	9			*	
S (5)			FA	LLE	N SI	[ST]	ERS			
	M	WS	BS	S	ī	W	A	Ld	Sv	
allen Sister	7"	3+	3+	3	3	1	2	7	3+	
allen Superior	7"	3+	3+	3	3	1	3	8	3+	
This unit contains 1 Falle quipped with: bolt pisto	-					nally co	ntain up	to 5 Fall	en Sisters ( <b>Pow</b>	er Rating +4). Each model i
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	S	
Bolt pistol	12"	Pistol 1			4	0	1	-		
Soltgun	24"	Rapid F	ire 1		4	0	1	-		
Chainsword	Melee	Melee			User	0	1		me the bearer fignal attack with t	ghts, it can make one his weapon.
Frag grenade	6"	Grenad	e D6		3	0	1	-		
Krak grenade	6"	Grenad	e 1		6	-1	D3	-		
NARGEAR OPTIONS	Weapons • 1 Fallen S • The Falle with 1 we • The Falle	allen Siste list; 1 wea Sister equi n Superio eapon fror n Superio	ers can be apon from pped with a can add the <i>Me</i> r can be	e equipp in the <i>He</i> h 1 bolts ditionally lee <i>Weap</i> equippe	ed with o cavy Weap gun can h y be equip pons list in d with 1 v	one of the cons list. Have a Dopped with instead of weapon in the constant of	e followi efiled Sin th 1 weap f 1 boltg from the	ing instead mulacrum pon from Jun. e Ranged	d of 1 boltgun: 1 n. the <i>Melee Weap</i>	I weapon from the <i>Special</i>
ABILITIES	Tiantiana	Thiret O								
					ness, Sins					
	Defiled Sir	nulacrum	: If a mo	del in th	nis unit ha	ıs a Defi	led Simu	ılacrum t	hen once per ph	nase you can perform one Sithat phase.

INFANTRY, FALLEN SISTERS

KEYWORDS

(A)		Pl	LEA	SUF	RE C	CUL	ΓISΊ	ΓS		
	M	WS	BS	S	T	W	A	Ld	Sv	
Pleasure Cultist	6"	4+	4+	3	3	1	1	5	6+	
Pleasure Cultist Champion	6"	4+	4+	3	3	1	2	6	6+	

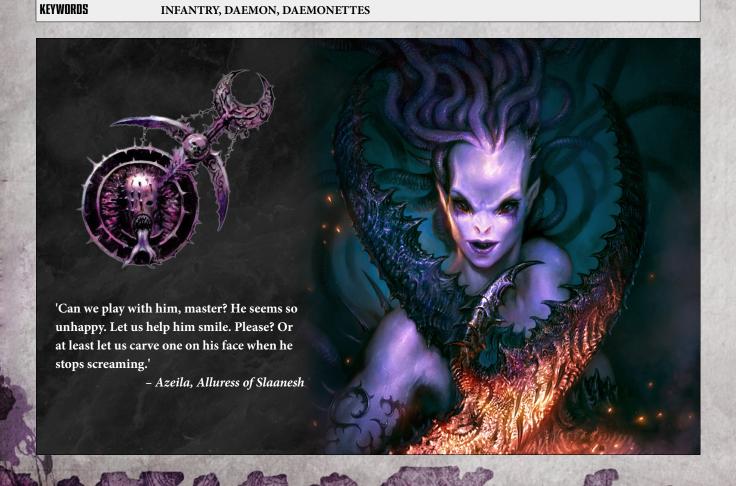
This unit contains 1 Pleasure Cultist Champion and 9 Pleasure Cultists. It can can additionally contain up to 10 Pleasure Cultists (**Power Rating** +3) or up to 20 Pleasure Cultists (**Power Rating** +6). Each model is equipped with: autogun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Autopistol	12"	Pistol 1	3	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
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.
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 stubber;	7 10 models in the u 1 flamer. ist Champion can re	nit, 1 Pleasure Cu	ıltist ca	n replac	brutal assault weapon instead of 1 autogun. e their autogun with one of the following: 1 heavy the following: 1 shotgun; 1 brutal assault weapon and
ABILITIES	Covenant	of Slaanesh (pg 5)				
FACTION KEYWORDS	CHAOS, S	LAANESH, FALL	EN SORORITA	S		
KEYWORDS	INFANTR	Y, PLEASURE CU	LTISTS			

'Find pleasure in every moment, indulge in every whim. Let lesser races feel the burden of their crude lives. We are beyond such concerns or worries. Every power is ours to use, every sensation ours to experience. We are truly masters of the galaxy, and all others exist only to satisfy our curiosities. We have earned our position of power. Let us forever taste the fruits of such achievement. Time itself is ours to command. We are eternal.'

- Translated Eldar glyphs found amidst the ruins of the Shrine of Celestial Grandeur

and a second										
igotimes igo			DA	EM	ON.	ET'I	ES			
	M	WS	BS	S	Ţ	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 an (Power Rating +8). Each				-		al Daem	onettes (	Power I	Rating +	<b>4)</b> or up to 20 additional Daemonettes
WEAPON	RANGE	TYPE			S	AP	0	ABILITI	ES	
Piercing claws	Melee	Melee			User	-1	1			make a wound roll of 6+ for this it is resolved with an AP of -4 instead of
WARGEAR OPTIONS	<ul><li>For every</li><li>For every</li></ul>									strument of Chaos. monic Icon.
ABILITIES	Daemonic: save.			it have a	5+ invul	nerable	Fig tha alte	ht phase t have cl rnate ch	even if narged, o	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 staking place.
	Graceful Ki each model models.						re <b>Da</b>	emonic a unit w	Icon: If	you roll a 1 when taking a Morale test Daemonic Icons, reality blinks and the bolstered. No models flee and D6 slain
	Instruments Instruments rolls.				•			emonett	es are in	stead added to the unit.
FACTION KEYWORDS	CHAOS, S	LAANES	SH							



(T)			- 19					and the same					
PARAMOURS													
	M	WS	BS	S	Ţ	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 equipped with: bolt piste	-					ionally	contain 1	up to 5 P	aramou	ers ( <b>Power Rating +5</b> ). Each model is			
WEAPON	RANGE	TYPE			S	AP	D	ABILITI	ES				
Bolt pistol	12"	Pistol 1			4	0	1	-					
Boltgun	24"	Rapid F	ire 1		4	0	1	-					
Chainsword	Melee	Melee			User	0	1			bearer fights, it can make one ack with this weapon.			
Frag grenade	6"	Grenad	e D6		3	0	1	-					
Krak grenade	6"	Grenad	e 1		6	-1	D3	-					
	Weapons  1 Paramo  The Paramequipped  The Parame	list; 1 wea ur equipp mour Sup with 1 we mour Sup	pon from ed with erior car eapon from erior car	m the Sp 1 boltgu n addition om the I n be equ	pecial Weag in can hav onally be e Melee Wea ipped witl	pons list re a Simu equipped apons list h 1 wear	; 1 weap ulacrum l with 1 t instead	oon from Imperial weapon f l of 1 bolt n the Ran	the Healis. From the gun. ged Wea	boltgun: 1 weapon from the Melee avy Weapons list.  e Melee Weapons list, or can be apons list instead of 1 boltgun.  nstead of 1 bolt pistol.			
ABILITIES	Licentious	Thirst, Q	uicksilv	er Swift	ness, Sins	of Exce	ess (pg 4	-5)					
	Simulacrun	n. the Sect: \	You can	re-roll h	it rolls for	attacks				ncludes a model with a Defiled unit whilst it is within 6" of any			
	wounds as a	a result of odel does	an attac	k made those w	against th ounds an	at mode	l, this ur	nit can at	tempt to	del within 3" of this unit would lose any o intercept that attack. Roll one D6; on nd for each of those wounds. Only one			



CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>

FACTION KEYWORDS

KEYWORDS

(3)	DEVIANTS											
	M	WS	BS	S	T	W	A	Ld	Sv			
Deviant	7"	3+	3+	3	3	1	3	8	7+			

This unit contains 4 Deviants. It can can additionally contain up to 5 Deviants (**Power Rating +4**). Each model is equipped with: mutilated cybernetics.

cybernetics.						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mutilated cybernetics	Melee	Melee	+1	-1	1	Make D3 hit rolls for each attack made with this weapon.
Deviant eviscerator	Melee	Melee	x2	-3	2	When attacking with this weapon, you must subtract 1 from the hit roll.
WARGEAR OPTIONS	Any mod	lel in the unit can	be equipped with	l devian	t evisce	rator instead of mutilated cybernetics.
ABILITIES	Licentious	Thirst, Quicksilv	er Swiftness, Sins	of Exce	ss (pg 4	1-5)
	Inured to l	Pain: Add 1 to Lice	entious Thirst rolls	s made t	o ignore	e wounds by this unit.
	make an ad	ditional attack the tacks, but if they've	next time it fights	in the l	Fight ph	res a wound with the Licentious Thirst ability, it may hase (e.g. a Deviants unit with 4 models would normally Licentious Thirst ability, then they would make 15
FACTION KEYWORDS	CHAOS, S	SLAANESH, FAI	LEN SORORITA	AS, <se< td=""><td>CT&gt;</td><td></td></se<>	CT>	
KEYWORDS	INFANTR	Y, DEVIANTS				



2 ows				MI	STR	ESS				
	M	WS	BS	S	Ţ	W	A	Ld	Sv	
Mistress	7"	3+	3+	3	3	4	4	8	3+	
A Mistress is a single m	odel armed wit	h: bolt pi	stol; neu	ral whip	; frag grei	nades; kı	ak gren	ades.		
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	S	
Bolt pistol	12"	Pistol 1			4	0	1	-		
Neural whip	Melee	Melee			User	-2	1	against no mod	a unit	ng an attack made with this weapon (other than a <b>VEHICLE</b> unit) in which a Leadership characteristic higher than a wound roll.
Frag grenade	6"	Grenad	e D6		3	0	1	-		
Krak grenade	6"	Grenad	e 1		6	-1	D3	-		
ABILITIES	Licentious Excess (pg 4 Cruel Mistr model does includes any	4-5) ress: If yo not take	ur army up slots i	is Battle in a Det	e-forged, t	his		and char DEVIA model. made v	arge rol ANTS u You ca vith me	Lash: You can re-roll Advance rolls lls made for friendly <sect> units whilst they are within 6" of this in re-roll wound rolls of 1 for attacks elee weapons by models in friendly YIANTS units whilst their unit is within lel.</sect>
FACTION KEYWORDS	CHAOS, S	LAANES	SH, FAL	LEN SO	ORORIT	AS, <se< td=""><td>CT&gt;</td><td></td><td></td><td></td></se<>	CT>			
KEYWORDS	CHARAC	ΓER, INI	FANTRY	Y, MIST	RESS O	F SADI	SM			

10				ASC	EN	DEL	)						
	М	WS	BS	S	ī	W	A	Ld	Sv				
Ascended	7"	3+	3+	4	4	2	3	9	3+				
This unit contains 5 Asswarpblades.	cended. It can c	an additi	onally co	ontain up	to 5 Asc	cended (1	Power R	Rating +10)	. Ever	y model is	equipped	l with: he	llshards;
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES					
Hellshards	12"	Assault	D3		6	-2	D3	-					
Warpblades	Melee	Melee			+2	-2	D3	-					
ABILITIES	Licentious ' Sins of Exca  Daemonic: save.	ess (pg 4-	5)			nvulneral	deg ins ole a V of	arp Strike: ployment, i stead of bei Varp Strike your Move ywhere tha	t can b ng plac to arr ment p	e set up in ted on the tive on the bhases; wh	the warp battlefield battlefield en it does	o, ready to d. If it is, l at the en so, set th	it can use nd of any ne unit up
	Daemon Ea model in th				•	ns, every	7						
FACTION KEYWORDS	CHAOS, S	LAANES	SH, FAL	LEN SC	RORIT	AS, <se< td=""><td>CT&gt;</td><td></td><td></td><td></td><td></td><td></td><td></td></se<>	CT>						
KEYWORDS	INFANTR	Y, DAEM	ION, AS	SCEND	ED								

							59	111000310		
2 Cower			FL	ESF	I SF	HAPE	R			
	M	WS	BS	S	T	W	A	Ld	Sv	
Flesh Shaper	7"	4+	3+	3	3	4	4	8	7+	
A Flesh Shaper is a single	e model equpp	ed with:	bolt pisto	l; horrif	ic mutat	tions.				
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	S	
Bolt pistol	12"	Pistol 1			4	0	1	-		
Horrific mutations	Melee	Melee			+1	-2	1	-		
ABILITIES	Licentious Sins of Excor Inured to P ignore wound Flesh Sculp you may sel within 3" of suffers a mo Strength, To the beginning affected by	ess (pg 4- lain: Add nds by thi ect a frier f a Flesh S ortal wour oughness, ng of you	1 to Lice is unit. the start condly <b>SE</b> (Shaper and. On a condition of the	ntious T  of your M  CT> INI  d roll a I  2+, incre  ss charac  n. A uni	Moveme FANTR D6. On a case the cteristic at can or	nt phase, <b>Y</b> unit a 1, the unit units by 1 until	IN months and the state of the	n provide  NFANTRY  odel that le  lost wou  we been de  om that ur  acing it wi  e model ca	medica unit whas lost nds. Ot estroyed nit to th thin 3" annot b	of your Movement phase, this model al attention to one friendly <sect> within 3" of it. If that unit contains a any wounds, that model regains up to therwise, if any models from that unit d, you can return one destroyed model he battlefield with 1 wound remaining, of this model and in unit coherency (if the placed in this way, it is not returned each unit can only be provided medical turn.</sect>
FACTION KEYWORDS	CHAOS, S	LAANES	SH, FAL	LEN SO	RORIT	TAS, <sec< th=""><th>Γ&gt;</th><th></th><th></th><th></th></sec<>	Γ>			
KEYWORDS	CHARAC	ΓER, INI	FANTRY	, FLESH	I SHAI	PER				



2 Power				LA	MP	AD				
	М	WS	BS	S	T	W	A	Ld	Sv	
Lampad	7"	4+	3+	3	3	4	4	8	7+	
A Lampad is a single mo	odel equipped	with: bolt	pistol; fo	orce staff						
WEAPON	RANGE	TYPE			S	AP	D	ABILITII	ES	
Bolt pistol	12"	Pistol 1			4	0	1	-		
Force staff	Melee	Melee			+2	-1	D3	-		
ABILITIES	Warp Chan	neling: V	Vheneve	r a unit v	vithin 6"	of this n	nodel pe	erforms a		cess, roll a D6. On a 4+, you regai attle round.
PSYKER			•		• •	•		•		nase, and attempt to deny one d one power from the Dark Theu
FACTION KEYWORDS	CHAOS, S	LAANES	SH, FAL	LEN SC	RORIT	AS, <se< td=""><td>CT&gt;</td><td></td><td></td><td></td></se<>	CT>			
KEYWORDS	CHARAC	ΓER, INI	ANTR	Y, PSYK	ER, LAI	MPAD				

APOSTATE													
	М	WS	BS	S	Ţ	W	A	Ld	Sv				
Apostate	6"	4+	4+	3	3	4	3	7	6+				
An Apostate is a single model equipped with: autopistol; chainsword.													
WEAPON	RANGE	TYPE			S	AP	D	ABILITI	ES				
Autopistol	12"	Pistol 1			3	0	1	-					
Autogun	24"	Rapid F	ire 1		3	0	1	-					
Shotgun	12" Assault 2 3 0 1 If the target is within half range, add 1 to this weapon's Strength.												
Chainsword	Melee	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		attacking with the	nis weapon, you must subtract			
WARGEAR OPTIONS	• This mod	el can be	equippe	d with o	ne of the	followin	g instea	d of 1 cha	nd of 1 autopistol ainsword: 1 evisc Veapons list.	erator; 1 autogun; 1 shotgun;			
ABILITIES	Covenant o	f Slaanes	<b>h</b> (pg 5)				•			Movement characteristic, made by <b>FALLEN</b>			
	Corrupted		This m	odel has	a 4+					ANESH CULTISTS, and			
	invulnerabl	e save.								RENEGADES AND			
									FANTRY whilst with this ability.	they are within 6" of any			
FACTION KEYWORDS	CHAOS, S	LAANES	H, FAL	LEN SO	ORORITA	AS							
KEYWORDS	CHARAC'	ΓER, INI	ANTR	Y, APO	STATE								

PLEASURE CULT ASSASSINS													
	M	WS	BS	S	ī	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 can additionally contain up to 2 Pleasure Cult Assassins ( <b>Power Rating +1</b> ), or up to 4 Pleasure Cult Assassins ( <b>Power Rating +2</b> ). Every model is equipped with: Pleasure Cult power blades; poisoned throwing knives.													
WEAPON	RANGE	TYPE			S	AP	D	ABILITI	ES				
Pleasure Cult power blades	Melee Melee 1 -3 1 -												
Poisoned throwing blades	6"	Pistol 1			1	-1	1		eapon wou		anless the targ	et is	
ABILITIES	<b>Uncanny</b> invulneral	Reflexes:	10		nit have a	ı 5+	ur ba th th m wa	nit up in outtlefield.  is unit can battleficount  odel. On ay, the range in the can be seen to be	concealmen At the end of the reveal its eld that is me a turn in winge of their	t instead of poor of any of your position – set ore than 9" fi hich this unit	ment, you can lacing it on the Movement plat it up anywher from any enem is deployed in owing blades is turn.	nases, re on y this	
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS												
KEYWORDS	INFANT	RY, PLEA	SURE	CULT A	SSASSI	NS							
	N 45		E.Landson	45 100,44	TATE OF THE PARTY	EST TON	\$2000	965 J 98	ESTE CARGO TI	THE WORLD	21455E-191	19.7	

OWER				HA	RP.	IES				
	M	WS	BS	S	T	W	A	Ld	Sv	
Нагру	12"	3+	6+	4	3	1	3	7	7+	

This unit contains 5 Harpies. It can can additionally contain up to 5 Harpies (**Power Rating +4**) or up to 10 Harpies (**Power Rating +8**). Every model is equipped with: sonic scream; harpy talons.

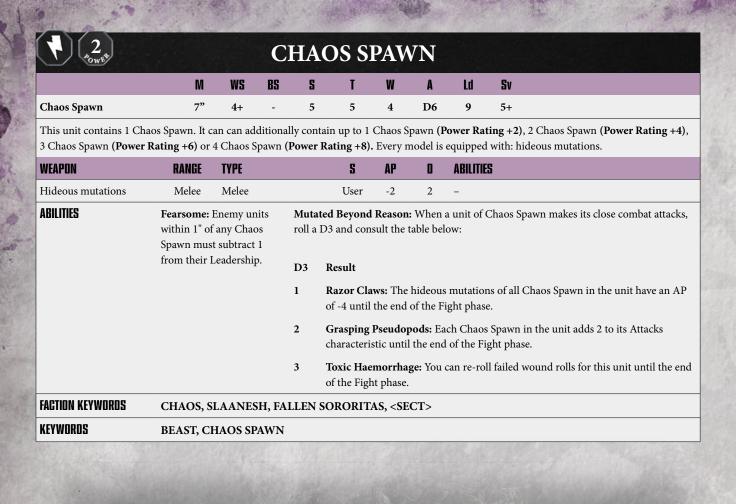
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Sonic scream	8"	8" Assault D3 4				This weapon automatically hits its target. Units do not receive the benefit of cover to their saving throws for attacks made with this weapon. Units that suffer one or more unsaved wounds from this weapon cannot fire Overwatch for the rest of the turn.			
Harpy talons	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.			
ABILITIES	Feeding Frecharacterist move.  Warp Strik deployment instead of b a Warp Stril of your Movement of the strip	enzy: Models in this in the city of a turn in we e: When you set up the tity it can be set up in the leng placed on the backe to arrive on the backe to arrive on the backet is more than 9" from the set is more than 9" f	unit increase the hich they made his unit during he warp, ready to attlefield. If it is, ttlefield at the eit does so, set the	a charge o strike, it can use nd of any ne unit up	sa's  Ca th Ea th wi e m ab	aemonic: All models in this unit have a 5+ invulnerable ve.  annibalistic Hunger: Roll a D6 each time a unit with is ability loses a wound. On a 5+, the wound is not lost, ach time this unit completely destroys an enemy unit in e Fight phase, add 1 to rolls made to ignore wounds ith this ability for the rest of the game. Abilities which odify Licentious Thirst rolls (such as the Sins of Excess bility) affect this ability as well. However, a roll of 2 or any modifiers you add to the roll.			
FACTION KEYWORDS	CHAOS, S	LAANESH, FALLE	N SORORITA	S, <sec< td=""><td>Γ&gt;</td><td></td></sec<>	Γ>				
KEYWORDS	INFANTRY, DAEMON, FLY, HARPIES								

5 Lower	SCYLLANS											
	M	WS	BS	S	T	W	A	Ld	Sv			
Scyllan	14"	3+	3+	3	4	2	2	7	3+			
Scyllan Superior	14"	3+	3+	3	4	2	3	8	3+			

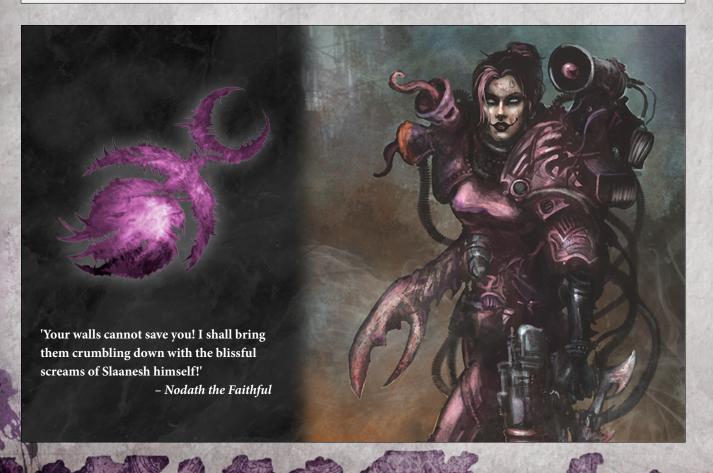
This unit contains 1 Scyllan Superior and 2 Scyllans. It can can additionally contain up to 3 Scyllans (**Power Rating +4**) or up to 6 Scyllans (**Power Rating +8**). Every model is equipped with: bolt pistol; sonic blaster; frag grenades; krak grenades. Every model rides a bike equipped with: thrashing chains.

WEAPON	RANGE	ТҮРЕ	ABILITIES										
Scyllan													
Bolt pistol	12"	Pistol 1	4	0	1	-							
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.							
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make one additional attack with this weapon.							
Frag grenade	6"	Grenade D6 3 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 takes a morale test in the same turn, it must roll an additional die for that morale test, discarding the lowest result.							
WARGEAR OPTIONS	• The Wea	pons list, or 1 weapon from	quipped w n the <i>Pisto</i>	vith 1 we ols list in	apon fro stead of	om the <i>Melee Weapons</i> list, 1 weapon from the <i>Ranged</i>							
ABILITIES	Licent	ious Thirst, Quicksilver S	Swiftness,	, Sins of	Excess	(pg 4-5)							
	<b>Turbo-boost:</b> When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.												
FACTION KEYWORDS	IRDS CHAOS, SLAANESH, FALLEN SORORITAS, <sect></sect>												
KEYWORDS	BIKER, SCYLLANS												





8 Sower				CA	LLIC	OPE				DAMAGE			
	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Calliope	*	6+	*	7	8	12	*	7	3+	6-12+	12"	3+	3
A Calliope is a single m	odel equipped	with: calli	ope arra	ıy; heavy	bolter.					4-6	6"	4+	D3
WEAPON	RANGE	RANGE TYPE S AP D ABILITIES								1-3	4"	5+	1
Calliope array	When attac	When attacking with this weapon, choose one of the profiles below.											
- Single frequency	48"	Heavy 3	D3		8	-2	D3			by this weapon do	_	n any b	onus
- Varied frequency	36"	Assault	3D6		4	to their	saving t	hrows for being in	cover.				
Doom siren	8"	Assault	D6	This weapon automatically hits its target. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.					í <b>o</b>				
Heavy bolter	36"	Heavy 3			5	-1	1	-					
Hunter-killer missile	48"	Heavy 1			8	-2	D6	The bearer can only shoot with this weapon once per battle.					e per
WARGEAR OPTIONS	• This mod												
ABILITIES	Explodes: D6 before any embarl	• This model can additionally be equipped with 1 hunter-killer missile.  Sins of Excess (pg 4)  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 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.											
FACTION KEYWORDS	CHAOS, S	SLAANES	H, FAL	LEN SC	RORIT	AS, <se< td=""><td>CT&gt;</td><td></td><td></td><td></td><td></td><td></td><td></td></se<>	CT>						
KEYWORDS	VEHICLE	, CALLIC	PE										



# TANTALUS ENGINES M WS BS S I W A Ld SV Tantalus Engine 7" 4+ 4+ 5 5 5 4 8 4+

This unit contains 1 Tantalus Engine. It can additionally contain up to 3 Tantalus Engines (**Power Rating +3** per model). Every model is equipped with: 2 heavy bolters; 2 tantalus flails.

1 11 /												
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES						
Heavy bolter	36"	Heavy 3	5	-1	1	-						
Heavy flamer	8"	Heavy D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.						
Tantalus buzz-blade	Melee	Melee	+3	-3	2	If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack using this profile.						
Tantalus flail	Melee	Melee	+1	-2	1	Make 3 hit rolls for each attack made with this weapon, instead of 1. If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack using this profile.						
WARGEAR OPTIONS	Any mod     Any mod		l with 2 heavy flar l with 1 tantalus b	mers ins ouzz-bla	tead of de inste	2 heavy bolters. ead of 1 tantalus flail.						
ABILITIES	<ul> <li>Any model can be equipped with 2 tantalus buzz-blades instead of 2 tantalus flails.</li> <li>Daemonic: This model has a 5+ invulnerable save.</li> <li>Firing Frenzy: When you choose this unit to shoot w in your Shooting phase, you can choose for heavy bolters that models in this unit are equipped with to have a Type characteristic of Assault 3 until the end of that phase, or for heavy flamers that models in this unit are equipped with to have a Type characteristic of Pist D6 until the end of that phase.</li> </ul>											
FACTION KEYWORDS	CHAOS, S	SLAANESH, FAL	LEN SORORITA	AS, <se< td=""><td>CT&gt;</td><td></td></se<>	CT>							
KEYWORDS	VEHICLE, DAEMON, DAEMON ENGINE, TANTALUS ENGINES											

'No Secutor, you may not move. Even now conduction filaments are piercing your neural systems and unworthy flesh. So they sent you to find me, did they? To carry out the Omnissiah's judgment on me? Well you found me – or more accurately I found you, foolish puppet of meat and iron. Well, now you will dance on my strings not theirs. Ah yes, your last paltry defences fall. In a way I envy you; in a moment you will experience the most exquisite of agonies as I rip apart and overwrite your synapses one-by-one, it should be quite the experience. Now Secutor, open wide. Here... I... Am.'

- Cognitive data-chain forensically recovered from Secutor Rho-456-0



8 Sower			ALT	AR	OF	AGO	ONY	7		DAMAGE			
	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	A	RITUAL
Altar of Agony	*	4+	4+	6	6	12	*	8	4+	6-12+	8"	6	2+
Paramours	-	3+	3+	3	-	-	-	-	-	4-6	6"	D6	3+
An Altar of Agony is a single model equipped with: bladed wheels. It is ridden by two Paramours who are  1-3 4" D3 4+ equipped with: bolt pistol; boltgun; frag grenades; krak grenades.													

WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES						
Altar of Agony												
Bladed wheels	Melee	Melee	User	-1	2	-						
Paramours												
Bolt pistol	12"	Pistol 1	4	0	1	-						
Boltgun	24"	Rapid Fire 1	4	0	1	-						
Frag grenade	6"	Grenade D6	3	0	1	-						
Krak grenade	6"	Grenade 1	6	-1	D3	-						
WARGEAR OPTIONS	<ul> <li>Both Paramours can be equipped with 1 blastmaster, 1 weapon from the <i>Melee Weapons</i> list, 1 weapon from the <i>Special Weapons</i> list, or 1 weapon from the <i>Heavy Weapons</i> list instead of 1 boltgun.</li> <li>Both Paramours can be equipped with 1 weapon from the <i>Pistols</i> list instead of 1 bolt pistol.</li> </ul>											

#### **ABILITIES**

Licentious Thirst, Quicksilver Swiftness, Sins of Excess (pg 4-5)

**Daemonic:** This model has a 5+ invulnerable save.

Infernal Regeneration: At the beginning of each of your turns, this model heals 1 wound.

**Bladed Impact:** Each time an Altar of Agony finishes a charge move, roll a D6 for each enemy model within 1" of it; that model's unit suffers a mortal wound for each roll of 6.

**Rituals of Agony:** At the start of each of your Shooting phases, you may have this model attempt to use a single Ritual of Agony of your choice from the table below. Alternatively, you may randomly determine the ritual by rolling a D3 and consulting the table below; if you do so, you may attempt a second randomly determined ritual immediately after resolving the first ritual. Each time this model attempts to use one of its rituals, roll a D6 to see if it is successful. If the result is equal to or greater than the Ritual characteristic shown in its damage table resolve the ritual's effects, otherwise the attempt to use the ritual fails and nothing happens.

#### D3 RITUAL OF AGONY

- 1 Ritual of Painful Affliction: Each enemy unit within 9" of the Altar of Agony immediately suffers a mortal wound.
- 2 Ritual of Endless Terror: Pick an enemy unit within 9". Roll 2D6 and compare the result to the target's Leadership. If you rolled equal to or below their Leadership, nothing happens. If you rolled higher, then for every point you rolled higher, one model from the unit flees as if they had failed a Morale test. This ritual may not be used on CHARACTERS, MONSTERS, VEHICLES, or TITANIC units.
- **3 Ritual of Choking Darkness:** Until the beginning of your next turn, enemy units within 9" of the Altar of Agony must subtract 1 from hit rolls.

**Guardians of the Altar:** During the Shooting phase, each the Paramours riding the Altar of Ecstasy may make a shooting attack using whatever ranged weapons they're equipped with. In the Fight phase, after the Altar of Ecstasy makes its close combat attacks, you can attack with the two Paramours. Make 3 additional attacks for each of them (meaning they make 6 total attacks) using the profile of whatever melee weapons each of them are armed with.

FACTION KEYWORDS CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>

KEYWORDS CHARIOT, DAEMON. ALTAR, ALTAR OF AGONY

8 Sower		A	LTA	AR (		DAMAGE							
	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	A	RITUAL
Altar of Ecstasy	*	4+	4+	6	6	12	*	8	4+	6-12+	8"	6	2+
Paramours	-	3+	3+	3	-	-	-	-	-	4-6	6"	D6	3+
· ·	ramours - 3+ 3+ 3 4-6 6" D6 3+  Altar of Ecstasy is a single model equipped with: bladed wheels. It is ridden by two Paramours who are uipped with: bolt pistol; boltgun; frag grenades; krak grenades.												

		<u> </u>									
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES					
Altar of Ecstasy											
Bladed wheels	Melee	Melee	User	-1	2	-					
Paramours											
Boltgun	24"	Rapid Fire 1	4	0	1	-					
Bolt pistol	12"	Pistol 1	4	0	1	-					
Frag grenade	6"	Grenade D6	3	0	1	-					
Krak grenade	6"	Grenade 1	6	-1	D3	-					
• Both Paramours can be equipped with 1 blastmaster, 1 weapon from the <i>Melee Weapons</i> list, 1 weapon from the <i>Special Weapons</i> list, or 1 weapon from the <i>Heavy Weapons</i> list instead of 1 boltgun.											

#### ABILITIES

Licentious Thirst, Quicksilver Swiftness, Sins of Excess (pg 4-5)

**Daemonic:** This model has a 5+ invulnerable save.

Infernal Regeneration: At the beginning of each of your turns, this model heals 1 wound.

• Both Paramours can be equipped with 1 weapon from the *Pistols* list instead of 1 bolt pistol.

**Bladed Impact:** Each time an Altar of Ecstasy finishes a charge move, roll a D6 for each enemy model within 1" of it; that model's unit suffers a mortal wound for each roll of 6.

**Rituals of Ecstasy:** At the start of each of your Shooting phases, you may have this model attempt to use a single Ritual of Ecstasy of your choice from the table below. Alternatively, you may randomly determine the ritual by rolling a D3 and consulting the table below; if you do so, you may attempt a second randomly determined ritual immediately after resolving the first ritual. Each time this model attempts to use one of its rituals, roll a D6 to see if it is successful. If the result is equal to or greater than the Ritual characteristic shown in its damage table resolve the ritual's effects, otherwise the attempt to use the ritual fails and nothing happens.

#### D3 RITUAL OF ECSTASY

- 1 Ritual of Alacrity: Pick a <SECT> unit from your army within 9" of the Altar of Ecstasy; add 1 to that unit's Attacks characteristic until the end of the turn.
- 2 Ritual of Perfection: Pick a <SECT> unit from your army within 9" of the Altar of Ecstasy; improve the AP of all ranged weapons wielded by that unit by 1 until the end of the turn (for example, a weapon with an AP of 0 would have an AP of -1 instead).
- Ritual of Celerity: Pick a <SECT> unit from your army within 9" of the Altar of Ecstasy. Instead of shooting this phase the ordered unit immediately moves as if it were the Movement phase. It must Advance as part of this move, and cannot declare a charge during this turn.

**Guardians of the Altar:** During the Shooting phase, each the Paramours riding the Altar of Ecstasy may make a shooting attack using whatever ranged weapons they're equipped with. In the Fight phase, after the Altar of Ecstasy makes its close combat attacks, you can attack with the two Paramours. Make 3 additional attacks for each of them (meaning they make 6 total attacks) using the profile of whatever melee weapons each of them are armed with.

**FACTION KEYWORDS** 

CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>

**KEYWORDS** 

CHARIOT, DAEMON, ALTAR, ALTAR OF ECSTASY

(4)			FA	LLI	EN F	RHII	NO			DAMAGE				
	М	WS	BS	S	Ţ	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:	storm b	olter.						3-5	6"	4+	D3	
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	S	1-2	3"	5+	1	
Doom siren	8"	Assault	D6		5	This weapon automatically hits its target. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.								
Hunter-killer missile	48"	48" Heavy 1 8 -2 D6							The bearer can only shoot with this weapon once per battle.					
Storm bolter	24"	Rapid F	Fire 2		4	-								
WARGEAR OPTIONS	• This mo			_				missile.						
ABILITIES	Sins of Exc				actual of			_	-	ll a D6 at the start o		•		
	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.  Explodes: If this model is reduced to 0 wounds, r D6 before removing it from the battlefield and be any embarked models disembark. On a 6 it explo											oefore odes,		
TRANSPORT	This mode	l can trans	port 10	<sect></sect>	INFAN	TRY mo	dels. It c	annot tra	nsport n	nodels that have th	e FLY l	keywor	d.	
FACTION KEYWORDS	CHAOS, S	SLAANES	SH, FAL	LEN SO	ORORIT	AS, <se< td=""><td>CT&gt;</td><td></td><td></td><td></td><td></td><td></td><td></td></se<>	CT>							
KEYWORDS	VEHICLE	E, TRANS	SPORT,	RHINC	, FALLI	EN RHII	NO							

5 Sower		FA	LL	EN I	MM	1OL	AT(	OR		DAMAGE					
	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A		
Fallen Immolator	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3		
A Fallen Immolator is a	single model e	equipped v	vith: im	molation	flamers	; heavy b	olter.			3-5	6"	4+	D3		
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	S	1-2	3"	5+	1		
Doom siren	8"	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.					
Heavy bolter	36"	Heavy 3			5	-1	1	-							
Hunter-killer missile	48"	Heavy 1			8	-2	D6	The bearer can only shoot with this weapon once per battle.							
Immolation flamers	12"	Assault	2D6		5	-1	1	This weapon automatically hits its target.							
Twin heavy bolter	36"	Heavy 6			5	-1	1	-	-						
Twin multi-melta	24"	24" Heavy 2 8 -4 D								If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.					
WARGEAR OPTIONS	<ul><li>This modern multi-me</li><li>This modern mo</li></ul>	lta. lel can ado	litionally	y be equi	pped wi	th 1 doo	n siren.		olation fl	amers: 1 twin heav	yy bolte	r; 1 tw	in		
ABILITIES	Explodes: 1 D6 before r any embark	Sins of Excess (pg 4)  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 fro any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.											ext		
TRANSPORT	This model	can trans	ort 6 <	SECT> I	NFANT	RY mod	els. It ca	nnot tran	sport mo	odels that have the	FLY ke	yword			
FACTION KEYWORDS	CHAOS, S	LAANES	H, FAL	LEN SC	RORIT	'AS, <se< td=""><td>CT&gt;</td><td></td><td></td><td></td><td></td><td></td><td></td></se<>	CT>								
KEYWORDS	VEHICLE	, TRANS	PORT,	FALLEN	N IMMC	DLATOI	t								

5 Sowet		E	ALI	EN	REF	PRE	SSC	R		DAMAGE			
	M	WS	BS	S	ī	W	A	Ld	Sv	REMAINING W	M	BS	A
Fallen Repressor	*	5+	*	6	7	12	*	8	3+	6-12+	12"	3+	3
A Fallen Repressor is a s	ingle model e	quipped w	ith: stor	m boltei	; heavy fl	amer; do	ozer ran	1.		3-5	6"	4+	D3
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	S	1-2	3"	5+	1
Doom siren	8"	This weapon automatically hits its target. Units 8" Assault D6 5 -2 1 attacked by this weapon do not gain any bonus their saving throws for being in cover.											.o
Storm bolter	24"	Rapid F	ire 2		4	0	1	-					
Heavy flamer	8"	Heavy I	D6		5	-1	1	This we	eapon au	tomatically hits its	target.		
Hunter-killer missile	48" Heavy 1 8 -2 D6 The bearer can only shoot battle.								only shoot with th	is weap	on onc	e per	
Dozer ram	Melee	Melee			User	-1	1	attack r	Against <b>INFANTRY</b> units make 3 hit rolls for each attack rather than 1 if the bearer has made a charge move this turn.				
WARGEAR OPTIONS	• This mod			_				missile.					
ABILITIES	Sins of Excess (pg 4)  Firing Ports: Up to six models being transported by a Fallen 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 Fallen 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				<sect></sect>	INFANT	RY mo	dels. It c	annot tra	nsport n	nodels that have th	e FLY l	ceywor	d.
FACTION KEYWORDS													
KEYWORDS		CHAOS, SLAANESH, FALLEN SORORITAS, <sect>  VEHICLE, TRANSPORT, FALLEN REPRESSOR</sect>											

NOCTILITH CROWN									
	M	WS	BS	S	Ţ	W	A	Ld	Sv
Noctilith Crown	-	-	4+	-	8	14	-	-	3+
A Noctilith Crown is a si	ingle model e	quipped w	vith: lashi	ing warp	energie	s.			
WEAPON	RANGE	TYPE			S	AP	D	ABILITI	ES
Lashing warp energies	6"	Pistol D	06		7	-2	2	-	
	powers with Warp on ar rather than are not affe  Loathsome save while to addition, you psykers start of the both these the second subsequent	only double only double cted by the Aura: CI they are wou can reswhile they second an aura abilit battle rou	result rol ble 1 or d is ability.  HAOS ur holly wit roll Psycl v are with d third b ies is inc nd, and 1	led for the louble 6.  In the	he Psych CHAOS a 5+ inv f this mo for CHA this moo unds, the y 3" (i.e.	au au men Sh	atomatical ake hit ronemy unit nooting phenstable Earth and a D6 be	in the Fight phase. Enemy models lly hit this model in the Fight phase – do not lls. However, friendly units can still target s that are within 1" of this model in the hase.  nergies: If this model is reduced to 0 wounds fore removing it from the battlefield. On a 6, rithin D6" of this model suffers D6 mortal	
FACTION KEYWORDS	CHAOS								
KEYWORDS	BUILDIN	G, VEHI	CLE, NO	OCTILI	TH CRO	OWN			





#### **FANE OF SLAANESH**

This unit contains 1 Fane 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, is 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** from 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 3D6 for every unit that is within 6" of a Fane of Slaanesh, and compare the result to the highest Leadership value in the unit. If you roll equal to or under their Leadership, nothing happens. If you roll higher than their Leadership, that unit cannot act until the end of the phase (i.e. it cannot move, manifest psychic powers, shoot, charge or fight) and it cannot use any abilities on its datasheet that affect another unit (e.g. aura abilities and abilities that heal other models).

**Damned Conduit:** At the start of your Shooting phase, you can pick one friendly **SLAANESH CHARACTER** within 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 the 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**

Although they still heavily utilize the same trinity of bolt weapons, flame weapons, and melta weapons as their loyalist counterparts, the Fallen Sororitas also make use of horrific weapons created by their allies in the Dark Mechanicus aas well as hellforged weapons borne of the warp.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Autogun	24"	Rapid Fire 1	3	0	1	-			
Autopistol	12"	Pistol 1	3	0	1	-			
Blastmaster	When a	nttacking with this w	eapon, choo	ose one	of the pi	rofiles below.			
- Single frequency	48"	Heavy D3	8	-2	D3	Units attacked by this weapon do not gain any bonus to their saving			
- Varied frequency	36"	Assault D6	4	-1	1	throws for being in cover.			
Boltgun	24"	Rapid Fire 1	4	0	1	-			
Bolt pistol	12"	Pistol 1	4	0	1	-			
Calliope array	When a	nttacking with this w	eapon, choo	ose one	of the pi	rofiles below.			
- Single frequency	48"	Heavy 3D3	8	-2	D3	Units attacked by this weapon do not gain any bonus to their saving			
- Varied frequency	36"	Assault 3D6	4	-1	1	throws for being in cover.			
Combi-flamer When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.									
- Boltgun	24"	Rapid Fire 1	4	0	1	-			
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.			
Combi-melta		attacking with this was made for this weap		ose one	or both	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.			
Combi-plasma		nttacking with this w made for this weap	-	ose one	or both	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			
Cyber-kestral	24"	Assault D6	3	0	1	-			
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	-			
Freezing blast		nttacking with this w ot slain, roll a D6; or				rofiles below. If a model suffers any unsaved wounds from this weapon ortal 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.			

FALLEN SORORITAS RANGI	ED WEAP	ons				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Harmony		attacking with this weap aving throws for being i		ose one o	of the pr	ofiles below. Units attacked by this weapon do not gain any bonus to
- Single frequency	48"	Heavy D3	8	-2	3	-
- Varied frequency	36"	Assault D6	4	-1	D3	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hellshards	12"	Assault D3	6	-2	D3	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with this weapon once per battle.
Immolation flamers	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	-
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 blades	6"	Pistol 1	1	-1	1	This weapon wounds on a 4+, unless the target is <b>TITANIC</b> or a <b>VEHICLE</b> .
Plasma gun	When	attacking with this weap	on, choo	se one o	of 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	attacking with this weap	on, choc	se one o	of the pr	ofiles below.
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	24"	Pistol 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	8"	Assault D3	4	-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	-

FALLEN SORORITAS MELI	EE WEAPON	NS .				
WEAPON	RANGE	ТҮРЕ	S	AP	0	ABILITIES
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.
Bladed wheels	Melee	Melee	User	-1	2	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Daemonic sarissa	Melee	Melee	+1	-2	3	-
Deviant eviscerator	Melee	Melee	x2	-3	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Dozer ram	Melee	Melee	User	-1	1	Against <b>INFANTRY</b> units make 3 hit rolls for each attack rather than 1 if the bearer has made a charge move this turn.
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.
Harpy talons	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.
Hellforged sword	Melee	Melee	User	-3	3	-
Hideous mutations	Melee	Melee	User	-2	2	-
Horrific mutations	Melee	Melee	+1	-2	1	-
Lashing tongue	Melee	Melee	4	0	1	After a model riding a Steed of Slaanesh makes its close combat attacks, you can attack with its mount. Make 2 additional attacks, using this weapon profile.
Neural whip	Melee	Melee	User	-2	1	When resolving an attack made with this weapon against a unit (other than a <b>VEHICLE</b> unit) in which no model has a Leadership characteristic higher than 7, add 1 to the wound 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	-3	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Sacrificial knife	Melee	Melee	1	-1	1	This weapon wounds on a 4+, unless the target is <b>TITANIC</b> or a <b>VEHICLE</b> .
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 same turn, it must roll an additional die for that morale test, discarding the lowest result.
Warpblades	Melee	Melee	+2	-2	D3	-
Warp scourge	Melee	Melee	User	-1	2	A model armed with this weapon increases its Attacks characteristic by 3.

	FALLEN SORORITAS MELEE WEAPONS									
	WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES			
The second second	Tantalus buzz-blade	Melee	Melee	+3	-3	2	If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack using this profile.			
	Tantalus flail	Melee	Melee	+1	-2	1	Make 3 hit rolls for each attack made with this weapon, instead of 1. If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack using this profile.			

#### Bolt, Flame, Melta, and Sonic Weapons

Some rules refer to 'bolt weapons', 'flame weapons', 'melta weapons', and/or 'sonic weapons'. A bolt weapon is any weapon whose profile includes the word 'bolt' (bolt pistol, boltgun, condemnor boltgun, etc.), and any Relic that replaces a bolt weapon (e.g. The Castigator). Rules that apply to bolt weapons also apply to the boltgun profile of combi-weapons, and the bolter profile of Relics that replace combi-weapons.

A flame weapon is any weapon whose profile includes the word 'flame' (flamer, immolation flamers, etc.), and any Relic that replaces a flame weapon (e.g. The Cremator). Rules that apply to flame weapons also apply to the flamer profile of combi-flamers, and the flamer profile of Relics that replace combi-flamers.

A melta weapon is any weapon whose profile includes the word 'melta' (meltagun, multi-melta, etc.), inferno pistols, and any Relic that replaces a melta weapon. Rules that apply to melta weapons also apply to the meltagun profile of combi-meltas, and the meltagun profile of Relics that replace combi-meltas.

A sonic weapon is any of the following weapons:

- Blastmaster
- Calliope array
- Doom siren
- Harmony
- Melody
- Sonic blaster
- · Sonic scream

Rules that apply to sonic weapons also apply to Relics that replace sonic weapons.





Seduced by the Prince of Pleasure, these former maidens of purity are now little more than slaves to their darkest desires; their years of discipline and piety corrupted into malice and perverse devotion to their newfound benefactor. Armed with the military training of the Schola Progenium and the blessings of Slaanesh, the only possible outcomes of an encounter with the Fallen Sororitas are death or damnation.

# 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 sects, 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.

#### THE UNWORTHY

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.

- · Arch-Heretic
- Apostate
- Pleasure Cultists
- · Pleasure Cult Assassins



## 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 5+, that model attacks its former allies and its unit suffers a mortal wound.

# 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**, **BIKERS**, or **CAVALRY** with this indulgence must re-roll wound rolls of 6. In addition, when a model with this indulgence would lose a wound as a result of a mortal wound in the Psychic phase, roll one D6; on a 5+ that wound is not lost.

## 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.

When resolving an attack made with a melee weapon by a model with this indulgence, an unmodified hit roll of 6 scores 1 additional hit. Additionally, when a unit with this indulgence Advances or makes a charge move, add 1 to the Advance roll or charge roll. **VEHICLES** and **CHARIOTS** do not benefit from this indulgence.

# 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 fanatically devoted 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 1 or more command points. On a 5+, you gain 1 Command Point. Additionally, roll a D6 whenever you spend 1 or more command points. On a 4+, you gain a Sin Token. This does not count towards the usual amount of Sin Tokens you can receive in a phase, but you can only gain 1 Sin Token per battle round in this manner.

## 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 discard the lowest result. Furthermore, units with this indulgence increase the range of sonic weapons they wield by 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.

# **STRATEGEMS**

If your army is Battle-forged and includes any FALLEN SORORITAS Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown below, meaning you can spend Command Points to use them. These help to reflect the horrific methods and strategies used by the Fallen Sororitas on the battlefield.

#### 1CP/3CP

#### **CURIOS OF SLAANESH**

#### Fallen Sororitas Strategem

Though fickle with his gifts, Slaanesh will reward those champions who continue to prove themselves worthy.

Use this Stratagem before the battle. Your army can have one extra Relic of Defilement for 1 CP, or two extra Relics of Defilement for 3 CPs. All of the Relics of Defilement that you include must be different and be given to different Fallen Sororitas CHARACTERS. You can only use this Stratagem once per battle.

#### 1CP

## **BLASPHEMOUS MACHINES**

#### Fallen Sororitas Strategem

Fallen Sororitas vehicles can be goaded to fury like wild beasts. Use this Stratagem just before a FALLEN SORORITAS VEHICLE attacks in the Shooting phase. Until the end of the phase, that vehicle can ignore the penalties for moving and firing Heavy weapons, or for Advancing and firing Assault weapons.

#### 1CP

## DAEMONFORGE

#### Fallen Sororitas Strategem

The Daemon Engines of the Fallen Sororitas are driven by a fathomless hatred born of the warp.

Use this Stratagem in your Shooting or Fight phase when a

FALLEN SORORITAS DAEMON VEHICLE or

**CHARIOT** is chosen to attack. You can re-roll all failed hit and wound rolls for that model until the end of the phase.

## 1CP

#### CHAOS FAMILIAR

#### Fallen Sororitas Strategem

Though diminutive in stature, many lesser warp entities whisper dark secrets that can shift the tide of battle.

Use this Stratagem at the start of your Psychic phase. Select a friendly FALLEN SORORITAS PSYKER. That model can replace any of its psychic powers with a power of your choice from the Dark Theurgy discipline.

#### 2CP

#### SOUL HUNT

#### Fallen Sororitas Strategem

Slaanesh craves the souls of the Aeldari above all else, and his chosen make every effort to hunt the aliens down.

Use this Strategem after a FALLEN SORORITAS unit has attacked an AELDARI unit in the Fight phase. The unit can immediately fight again.

## 2CP

### THE REAPING

#### Fallen Sororitas Strategem

Once unleashed in combat, the Pleasure Cult Assassins erupt in savage grace, rapidly leaping between opponents, their blades slashing and severing with seemingly wild abandon.

Use this Stratagem when a unit of PLEASURE CULT ASSASSINS consolidates. The unit can consolidate up to 6" rather than the usual 3".

#### 1CP

## SIREN INFILTRATION

#### Fallen Sororitas Strategem

The Fallen Sororitas are often preceded by sirens, who seduce key enemy personnel and befuddle the minds of their foes as the battle commences.

Use this Stratagem before the battle begins. During the first battle round you must roll a die each time your opponent spends Command Points (CPs) to use a Strategem. On a 4+,

your opponent must spend one extra CP to use that Strategem, or else it has no effect (the CPs spent so far are lost). This ability cannot affect Strategems used "before the battle begins".

#### 1CP

## **EXQUISITE AGONY**

#### Fallen Sororitas Strategem

The Fallen Sororitas savor pain like few others.

Use this Stratagem when a FALLEN SORORITAS

CHARACTER from your army loses all but 1 of their wounds. Gain D3 Sin Tokens, in addition to the one your would normally gain.

#### 1CP

### **BOON OF SLAANESH**

#### Adepta Sororitas Strategem

The path of Chaos can lead a warrior to daemonhood, or it can see her transformed into a gibbering Chaos Spawn.

Use this Stratagem at the end of a Fight phase in which one of your FALLEN SORORITAS CHARACTERS (excluding DAEMON CHARACTERS) slays an enemy CHARACTER, VEHICLE or MONSTER. Roll 2D6 and look up the result below.

#### 2D6 Boon

- 2 Spawndom: Your character is slain. However, before removing the model as a casualty, you can add a Chaos Spawn to your army. If you do so, set up the Chaos Spawn within 6" of the character and more than 1" from any enemy models before removing them as a casualty.
- 3 **Supernatural Sight:** Add 6" to the Range of all of the character's ranged weapons.
- 4 **Temporal Distortion:** Add 3" to the character's Move characteristic.
- 5 **Dexterity of the Duelist:** Add 1 to the character's Attacks characteristic.
- **6 Warp Frenzy:** Add 1 to the character's Attacks characteristic.
- 7 **The Eye Opens:** Choose a boon of your choice (you cannot choose Spawndom or Daemonhood).
- 8 **Blademaster:** Subtract 1 from hit rolls that target the character in the Fight phase.
- **9 Sensuous Agony:** Add 1 to all saving throws made for the character.
- **10 Crystalline Body:** Add 1 to the character's Toughness characteristic.
- 11 Fragment of Immortality: Add 1 to the character's Wounds characteristic.
- 12 Daemonhood: Your character is slain. However, before removing the model as a casualty, you can add an Inamorata to your army. If you do, set up the Inamorata within 6" of your character before removing them.

Boons last for the rest of the battle. The same boon cannot be received by a model more than once – if this happens, choose a result the model has not yet received (excluding Spawndom and Daemonhood). Chaos Spawn or Inamorata created by a boon must have the **SLAANESH** keyword and they do not cost any reinforcement points in a matched play game.

#### 1CP

## RAVENOUS HUNGER

#### Fallen Sororitas Strategem

Their bellies aching with unnatural hunger, the Harpies tear their way into reality, rushing towards the nearest source of meat.

Use this Stratagem after a **HARPIES** unit from your army is set up on the battlefield using its Warp Strike ability. That unit immediately moves 3" towards the nearest enemy unit.

## 2CP

### TIDE OF TRAITORS

#### Fallen Sororitas Strategem

The galaxy is filled with pathetic wretches who give themselves willingly to Chaos for the chance to win power and glory.

Use this Stratagem at the end of your Movement phase. If you do, pick a unit of Pleasure Cultists and remove it from the battlefield. You can then set it up again wholly within 6" of the edge of the battlefield and more than 9" from any enemy models, at its full starting strength. You can only use this Stratagem once per battle.

## 2CP

## **ENDLESS CACOPHONY**

#### Fallen Sororitas Strategem

In the clangor of battle the worshipers of Slaanesh hear sweet music, and they compete to be loudest in this deafening chorus.

Use this Stratagem at the end of your Shooting phase. Select a FALLEN SORORITAS INFANTRY or BIKER unit – that unit can immediately shoot again.

#### 2CP

## RITUALS OF DAMNATION

#### Fallen Sororitas Strategem

A heart stabbed, a throat sliced, another life cut short for the glory of Slaanesh.

Use this Stratagem after an **ALTAR** successfully uses its Rituals of Agony or Rituals of Ecstasy ability. Roll a D3 on that unit's Ritual of Agony or Ritual of Ecstasy table and immediately apply the result. If you get the same ritual as the one you just performed, re-roll the result.



## **ECSTATIC ELIXIR**

#### Fallen Sororitas Strategem

The Fallen Sororitas use a variety of dangerous concoctions to enhance the sensations of battle.

Use this Stratagem at the beginning of the Fight phase.

Select one FALLEN SORORITAS INFANTRY, BIKER, or CAVALRY unit. Roll a D6; on a 1, one model in the unit is immediately slain. After rolling, each model in the unit increases their Attacks characteristic by 1 until the end of the phase. If you roll a 6, each model increases their Attacks characteristic by D3 instead (roll once for the entire unit).

#### 1CP

### ORGY OF VIOLENCE

#### Brides of Slaanesh Strategem

The Brides of Slaanesh make full use of their heightened reflexes in combat, dispatching several enemies in swift and ecstatic fashion.

Use this Stratagem just before a **BRIDES OF SLAANESH INFANTRY** unit attacks in the Fight phase. Each time a model in your unit slays an enemy model, it can immediately make another hit roll using the same weapon at the same target (these bonus attacks cannot themselves generate any further attacks).

### 1CP

## **HORRIFIC GRACE**

#### Dancers of Midnight Strategem

Using their many mutations to their advantage, the Dancers of Midnight swiftly cover ground and close on their prey.

Use this Stratagem when a DANCERS OF MIDNIGHT INFANTRY unit is selected to charge, but before dice are rolled. The unit ignores penalties to the charge roll and rolls an additional D6 when determining charge distance, discarding the lowest result.



#### 2CP

## **EUPHORIC RELEASE**

#### Niflheim Valkyries Strategem

The Niflheim Valkyries suppress the sensations they feel, so that when they allow themselves to truly experience the euphoric carnage of battle, its intensity is increased tenfold. Use this Stratagem when you expend one Sin Token to perform a Sin of Excess with a NIFLHEIM VALKYRIES unit. Perform the Sin of Excess as if you had expended three Sin Tokens instead.

### 1CP

## **SONIC BARRAGE**

#### Void Naiads Strategem

There is little that can stand up to a concentrated sonic onslaught of the Void Naiads.

Use this Stratagem in your Shooting phase if a VOID NAIADS unit that is equipped with one or more sonic weapons is within 6" of two other friendly VOID NAIADS units that are equipped with one or more sonic weapons. When they shoot, every sonic weapon in all three units must fire at the same target. Add 1 to the wound roll for all sonic weapons used in this attack.

## 1CP

## DAEMON-KIN

#### Daughters of Asteroth Strategem

The Daughters of Asteroth have a peculiar relationship with the entities of the warp.

Use this Stratagem when a **DAUGHTERS OF ASTEROTH CHARACTER** attempts to summon a unit of **DAEMONS** to the battlefield using a Daemonic Ritual. You can re-roll any of the dice used in the summoning roll, and your character will not suffer any mortal wounds for rolling doubles or triples.

#### 1CP

## **FINAL STRIKE**

### Semirites Strategem

Should they meet their demise in combat, Semirite champions will ensure their foe shares the same fate.

Use this Stratagem when a **SEMIRITE CHARACTER** is slain. Before removing the model from the battlefield, it can either shoot with one of its ranged weapons as if it were the Shooting phase, or make one attack with its melee weapons as if it were the Fight phase.

# **WARLORD TRAITS**

Those cunning commanders who lead the armies of the Fallen Sororitas are deadly warriors and harsh mistresses, whose ceaseless campaigns for slaves and glory leave a trail of death and damnation in their wake.

If a **FALLEN SORORITAS CHARACTER** model is your Warlord, you can use the table here to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one. If an **ARCH-HERETIC** or **APOSTATE** model is your Warlord, their Warlord Trait can be the Priest-Slayer Warlord Trait.

## DG RESULT

## 1 EXOTIC EVASION

The Warlord is supernaturally agile, lithely avoiding incoming attacks.

Enemy units must re-roll successful hit rolls made against this Warlord.

## 2 **ELEGANT SWIFTNESS**

This Warlord moves faster than sight, closing on her foes with lethal speed.

This Warlord can Advance and charge in the same turn, and can re-roll failed charge rolls.

## 3 FATAL PRECISION

This Warlord always aims to kill, and thanks to her supernaturally enhanced senses, she usually does.

Each time you make a wound roll of 6+ for your Warlord in the Fight phase, the target suffers a mortal wound in addition to the usual damage.

## 4 PRIEST-SLAYER

Such is this Warlord's devotion to Slaanesh that the mere sight of the adherents of other creeds fills them with unholy loathing.

You can re-roll failed wound rolls for attacks made by this Warlord in the Fight phase against targets with the CHAPLAIN, PRIEST, or ADEPTUS MINISTORUM keyword.

## 5 PARAGON OF DEPRAVITY

This Warlord is an insatiable hedonist, a true champion of Slaanesh.

At the start of your turn, if this Warlord is on the battlefield, you gain one Sin Token.

## **6 UNHOLY SEDUCTRESS**

Any who gaze upon this Warlord's unholy form or hear her exquisite voice feel compelled to her side.

Subtract 1 from the Leadership characteristic of enemy units whilst they are within 6" of your Warlord.

## NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters is your Warlord, they must have the associated Warlord Trait shown below:

## NAMED CHARACTER WARLORD TRAIT

Kvan Song of Slaanesh

Laufey Chill Aura

Miriael Sabathiel Soul Eater

## **SECT WARLORD TRAITS**

If you wish, you can select a Sect Warlord Trait from the list below instead of from the Warlord Traits table on the previous page, but only if your Warlord is from the relevant Sect.

## BRIDES OF SLAANESH: Soul eater

Countless years hunting the Aeldari have given this Warlord a taste for freshly-slain souls.

This Warlord re-rolls failed hit rolls for attacks made in the Fight phase against **CHARACTERS**. Each time this Warlord slays an enemy **CHARACTER** in the Fight phase, they regain D3 lost wounds.

## NIFLHEIM VALKYRIES: CHILL AURA

Enemies near this Warlord find their reactions slowing as the icy cold radiating off her body saps all feeling and sensation.

Enemy units must subtract 1 from hit rolls made against this Warlord in the Fight phase.

# DANCERS OF MIDNIGHT: ECCENTRIC MUTATION

A finely sculpted work of art in the eyes of her sisters, this Warlord's body has an appendage for every scenario.

Once per battle round, you can re-roll a single hit roll, wound roll, damage roll, Advance roll, charge roll or saving throw made for this Warlord.

## DAUGHTERS OF ASTEROTH: MISTRESS OF PAIN

As one of Asteroth's greatest daughters, this Warlord shares it's love for suffering.

Add 1 to this Warlord's Attacks characteristic for each wound she has suffered (to a maximum of +3). If this Warlord heals any wounds, she loses the associated bonus attacks.

## VOID NAIADS: SONG OF SLAANESH

This warlord's melodious voice carries her commands across the battlefield.

Increases the range of any aura abilities on this Warlord's datasheet (e.g. Mistress of Traitors, Siren's Song) by 3".

## SEMIRITES: SUPREME AMBITION

With the full might of the Semirite Empire at her command, this Warlord will achieve eternal glory, no matter the cost.

All aura abilities on this Warlord's datasheet that would normally only affect <**SECT**> units (e.g. Mistress of Traitors, Siren's Song) affect all **FALLEN SORORITAS** units in the same detachment as well.

# RELICS OF DEFILEMENT

The artifacts of Slaanesh are usually more esoteric than the crude implements of the other Chaos gods, and those that call Slaanesh their patron often revel in the pure extremes they provide. Many of these relics stretch the very laws of nature as they drive both their users and victims towards endless forms of torment that defy description.

If your army is led by a FALLEN SORORITAS Warlord, then before the battle you may give one of the following Relics of Defilement to a FALLEN SORORITAS CHARACTER model. Named characters such as Miriael Sabathiel and Kvan cannot be given any of the following Relics.

Note that some Relics are weapons that replace one of the character's existing weapons. Where this is the case you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Relics of Defilement your models may have on your army roster.

## THE WHISPERING BLADE

An ancient tale of the Koronus Expanse speaks of two Daemon Princes of Slaanesh whose endlessly escalating conflict drove them both to ruin. When one crafted a blade hewn from a single glittering turquoise crystal, it was hailed as an impossibly precise work of art. The other Daemon Prince refused to admit he had been finally beaten, and poured his essence into it, intentionally possessing the blade to steal the other's victory. The blade's creator, refusing to destroy his work, cast the blade into the warp. Now capable only of whispering to those foolish enough to pick him up, the Daemon inside suffers the price of his victory in the silence of his cold crystal prison.

Model with chainsword only. The Whispering Blade replaces the bearer's chainsword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Whispering	Melee	Melee	User	-1	D3
Blade					

**Abilities:** If the bearer successfully hits its target one or more times, roll a D6. On a 2+, the bearer scores an additional hit. If this roll was successful, roll again, this time scoring an additional hit on a 3+. Continue rolling in this manner, adding 1 to the required roll after each additional hit (4+, 5+, 6+) until the roll is failed.

## THE LASH OF TORMENT

Made up of lascivious coils and barbed hooks, the Lash of Torment moves with a mind of its own. Any victim that finds themselves ensnared amongst the Lash's disturbingly warm tendrils experiences crashing waves of intense pain and fear, a sensation that translates back to the wielder and all nearby in a glorious sharing of agony and bliss.

Model with neural whip only. The Lash of Torment replaces the bearer's neural whip and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Lash	Melee	Melee	User	-2	D3
of Torment					

**Abilities:** When resolving an attack made with this weapon against a unit (other than a **VEHICLE** unit) in which no model has a Leadership characteristic higher than 8, add 1 to the wound roll. For every unsaved wound caused by this weapon, add 1 to the bearer's Licentious Thirst rolls until the beginning of the next Fight phase.

### THE NEEDLE OF DESIRE

A thin, double-ended spike nearly as long as a woman's arm, the Needle of Desire is not held in the hand but instead embedded within the arm of the wielder. There it channels the user's own cursed blood to form toxins so virulent that they utterly overwhelm the senses of anyone stung. Many victims cannot handle the torrents of conflicting emotions and anguish that course through the system, their bodies shutting down as they hang limply upon the needle's point.

Model with sacrificial knife only. The Needle of Desire replaces the bearer's sacrificial knife and has the following profile:

WEAPON	RANGE	TYPE	S	AP	0
The Needle of	Melee	Melee	1	-2	D3
Desire					

**Abilities:** This weapon wounds on a 2+, unless the target is **TITANIC** or a **VEHICLE**.

## **PAIN VENTS**

Only the most skilled Warp Smiths and Arch-Hereteks know the secrets of Pain Vent construction. They superficially appear as nothing more than endless metallic tubes entwined throughout a weapon like mad serpents. When the bearer fires their weapons, the vents wail and scream, their otherworldly sound rippling across the air in a crescendo of agony.

**DARK MISTRESS** or **INAMORATA** only. When this model fires a ranged weapon, reduce the Leadership characteristic of enemy units within 6" of this model by 1 for each hit die rolled (to a maximum of -3) until the start of your next turn.

### THE BOOK OF CARPATHIUS

Penned by the radical Inquisitor Carpathius, this flesh-bound tome details the many horrific truths he discovered over his career; secrets which saw him turned from loyal servant of the Emperor to a slave of his own twisted desires.

Whenever a model with this Relic uses multiple Sin Tokens to perform a Sin of Excess, regain one of the Sin Tokens used.

### THE ICON OF SILENCE

Not all of Slaanesh's followers delight in sound; some seek the perfection of quiet where air is refused vibration. The Icon of Silence was forged for this very purpose, and consist of twisted amplifiers and mutated sound projectors fueled by a glistening purple liquid and the user's own mental desires. Each creates a disturbing zone of utter auditory void where even thoughts are muffled, becoming faintest of internal whispers.

This Relic cannot be given to **SIRENS**. Enemy units that are not **VEHICLES** or **TITANIC** within 6" of a model with this relic or are attempting to move within 6" of a model with this relic must halve their Movement characteristic, Advance rolls, and charge rolls (rounding up). Additionally, if a unit that is equipped with one or more sonic weapons shoots while within 6" of a model with this Relic, subtract 1 from any wound rolls made with those weapons.

### THE RAPTUROUS STANDARD

Infused with the essence of thousands of followers of Slaanesh who died in blissful slaughter, the Rapturous Standard overwhelms nearby allies with feelings of invincibility, steeling their resolve against all opponents.

When resolving an attack against any **FALLEN SORORITAS** unit within 6" of a model with this Relic, an unmodified wound roll of 1 or 2 always fails, irrespective of any abilities that the weapon or the model making that attack may have.

### **XOR'INNATH**

Rippling with finely honed muscle and covered in stunning iridescent mottling, the steed of Slaanesh known as Xor'innath is one of the Dark Prince's finest creations. Gifted only to the greatest champions of excess, Xor'innath's unholy speed and supernatural dexterity make it's rider exponentially more deadly. However, Xor'innath is an exceedingly proud creature, and those who fail to show it the proper respect will soon find themselves added to its carnivorous diet.

CAVALRY model only. When a model with this Relic Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a die. A model with this Relic can still charge in a turn in which they Advanced.

### **ANGUISH**

Little is known of the daemon weapon known only as Anguish. Some amongst the arcane scholars of the Ordo Malleus doubt that it even exists. Anguish is reputed to take the form of a long sword— its hilt dotted with thorny spines, its mirror-like blade etched with images of bird feathers and lidless eyes. It has been said to radiate a chill like that of the void between stars and to have an edge so sharp that it can cleave the curtain of reality— opening a wound-like portal into the Warp through which the wielder of the blade may pass to far and strange places.

Model with power sword only. Anguish replaces the bearer's power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Anguish	Melee	Melee	+1	-3	D3

**Abilities:** Once per battle, at the end of your Movement phase, you can remove the bearer of this relic from the battlefield and immediately set it up anywhere on the battlefield that is more than 9" from any enemy models. This does not count as Falling Back if the unit was within 1" of any enemy models.

## THE SCREAMING CUIRASS

Stretched across this armor are the faces of Asteroth's greatest conquests; their agonized souls still trapped in their screaming visages. Crafted by the daemon itself for it's chosen daughters, those who wear the Screaming Cuirass find themselves empowered by its raw anguish.

DAUGHTERS OF ASTEROTH DARK MISTRESS only. A model with this Relic adds 2 to Licentious Thirst rolls. Once per battle round, if the bearer successfully ignores a wound with the Licentious Thirst ability, you gain a Sin Token. This does not count towards the normal limit of Sin Tokens you can gain in each phase.

## **DAMNATION GRENADES**

Created through a painstaking and dangerous ritual, these explosives are created by the lampads of the Brides of Slaanesh with captured Aeldari spirit stones. When activated by the bearer, they explode in a spray of psychically active shards, followed by a horrific scream as another Aeldari soul is consumed by She Who Thirsts.

**BRIDES OF SLAANESH** model with frag grenades only. Damnation Grenades replace the bearer's frag grenades and have the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Damnation	6"	Grenade D6	1	-1	D3
Grenades					

**Abilities:** This weapon wounds on a 4+, unless the target is **TITANIC** or a **VEHICLE**. Whenever this weapon wounds an **AELDARI** model, the target suffers D3 mortal wounds instead of the listed Damage.

## THE EYE OF MALEDICTION

Camelia Belisarius was one of the greatest Navigators in the Imperium, until she was slain in a boarding action by the Void Naiads. Preserved through blasphemous rituals, her third eye continues to serve her murderers well, revealing the weaknesses of their foes and illuminating their souls in the warp.

VOID NAIADS model only. Once per turn, at the beginning of the Psychic phase, you can select an enemy model that is within 12" of the bearer. That model must subtract 1 from all saving throws. Additionally, if the selected enemy is a PSYKER, any doubles they roll when attempting to manifest a psychic power will cause them to suffer Perils of the Warp. These effects last until the beginning of your next turn.

## THE IMPRISONER

Firing specially-enchanted frost bolts of their own creation, the Niflheim Valkyries employ the Imprisoner to freeze their most striking foes solid; another macabre decoration for the dark abbeys of their homeworld.

**NIFLHEIM VALKYRIES** model with storm bolter only. The Imprisoner replace the bearer's storm bolter and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Imprisoner	24"	Rapid Fire 2	4	0	1

**Abilities:** Each time the bearer successfully rolls to wound, the target suffers a mortal wound instead of the listed Damage.

## THE NEEDLE GAUNTLET

An arcane gauntlet with a syringe protruding from each finger, the Needle Gauntlet was created by the Dancers of Midnight to share their gifts with the galaxy. Every mutagenic injection might change the victim's hair color, swap their gender, or fatally rearrange their internal organs.

**DANCERS OF MIDNIGHT** model with neural whip or horrific mutations only. The Needle Gauntlet replaces the bearer's neural whip or horrific mutations and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Needle	Melee	Melee	+1	-2	1
Gauntlet					

**Abilities:** After a model that isn't a **VEHICLE** or **TITANIC** suffers one or more unsaved wounds from this weapon, roll a D6 and compare it to their Toughness. If you roll equal to or below their Toughness, nothing happens. If you roll above their Toughness, the model suffers D6 mortal wounds.

## THE SERPENT'S FANG

Once, the Daemon Prince Azokar was the greatest duelist of Slaanesh, an accomplished swordmaster beyond compare. His prowess in battle was matched only by his overwhelming narcissism, which led to his imprisonment in this blade when he attempted to confront an especially cunning Inquisitor. The blade was safeguarded by the Order of the Sealed Gate on the planet Semira until it was lifted by Sister Superior Nairi in a desperate bid to save her sisters from Drukhari raiders. Nairi immediately found herself gifted with a measure of the Daemon Prince's skill, as well as the pride that led to his fall. Now an Inamorata in her own right, Nairi has since gifted the cursed blade to other champions of the Semirite Empire, the better to fuel their ruthless ambition.

**SEMIRITES** model with power sword only. The Serpent's Fang replaces the bearer's power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	0
The Serpent's	Melee	Melee	User	-3	D3
Fang					

**Abilities:** Your opponent must re-roll successful invulnerable saves for wounds caused by this weapon. Enemy units must re-roll successful hit rolls made against the bearer of this weapon in the Fight phase.

# 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 flavor 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 models with the VEHICLE or TITANIC keywords.

## 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	<b>POINTS PER MODEL</b> (Excluding wargear)
Arch-Heretic	1	38
Dark Mistress	1	50
Dark Mistress with Jump Pack	1	65
Dark Mistress on Steed of Slaanesh	1	64
Inamorata	1	156
Inamorata with Wings	1	180
Siren	1	35
Siren on Steed of Slaanesh	1	49

TROOPS		
UNIT	MODELS Per Unit	<b>POINTS PER MODEL</b> (Excluding wargear)
Fallen Sisters	5-10	10
Pleasure Cultists	10-30	5

DAEMON	S		
UNIT		MODELS Per Unit	<b>POINTS PER MODEL</b> (Including wargear)
Daemone	ttes	10-30	6

ELITES		
UNIT	MODELS Per Unit	POINTS PER MODEL (Excluding wargear)
Apostate	1	30
Ascended	5-10	39
Deviants	4-9	13
Flesh Shaper	1	37
Lampad	1	38
Mistress	1	35
Paramours	5-10	13
Pleasure Cult Assassins	2-6	18

FAST ATTACK		
UNIT	MODELS Per Unit	POINTS PER MODEL (Excluding wargear)
Chaos Spawn	1-5	25
Harpies	5-15	12
Scyllans	3-10	23

HEAVY SUPPORT		
UNIT	MODELS Per unit	<b>POINTS PER MODEL</b> (Excluding wargear)
Altar of Agony	1	125
Altar of Ecstasy	1	125
Calliope	1	155
Tantalus Engines	1-3	32

DEDICATED TRANSPORT		
UNIT	MODELS Per unit	<b>POINTS PER MODEL</b> (Excluding wargear)
Fallen Immolator	1	67
Fallen Repressor	1	88
Fallen Rhino	1	62

NAMED CHARACTERS		
UNIT	MODELS Per unit	POINTS PER MODEL (Including wargear)
Kvan	1	165
Laufey	1	90
Miriael Sabathiel	1	105

FORTIFICATION		
UNIT	MODELS PER UNIT	<b>POINTS PER MODEL</b> (Excluding wargear)
Fane of Slaanesh	1	50
Noctilith Crown	1	100

RANGEO 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	1
Heavy bolter	10
Heavy flamer	14
Heavy stubber	2
Hellshards	0
Hunter-killer missile	6
Immolation flamer	30
Inferno pistol	7
Krak grenade	0
Lashing warp energies	0
Meltagun	14
Multi-melta	22
Poisoned throwing blades	0
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
Bladed wheels	0
Brutal assault weapon	0
Chainsword	0
Daemonic polearm	10
Deviant eviscerator	0
Dozer ram	0
Eviscerator	7
Force staff	8
Harpy talons	0
Hellforged sword	10
Hideous mutations	0
Horrific mutations	0
Lashing tongue	0
Mutilated cybernetics	0
Neural whip	3
Pleasure Cult power blades	0
Power maul	4
Power sword	4
Sacrificial knife	0
Tantalus buzz-blade	0
Tantalus flail	0
Thrashing chains	0
Warpblades	0
Warp scourge	10

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Defiled Simulacrum	10
Sacrificial Slaves	5



'Your whimpering pleas are pathetic. My ears have known songs that have made the air weep sweet blood, such was the bliss. Clearly you need greater encouragement to improve your voice.'

- Draknus Fellbane, Anointed of the Majestic Host

# TACTICAL OBJECTIVES

When the Fallen Sororitas march to war, they seek not only to conquer the foe, but to pillage their lands, abduct their loved ones, and defile all they hold dear.

If your army is led by a **FALLEN SORORITAS** Warlord, these Tactical Objectives replace the Capture and Control Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives, players use the normal rules for using Tactical Objectives with the following exception: when an Adeptus Arbites player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Fallen Sororitas Tactical Objective, as shown below. Other Tactical Objectives (numbers 21-66) are generated normally.

	TACTICAL OBJECTIVE
11	Defile the Relic
12	Sin and Damnation
13	The Warp is Your Ally
14	Capture and Break Them!
15	Prideful Supremacy
16	Slay the Priests!

## 11 DEFILE THE RELIC

Fallen Sororitas

The enemy are safeguarding an irreplaceable relic. Capture and defile it to crush their spirits.

Roll one D6 when this Tactical Objective is generated. Score 1 victory point if you control the objective marker whose number corresponds to the D6 result at the end of this turn. Score D3 victory points instead if that objective marker was controlled or contested by your opponent at the start of the turn.

#### 12 SIN AND DAMNATION

Fallen Sororitas

Revel in the glory of Slaanesh!

Score 1 victory point if you destroy one enemy unit this turn with a unit that is performing a Sin of Excess. Score D3 victory points instead if you destroy an enemy CHARACTER in this manner.

#### 13 THE WARP IS YOUR ALLY

Fallen Sororitas

The warp has ever been both a sanctuary and a source of terrible strength and for the mortal servants of Chaos.

Score 1 victory point if you manifested a psychic power during your turn or if you summoned a unit of **DAEMONS** to the battlefield with a Daemonic Ritual. Score D3 victory points instead if you manifested a psychic power and you summoned a unit of **DAEMONS** to the battlefield during your turn.

## 14 CAPTURE AND BREAK THEM!

Fallen Sororitas

The dark abbeys are in need of fresh slaves. Break the will of the foe and take them alive for the mistresses.

Score 1 victory point if at least one enemy **INFANTRY** unit fails a morale test whilst it is within 6" of your units during this turn. Score D3 Victory Points instead if all remaining models in the unit flee.

#### 15 PRIDEFUL SUPREMACY

Fallen Sororitas

Duel the enemy champion and show them the folly of opposing the champions of Slaanesh.

When this Tactical Objective is generated, your opponent selects a **CHARACTER** from their army that is on the battlefield. Score 1 victory point if that unit is destroyed as a result of an attack made by a **CHARACTER** model from your army. Score D3 victory points instead if that unit was destroyed by your Warlord.

#### 16

#### **SLAY THE PRIESTS!**

Fallen Sororitas

The Fallen Sororitas love nothing more than to maim and kill the followers of other gods and creeds.

Score 1 victory point if an enemy unit was destroyed during this turn. Score D3 instead if any enemy CHAPLAIN, PRIEST, or ADEPTUS MINISTORUM units were destroyed this turn.



Since the opening of the Great Rift, the Adepta Sororitas have found themselves pressed like never before. In response to the growing threat, heroes old and new have come forth, the priests have rallied throngs of the faithful, and the Adepta Sororitas have been bolstered with new weapons and wargear, the better to purge the enemies of mankind.

Play with community-created Orders Minoris, field classic heroes of the Ecclesiarchy, create your own Living Saints, command fearsome new weapons and units, and much more! Available for download now at <a href="https://ld4chan.org/wiki//tg/\_Codex\_Supplement\_-\_Faith\_Militant">https://ld4chan.org/wiki//tg/\_Codex\_Supplement\_-\_Faith\_Militant</a>

