



WARHAMMER
40,000

CODEX
FALLEN SORORITAS



FALLEN SORORITAS

DEFILERS OF THE FAITH

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PROFANE MISTRESSES

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

KEYWORDS

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

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

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

ABILITIES

The following abilities are common to many Fallen Sororitas units:

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.



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POWER

MIRIAEL SABATHIEL

	M	WS	BS	S	T	W	A	Ld	Sv
Miriae Sabathiel	7"	2+	2+	3	3	5	5	10	3+

Miriae Sabathiel 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.

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

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

Damning Strike: Each time you roll a hit roll of 6+ for Miriae Sabathiel in the Fight phase, she can immediately make an extra attack against the same unit using the same weapon. If she is targeting an **ADEPTA SORORITAS** unit, this ability takes effect on any hit rolls of 4+ instead. These extra attacks cannot themselves generate any further attacks.

Armor of Ecstasy: Add 1 to Licentious Thirst rolls made to ignore wounds by Miriae Sabathiel.

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

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

FACTION KEYWORDS

CHAOS, SLAANESH, FALLEN SORORITAS, BRIDES OF SLAANESH

KEYWORDS

CHARACTER, INFANTRY, DARK MISTRESS, MIRIAEL SABATHIEL



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





KVAN

	M	WS	BS	S	T	W	A	Ld	Sv
Kvan	7"	2+	2+	3	3	5	4	10	3+
Kvan is a single model equipped with: Harmony; Melody. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Harmony	When attacking with this weapon, choose one of the profiles below.								
- Single frequency	48"	Heavy D3		8	-2	3	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.		
- Varied frequency	36"	Assault D6		4	-1	D3			
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.		
ABILITIES	Licentious Thirst, Quicksilver Swiftmess, Sins of Excess (pg 4-5)								
	Corrupted Rosarius: This model has a 4+ invulnerable save.								
	Mesmerizing Melodies: Enemy units within 6" of Kvan must subtract 1 from their Leadership characteristic. Enemy units within this radius must also subtract 1 from all hit rolls.								
	Siren Queen: During your Movement phase, Kvan may sing two of the songs below. All friendly VOID NAIADS INFANTRY, BIKER and CAVALRY units within 6" of her may gain the relevant benefits until the start of your next turn. A unit can only be affected by this ability or the Siren's Song ability once per battle round.								
	• Song of Profusion: All Assault and Rapid Fire weapons in the affected units fire 1 additional shot at units within half range. • Song of Bliss: Add 1 to Licentious Thirst rolls made by the affected units. • Song of Quicksilver: Affected units improve the AP of their weapons by 1 during the Fight phase (e.g. a weapon with AP 0 would become AP -1). • Song of Gaiety: Affected units may use Kvan's Leadership characteristic instead of their own.								
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, VOID NAIADS								
KEYWORDS	CHARACTER, INFANTRY, DAEMON, SIREN, KVAN								

'Slaanesh, give me power
To make my form pleasing to see
To make my enemies come to me
To make my allies worship thee.

Slaanesh, give me power
To drive the sane mad
To make the cloistered glad
To take part in that which was forbid.

Look at me Slaanesh!
Let me serve you!
Let me please you!
Let me worship you!"

- Song of the Siren Queen





LAUFHEY

	M	WS	BS	S	T	W	A	Ld	Sv
Laufey	7"	4+	4+	3	3	4	2	9	7+
Laufey is a single model equipped with: freezing blasts; frozen touch. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Freezing blast	When attacking with this weapon, choose one of the profiles below. 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.								
- Dispersed	12"	Assault D3		6	-2	1	-		
- Focused	12"	Assault 1		8	-4	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.		
ABILITIES	Licentious Thirst, Quicksilver Swiftmess, Sins of Excess (pg 4-5)					Corrupted Rosarius: Laufey has a 4+ invulnerable save.			
	Tyrant of Niflheim: Friendly NIFLHEIM VALKYRIES units within 6" of Laufey can never lose more than one model as a result of any single failed Morale test.					Freezing Blizzard: Enemy units targeting Laufey in the shooting phase must subtract 1 from their hit rolls. Enemy units attempting to charge her must subtract 2 from their charge distance.			
PSYKER	Laufey can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. She knows the <i>Smite</i> psychic power and two powers from the Dark Theurgy discipline.								
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, NIFLHEIM VALKYRIES								
KEYWORDS	CHARACTER, INFANTRY, PSYKER, LAUFHEY								





DARK MISTRESS

	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 single model equipped with: bolt pistol; chainsword; frag grenades; krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
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	–	
WARGEAR OPTIONS	• This model can replace its chainsword with 1 item from the <i>Melee Weapons</i> list. • This model can replace its bolt pistol with one of the following: 1 weapon from the <i>Ranged Weapons</i> list; 1 weapon from the <i>Pistols</i> list. • This model can be equipped with a jump pack (Power Rating +1). If it does, its Movement characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.								
ABILITIES	Licentious Thirst, Quicksilver Swiftmess, Sins of Excess (pg 4-5) Corrupted Rosarius: This model has a 4+ invulnerable save. Mistress of Traitors: You can re-roll hit rolls of 1 made for friendly <SECT> units within 6" of this model.						Sky Strike: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can descend from the sky – set it up anywhere on the battlefield that is more than 9" away from any enemy models.		
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>								
KEYWORDS	CHARACTER, INFANTRY, DARK MISTRESS								





DARK MISTRESS

ON STEED OF SLAANESH

	M	WS	BS	S	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	D	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 model can replace its chainsword with 1 item from the <i>Melee Weapons</i> list. • This model can replace its bolt pistol with one of the following: 1 weapon from the <i>Ranged Weapons</i> list; 1 weapon from the <i>Pistols</i> list.								
ABILITIES	Licentious Thirst, Quicksilver Swiftmess, Sins of Excess (pg 4-5)						Mistress of Traitors: You can re-roll hit rolls of 1 made for friendly <SECT> units within 6” of this model.		
	Corrupted Rosarius: This model has a 4+ invulnerable save.						Unholy Speed: Re-roll failed charge rolls for this unit.		
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>								
KEYWORDS	CHARACTER, CAVALRY, DAEMON, DARK MISTRESS								

'They call themselves the draz'in. They were the apex predator on their world before I discovered them. The avians might be wickedly smart, but they're flightless, physically weak, and easily broken. I would have slain them all if it weren't for their young, who I found to be a delightful treat. The survivors would make for poor slaves, but I suspect they'll be excellent livestock.'

– Dark Mistress Ciara





SIREN

	M	WS	BS	S	T	W	A	Ld	Sv
Siren	7"	3+	3+	3	3	4	4	9	7+

A Siren is a single model equipped with: sacrificial knife.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Sacrificial knife	Melee	Melee	1	-1	1	This weapon wounds on a 4+, unless the target is TITANIC or a VEHICLE .

WARGEAR OPTIONS • This model can take 1–3 sacrificial slaves.

ABILITIES

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

Corrupted Rosarius: This model has a 4+ invulnerable save.

Sacrificial Slaves: If this unit has one or more Sacrificial Slaves, then at the beginning of a phase, you can sacrifice one Sacrificial Slave. If you do, that Sacrificial Slave is removed from play and you gain one Sin Token (pg 4). Select a friendly <SECT> unit within 6" of this model. The Sin Token you gain can only be used to perform a Sin of Excess for the selected unit, and only in that phase – at the end of the phase, if the Sin Token has not been used, it is lost.

A Sacrificial Slave is represented by a Sacrificial Slave model, but does not count as a model for any rules purposes. Whilst a unit with one or more Sacrificial Slaves is on the battlefield, those Sacrificial Slaves must be within 2" of it.

Hypnotic Melodies: Enemy units within 6" of this model must subtract 1 from all hit rolls.

Siren's Song: In your Movement phase, a **SIREN** may sing one of the songs below. All friendly <SECT> **INFANTRY**, **BIKER** and **CAVALRY** units within 6" of the model singing a song may gain the relevant benefit until the start of your next turn. A unit can only be affected by this ability once per battle round.

- **Song of Profusion:** All Assault and Rapid Fire weapons in the affected units fire 1 additional shot at units within half range.
- **Song of Bliss:** Add 1 to Licentious Thirst rolls made by the affected units.
- **Song of Quicksilver:** Affected units improve the AP of their weapons by 1 during the Fight phase (e.g. a weapon with AP 0 would become AP -1).
- **Song of Gaiety:** Affected units may use the Siren's Leadership characteristic instead of their own.

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

KEYWORDS CHARACTER, INFANTRY, SIREN



'They dare deny me? Simpletons! They cannot fathom the glorious pleasures my Mistress has in store once the way is prepared!'

– *Guild Trader Horvats deGarce, shortly before the Inversion of Hive Crucious*





SIREN

ON STEED OF SLAANESH

	M	WS	BS	S	T	W	A	Ld	Sv
Siren on Steed of Slaanesh	14"	3+	3+	3	3	5	4	9	7+
A Siren is a single model equipped with: sacrificial knife. She rides a Steed of Slaanesh that is equipped with: lashing tongue.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Siren									
Sacrificial knife	Melee	Melee		1	-1	1	This weapon wounds on a 4+, unless the target is TITANIC or a VEHICLE .		
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.		
ABILITIES									
Licentious Thirst, Quicksilver Swiftmess, Sins of Excess (pg 4-5)									
Corrupted Rosarius: This model has a 4+ invulnerable save.									
Hypnotic Melodies: Enemy units within 6" of this model must subtract 1 from all hit rolls.									
Unholy Speed: Re-roll failed charge rolls for this unit.									
Siren's Song: In your Movement phase, a SIREN may sing one of the songs below. All friendly <SECT> INFANTRY , BIKER and CAVALRY units within 6" of the model singing a song may gain the relevant benefit until the start of your next turn. A unit can only be affected by this ability once per battle round. • Song of Profusion: All Assault and Rapid Fire weapons in the affected units fire 1 additional shot at units within half range. • Song of Bliss: Add 1 to Licentious Thirst rolls made by the affected units. • Song of Quicksilver: Affected units increase the AP of their weapons by 1 during the Fight phase. • Song of Gaiety: Affected units can use the Siren's Leadership characteristic instead of their own.									
FACTION KEYWORDS									
CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>									
KEYWORDS									
CHARACTER, CAVALRY, DAEMON, SIREN									





INAMORATA

	M	WS	BS	S	T	W	A	Ld	Sv
Inamorata	8"	2+	2+	6	6	8	6	10	3+
An Inamorata is a single model equipped with: hellforged sword.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Warp bolter	24"	Assault 2		4	-1	2	–		
Daemonic polearm	Melee	Melee		+1	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Hellforged sword	Melee	Melee		User	-2	3	–		
Warp scourge	Melee	Melee		User	-1	2	A model armed with this weapon increases its Attacks characteristic by 3.		
WARGEAR OPTIONS	• This model can replace its hellforged sword with one of the following: 1 daemonic polearm; 1 warp scourge. • This model can be equipped with 1 warp bolter. • This model can be equipped with wings (Power Rating +1). If it does, its Movement characteristic is increased to 12" and it gains the FLY keyword.								
ABILITIES	Licentious Thirst, Quicksilver Swiftmess, Sins of Excess (pg 4-5) Daemonic: This model has a 5+ invulnerable save.					Ecstatic Aura: All friendly <SECT>units within 6" of an Inamorata add 1 to rolls made to ignore wounds with the Licentious Thirst ability. Whenever a friendly SLAANESH unit within 6" of an Inamorata loses a wound, roll a D6. On a 6+, the wound is not lost.			
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> psychic power and two powers from the Dark Theurgy discipline.								
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>								
KEYWORDS	CHARACTER, MONSTER, PSYKER, DAEMON, INAMORATA								





ARCH-HERETIC

	M	WS	BS	S	T	W	A	Ld	Sv
Arch-Heretic	6"	4+	4+	3	3	4	3	7	6+
An Arch-Heretic is a single model armed with: autopistol; chainsword; frag grenades; krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Autopistol	12"	Pistol 1			3	0	1	–	
Autogun	24"	Rapid Fire 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			User	0	1	Each time the bearer fights, it can make one additional attack with this weapon.	
Eviscerator	Melee	Melee			x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Frag grenade	6"	Grenade D6			3	0	1	–	
Krak grenade	6"	Grenade 1			6	-1	D3	–	
WARGEAR OPTIONS	• This model can be equipped with 1 item from the <i>Pistols</i> list instead of 1 autopistol. • This model can be equipped with one of the following instead of 1 chainsword: 1 eviscerator; 1 item from the <i>Melee Weapons</i> list. • This model can be equipped with one of the following: 1 autogun; 1 shotgun; 1 item from the <i>Ranged Weapons</i> list.								
ABILITIES	Covenant of Slaanesh (pg 5) Hymns of Excess: Add 1 to the Movement characteristic, Advance rolls, and Charge rolls made by FALLEN SORORITAS INFANTRY, SLAANESH CULTISTS, and COVENANT OF SLAANESH RENEGADES AND HERETICS INFANTRY whilst they are within 6" of any friendly units with this ability. Corrupted Rosarius: This model has a 4+ invulnerable save.						Serpent's Tongue: Roll a D6 each time an enemy model flees whilst its unit is within 6" of a model with this ability. On a 4+, an additional model from the same unit also flees. Do not roll for models that fled as a result of this ability. Know Your Place: You can only include a single ARCH-HERETIC in each Detachment in a Battle-forged army.		
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS								
KEYWORDS	CHARACTER, INFANTRY, ARCH-HERETIC								

'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*





FALLEN SISTERS

	M	WS	BS	S	T	W	A	Ld	Sv
Fallen Sister	7"	3+	3+	3	3	1	2	7	3+
Fallen Superior	7"	3+	3+	3	3	1	3	8	3+

This unit contains 1 Fallen Superior and 4 Fallen Sisters. It can additionally contain up to 5 Fallen Sisters (**Power Rating +4**). Each model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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	–

WARGEAR OPTIONS

- Any Fallen Sister can be equipped with 1 chainsword instead of 1 boltgun.
- Up to 4 Fallen Sisters can be equipped with one of the following instead of 1 boltgun: 1 weapon from the *Special Weapons* list; 1 weapon from the *Heavy Weapons* list.
- 1 Fallen Sister equipped with 1 boltgun can have a Defiled Simulacrum.
- The Fallen Superior can additionally be equipped with 1 weapon from the *Melee Weapons* list, or can be equipped with 1 weapon from the *Melee Weapons* list instead of 1 boltgun.
- The Fallen Superior can be equipped with 1 weapon from the *Ranged Weapons* list instead of 1 boltgun.
- The Fallen Superior can be equipped with 1 weapon from the *Pistols* list instead of 1 bolt pistol.

ABILITIES

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

Defiled Simulacrum: If a model in this unit has a Defiled Simulacrum then once per phase you can perform one Sin of Excess for this unit, even if you have already performed one or more Sins of Excess in that phase.

FACTION KEYWORDS

CHAOS, <MARK OF CHAOS>, FALLEN SORORITAS, <SECT>

KEYWORDS

INFANTRY, FALLEN SISTERS





PLEASURE CULTISTS

	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 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

- Any Pleasure Cultist can be equipped with 1 autopistol and 1 brutal assault weapon instead of 1 autogun.
- For every 10 models in the unit, 1 Pleasure Cultist can replace their autogun with one of the following: 1 heavy stubber; 1 flamer.
- The Cultist Champion can replace their autogun with one of the following: 1 shotgun; 1 brutal assault weapon and 1 autopistol.

ABILITIES

Covenant of Slaanesh (pg 5)

FACTION KEYWORDS

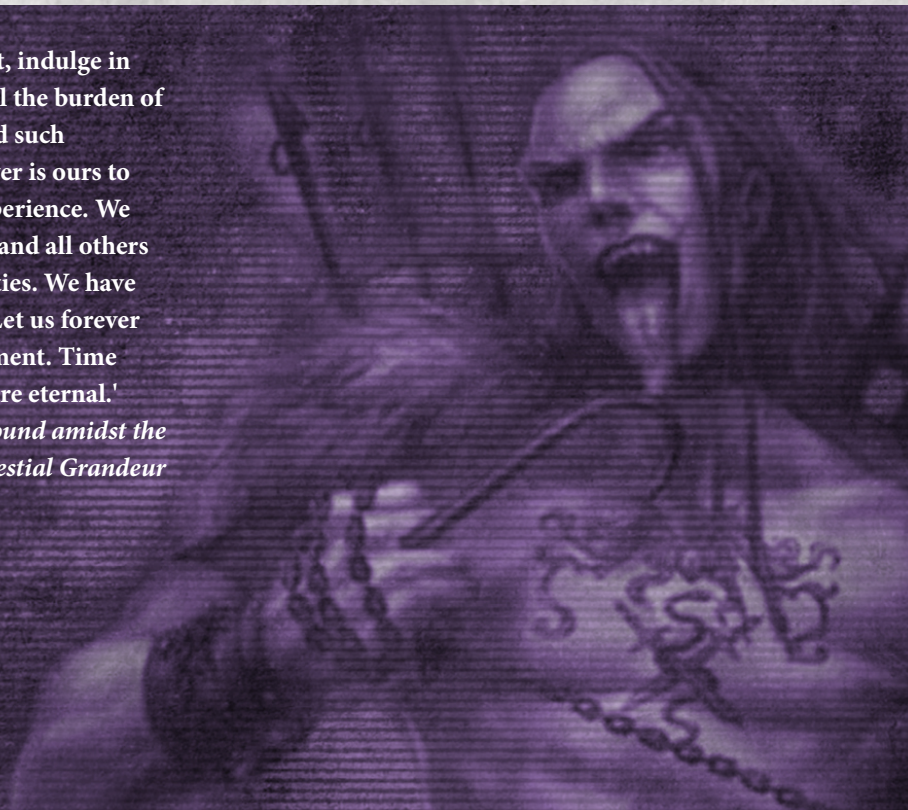
CHAOS, SLAANESH, FALLEN SORORITAS

KEYWORDS

INFANTRY, PLEASURE CULTISTS

'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*





DAEMONETTES

	M	WS	BS	S	T	W	A	Ld	Sv
Daemonette	7"	3+	3+	3	3	1	2	7	6+
Alluress	7"	3+	3+	3	3	1	3	7	6+

it contains 1 Alluress and 9 Daemonettes. It can include up to 10 additional Daemonettes (**Power Rating +4**) or up to 20 additional Daemonettes (**Power Rating +8**). Each model is equipped with: piercing claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.

WARGEAR OPTIONS

- For every 10 models in the unit, one Daemonette can be equipped with an Instrument of Chaos.
- For every 10 models in the unit, one Daemonette can be equipped with a Daemonic Icon.

ABILITIES

Daemonic Ritual (pg 5)

Daemonic: Models in this unit have a 5+ invulnerable save.

Graceful Killers: Increase the Attacks characteristic of each model in this unit by 1 whilst it contains 20 or more models.

Instrument of Chaos: A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.

Quicksilver Swiftiness: This unit 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.

Daemonic Icon: If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is bolstered. No models flee and D6 slain Daemonettes are instead added to the unit.

FACTION KEYWORDS

CHAOS, SLAANESH

KEYWORDS

INFANTRY, DAEMON, DAEMONETTES



'Can we play with him, master? He seems so unhappy. Let us help him smile. Please? Or at least let us carve one on his face when he stops screaming.'

– Azeila, Alluress of Slaanesh





PARAMOURS

	M	WS	BS	S	T	W	A	Ld	Sv
Paramour	7"	3+	3+	3	3	2	3	8	3+
Paramour Superior	7"	3+	3+	3	3	2	4	9	3+

This unit contains 1 Paramour Superior and 4 Paramours. It can additionally contain up to 5 Paramours (**Power Rating +5**). Each model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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	–

WARGEAR OPTIONS

- Any Paramour can be equipped with one of the following instead of 1 boltgun: 1 chainsword; 1 storm bolter.
- Up to four Paramours can be equipped with one of the following instead of 1 boltgun: 1 weapon from the *Melee Weapons* list; 1 weapon from the *Special Weapons* list; 1 weapon from the *Heavy Weapons* list.
- 1 Paramour equipped with 1 boltgun can have a Simulacrum Imperialis.
- The Paramour Superior can additionally be equipped with 1 weapon from the *Melee Weapons* list, or can be equipped with 1 weapon from the *Melee Weapons* list instead of 1 boltgun.
- The Paramour Superior can be equipped with 1 weapon from the *Ranged Weapons* list instead of 1 boltgun.
- The Paramour Superior can be equipped with 1 weapon from the *Pistols* list instead of 1 bolt pistol.

ABILITIES

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

Defiled Simulacrum: Add 1 to the result of Tests of Excess for a unit whilst it includes a model with a Defiled Simulacrum.

Chosen of the Sect: You can re-roll hit rolls for attacks made by models in this unit whilst it is within 6" of any friendly <SECT> DARK MISTRESSES or SIRENS.

Lover's Sacrifice: When a friendly <SECT> DARK MISTRESS or SIREN model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack. Roll one D6; on a 2+ that model does not lose those wounds and this unit suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack.

FACTION KEYWORDS

CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>

KEYWORDS

INFANTRY, PARAMOURS





DEVIANTS

	M	WS	BS	S	T	W	A	Ld	Sv
Deviant	7 ⁿ	3+	3+	3	3	1	3	8	7+

This unit contains 4 Deviants. It can additionally contain up to 5 Deviants (**Power Rating +4**). Each model is equipped with: mutilated 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 model in the unit can be equipped with 1 deviant eviscerator instead of mutilated cybernetics.
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ABILITIES	Licentious Thirst, Quicksilver Swiftmess, Sins of Excess (pg 4-5)
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Inured to Pain: Add 1 to Licentious Thirst rolls made to ignore wounds by this unit.

Masochistic Mutilation: Every time this unit successfully ignores a wound with the Licentious Thirst ability, it may make an additional attack the next time it fights in the Fight phase (e.g. a Deviants unit with 4 models would normally make 12 attacks, but if they've saved against 3 wounds with the Licentious Thirst ability, then they would make 15 attacks instead).

FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>
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KEYWORDS: INFANTRY DEVIANTS

KEYWORDS INFANTRY, DEVIANTS

A close-up photograph of a dragonfly's head and thorax. The dragonfly is positioned horizontally, with its head on the left and its thorax extending towards the right. The head is dark and segmented, with large, prominent eyes. The thorax is light-colored and shows the base of the wings. The background is a plain, light-colored surface.






MISTRESS

	M	WS	BS	S	T	W	A	Ld	Sv
Mistress	7"	3+	3+	3	3	4	4	8	3+

A Mistress is a single model armed with: bolt pistol; neural whip; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	–
Neural whip	Melee	Melee	User	-2	1	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 7, add 1 to the wound roll.
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

ABILITIES	Licentious Thirst, Quicksilver Swiftmess, Sins of	Driven by the Lash: You can re-roll Advance rolls
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Excess (pg 4-5) and charge rolls made for friendly <SECT>

Cruel Mistress: If your army is Battle-forged, this model does not take up slots in a Detachment that includes any &ltSECT> DEVIANT units.	DEVIANTS units whilst they are within 6" of this model. You can re-roll wound rolls of 1 for attacks made with melee weapons by models in friendly &ltSECT> DEVIANTS units whilst their unit is within 6" of this model.
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FACTION KEYWORDS CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>

KEYWORDS CHARACTER INFANTRY MISTRESS OF SADISM

CHARACTER, INFANTILE, MISTRESS OF SADISM

**10**
POWER

ASCENDED

	M	WS	BS	S	T	W	A	Ld	Sv
Ascended	7"	3+	3+	4	4	2	3	9	3+
This unit contains 5 Ascended. It can additionally contain up to 5 Ascended (Power Rating +10). Every model is equipped with: hellshards; warpblades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Hellshards	12"	Assault D3			6	-2	D3	–	
Warpblades	Melee	Melee			+2	-2	D3	–	
ABILITIES	Licentious Thirst, Quicksilver Swiftmess, Sins of Excess (pg 4-5)						Warp Strike: When you set up this unit during deployment, it can be set up in the warp, ready to strike, instead of being placed on the battlefield. If it is, it can use a Warp Strike to arrive on the battlefield at the end of any of your Movement phases; when it does so, set the unit up anywhere that is more than 9" from any enemy models.		
	Daemonic: All models in this unit have a 5+ invulnerable save.								
	Daemon Eater: At the start of each of your turns, every model in this unit regains one lost wound.								
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>								
KEYWORDS	INFANTRY, DAEMON, ASCENDED								





FLESH SHAPER

	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 model equipped with: bolt pistol; horrific mutations.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	–		
Horrific mutations	Melee	Melee		+1	-2	1	–		
ABILITIES	Licentious Thirst, Quicksilver Swiftmess, Sins of Excess (pg 4-5) Inured to Pain: Add 1 to Licentious Thirst rolls made to ignore wounds by this unit. Flesh Sculpting: At the start of your Movement phase, you may select a friendly <SECT> INFANTRY unit within 3" of a Flesh Shaper and roll a D6. On a 1, the unit suffers a mortal wound. On a 2+, increase the units Strength, Toughness, or Attacks characteristic by 1 until the beginning of your next turn. A unit can only be affected by this ability once every turn.						Healer: At the end of your Movement phase, this model can provide medical attention to one friendly <SECT> INFANTRY unit within 3" of it. If that unit contains a model that has lost any wounds, that model regains up to D3 lost wounds. Otherwise, if any models from that unit have been destroyed, you can return one destroyed model from that unit to the battlefield with 1 wound remaining, placing it within 3" of this model and in unit coherency (if the model cannot be placed in this way, it is not returned to the battlefield). Each unit can only be provided medical attention once per turn.		
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>								
KEYWORDS	CHARACTER, INFANTRY, FLESH SHAPER								



LAMPAD

	M	WS	BS	S	T	W	A	Ld	Sv
Lampad	7”	4+	3+	3	3	4	4	8	7+
A Lampad is a single model equipped with: bolt pistol; force staff.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12”	Pistol 1		4	0	1	–		
Force staff	Melee	Melee		+2	-1	D3	–		
ABILITIES	Licentious Thirst, Quicksilver Swiftmess, Sins of Excess (pg 4-5)								
	Warp Channeling: Whenever a unit within 6” of this model performs a Sin of Excess, roll a D6. On a 4+, you regain one of the Sin Tokens spent to activate that bonus. This can only occur once per battle round.								
PSYKER	This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> psychic power and one power from the Dark Theurgy discipline.								
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>								
KEYWORDS	CHARACTER, INFANTRY, PSYKER, LAMPAD								



	APOSTATE								
	M	WS	BS	S	T	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	ABILITIES	
Autopistol	12"	Pistol 1			3	0	1	–	
Autogun	24"	Rapid Fire 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			User	0	1	Each time the bearer fights, it can make one additional attack with this weapon.	
Eviscerator	Melee	Melee			x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
WARGEAR OPTIONS	• This model can be equipped with 1 weapon from the <i>Pistols</i> list instead of 1 autopistol. • This model can be equipped with one of the following instead of 1 chainsword: 1 eviscerator; 1 autogun; 1 shotgun; 1 weapon from the <i>Melee Weapons</i> list; 1 weapons from the <i>Ranged Weapons</i> list.								
ABILITIES	Covenant of Slaanesh (pg 5)					Hymns of Excess: Add 1 to the Movement characteristic, Advance rolls, and Charge rolls made by FALLEN SORORITAS INFANTRY, SLAANESH CULTISTS, and COVENANT OF SLAANESH RENEGADES AND HERETICS INFANTRY whilst they are within 6" of any friendly units with this ability.			
	Corrupted Rosarius: This model has a 4+ invulnerable save.								
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS								
KEYWORDS	CHARACTER, INFANTRY, APOSTATE								



  PLEASURE CULT ASSASSINS									
	M	WS	BS	S	T	W	A	Ld	Sv
Pleasure Cult Assassin	7"	3+	4+	4	3	1	4	7	5+
This unit contains 2 Pleasure Cult Assassins. It can additionally contain up to 2 Pleasure Cult Assassins (Power Rating +1), or up to 4 Pleasure Cult Assassins (Power Rating +2). Every model is equipped with: Pleasure Cult power blades; poisoned throwing knives.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Pleasure Cult power blades	Melee	Melee			1	-3	1	-	
Poisoned throwing blades	6"	Pistol 1			1	-1	1	This weapon wounds on a 4+, unless the target is TITANIC or a VEHICLE .	
ABILITIES	Covenant of Slaanesh (pg 5)						Knives in the Dark: During deployment, you can set this unit up in concealment instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can reveal its position – set it up anywhere on the battlefield that is more than 9" from any enemy model. On a turn in which this unit is deployed in this way, the range of their poisoned throwing blades is increased to 10" until the end of the turn.		
	Uncanny Reflexes: Models in this unit have a 5+ invulnerable save.								
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS								
KEYWORDS	INFANTRY, PLEASURE CULT ASSASSINS								

4
POWER

HARPIES

	M	WS	BS	S	T	W	A	Ld	Sv
Harpy	12”	3+	6+	4	3	1	3	7	7+
This unit contains 5 Harpies. It 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”	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.		
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	Quicksilver Swiftmess, Sins of Excess (pg 4-5)						Daemonic: All models in this unit have a 5+ invulnerable save.		
	Feeding Frenzy: Models in this unit increase their Attacks characteristic to 4 on a turn in which they made a charge move.						Cannibalistic Hunger: Roll a D6 each time a unit with this ability loses a wound. On a 5+, the wound is not lost. Each time this unit completely destroys an enemy unit in the Fight phase, add 1 to rolls made to ignore wounds with this ability for the rest of the game. Abilities which modify Licentious Thirst rolls (such as the Sins of Excess ability) affect this ability as well. However, a roll of 2 or less always fails to save against a wound regardless of how many modifiers you add to the roll.		
	Warp Strike: When you set up this unit during deployment, it can be set up in the warp, ready to strike, instead of being placed on the battlefield. If it is, it can use a Warp Strike to arrive on the battlefield at the end of any of your Movement phases; when it does so, set the unit up anywhere that is more than 9” from any enemy models.								
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>								
KEYWORDS	INFANTRY, DAEMON, FLY, HARPIES								





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 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	TYPE	S	AP	D	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.
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WARGEAR OPTIONS

- Any Scyllan may be equipped with 1 chainsword instead of 1 bolt pistol.
- The Scyllan Superior can be equipped with 1 weapon from the *Melee Weapons* list, 1 weapon from the *Ranged Weapons* list, or 1 weapon from the *Pistols* list instead of 1 bolt pistol.
- Up to 2 Scyllans can be equipped with 1 weapon from the *Special Weapons* list instead of 1 bolt pistol.

ABILITIES

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

Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

FACTION KEYWORDS

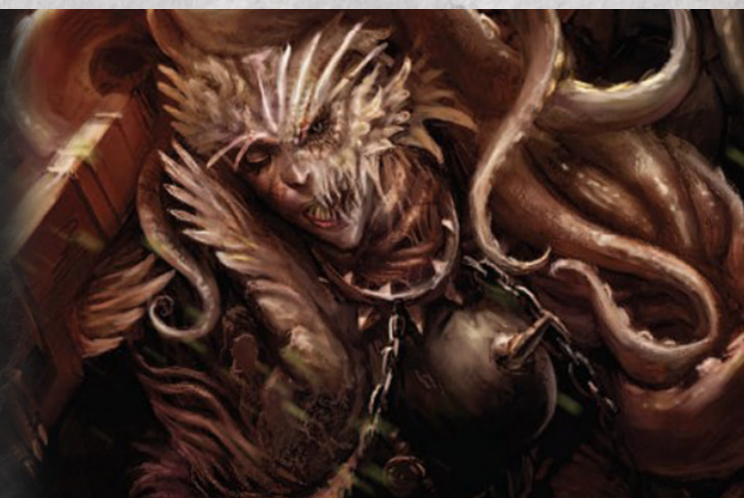
CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>

KEYWORDS

BIKER, SCYLLANS

'Mere killing should never be enough.
How much more intense is the feeling of
inhaling the mist created when you
vibrate a foe's body until he vaporizes?
How much more completely have you
explored all a person can offer you than
when you breathe them into yourself,
leaving only the memory of them still a
part of this world?'

– Gilliax Soundwarden





CHAOS SPAWN

	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Spawn	7"	4+	-	5	5	4	D6	9	5+

This unit contains 1 Chaos Spawn. It can additionally contain up to 1 Chaos Spawn (**Power Rating +2**), 2 Chaos Spawn (**Power Rating +4**), 3 Chaos Spawn (**Power Rating +6**) or 4 Chaos Spawn (**Power Rating +8**). Every model is equipped with: hideous mutations.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hideous mutations	Melee	Melee	User	-2	2	-

ABILITIES

Fearsome: Enemy units within 1" of any Chaos Spawn must subtract 1 from their Leadership.

Mutated Beyond Reason: When a unit of Chaos Spawn makes its close combat attacks, roll a D3 and consult the table below:

D3 Result

- Razor Claws:** The hideous mutations of all Chaos Spawn in the unit have an AP of -4 until the end of the Fight phase.
- Grasping Pseudopods:** Each Chaos Spawn in the unit adds 2 to its Attacks characteristic until the end of the Fight phase.
- Toxic Haemorrhage:** You can re-roll failed wound rolls for this unit until the end of the Fight phase.

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

KEYWORDS BEAST, CHAOS SPAWN



 8 POWER CALLIOPE										DAMAGE			
	M	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 model equipped with: calliope array; heavy bolter.										4-6	6"	4+	D3
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			1-3	4"	5+	1
Calliope array	When attacking with this weapon, choose one of the profiles below.												
- Single frequency	48"	Heavy 3D3			8	-2	D3	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.					
- Varied frequency	36"	Assault 3D6			4	-1	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.					
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.					
WARGEAR OPTIONS	• This model can additionally be equipped with 1 doom siren. • This model can additionally be equipped with 1 hunter-killer missile.												
ABILITIES	Sins of Excess (pg 4) 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.												
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>												
KEYWORDS	VEHICLE, CALLIOPE												





TANTALUS ENGINES

	M	WS	BS	S	T	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.									
WEAPON	RANGE	TYPE		S	AP	D	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 model can be equipped with 1 heavy flamer instead of 1 heavy bolter. • Any model can be equipped with 2 heavy flamers instead of 2 heavy bolters. • Any model can be equipped with 1 tantalus buzz-blade instead of 1 tantalus flail. • Any model can be equipped with 2 tantalus buzz-blades instead of 2 tantalus flails.								
ABILITIES	Daemonic: This model has a 5+ invulnerable save. Infernal Regeneration: At the beginning of each of your turns, this model heals 1 wound.						Firing Frenzy: When you choose this unit to shoot with 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 Pistol D6 until the end of that phase.		
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>								
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 Ommissiah'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





ALTAR OF AGONY

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 equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	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

- Both Paramours can be equipped with 1 blastmaster, 1 weapon from the *Melee Weapons* list, 1 weapon from the *Special Weapons* list, or 1 weapon from the *Heavy Weapons* list instead of 1 boltgun.
- Both Paramours can be equipped with 1 weapon from the *Pistols* list instead of 1 bolt pistol.

ABILITIES

Licentious Thirst, Quicksilver Swiftmess, 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

- Ritual of Painful Affliction:** Each enemy unit within 9" of the Altar of Agony immediately suffers a mortal wound.
- 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.
- 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



ALTAR OF ECSTASY

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+
An Altar of Ecstasy is a single model equipped with: bladed wheels. It is ridden by two Paramours who are equipped with: bolt pistol; boltgun; frag grenades; krak grenades.										1-3	4"	D3	4+

WEAPON	RANGE	TYPE	S	AP	D	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	-

- WARGEAR OPTIONS**
- Both Paramours can be equipped with 1 blastmaster, 1 weapon from the *Melee Weapons* list, 1 weapon from the *Special Weapons* list, or 1 weapon from the *Heavy Weapons* list instead of 1 boltgun.
 - Both Paramours can be equipped with 1 weapon from the *Pistols* list instead of 1 bolt pistol.

- ABILITIES**
- Licentious Thirst, Quicksilver Swiftmess, 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 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.

03 RITUAL OF ECSTASY

- 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.
- 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



FALLEN RHINO

DAMAGE

	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Fallen Rhino	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
A Fallen Rhino is a single model equipped with: storm bolter.										3-5	6"	4+	D3
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		1-2	3"	5+	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.					
Hunter-killer missile	48"	Heavy 1			8	-2	D6	The bearer can only shoot with this weapon once per battle.					
Storm bolter	24"	Rapid Fire 2			4	0	1	–					
WARGEAR OPTIONS	• This model can additionally be equipped with 1 doom siren. • This model can additionally be equipped with 1 hunter-killer missile.												
ABILITIES	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 all hit rolls for ranged weapons that target this vehicle.							Self-repair: Roll a D6 at the start of each of your turns; on a 6, this model regains one lost wound. 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.					
TRANSPORT	This model can transport 10 <SECT> INFANTRY models. It cannot transport models that have the FLY keyword.												
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>												
KEYWORDS	VEHICLE, TRANSPORT, RHINO, FALLEN RHINO												







DAMAGE

	M	WS	BS	S	T	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 single model equipped with: storm bolter; heavy flamer; dozer ram.										3-5	6"	4+	D3
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		1-2	3"	5+	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.					
Storm bolter	24"	Rapid Fire 2			4	0	1	-					
Heavy flamer	8"	Heavy D6			5	-1	1	This weapon automatically hits its target.					
Hunter-killer missile	48"	Heavy 1			8	-2	D6	The bearer can only shoot with this weapon once per battle.					
Dozer ram	Melee	Melee			User	-1	1	Against INFANTRY units make 3 hit rolls for each attack rather than 1 if the bearer has made a charge move this turn.					
WARGEAR OPTIONS	• This model can additionally be equipped with 1 doom siren. • This model can additionally be equipped with 1 hunter-killer 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	This model can transport 10 <SECT> INFANTRY models. It cannot transport models that have the FLY keyword.												
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>												
KEYWORDS	VEHICLE, TRANSPORT, FALLEN REPRESSOR												



NOCTILITH CROWN

	M	WS	BS	S	T	W	A	Ld	Sv
Noctilith Crown	-	-	4+	-	8	14	-	-	3+

A Noctilith Crown is a single model equipped with: lashing warp energies.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lashing warp energies	6"	Pistol D6	7	-2	2	-

ABILITIES

Malevolent Locus: **PSYKERS** attempting to manifest powers within 24" of this model will suffer Perils of the Warp on any double result rolled for the Psychic test, rather than only double 1 or double 6. **CHAOS PSYKERS** are not affected by this ability.

Loathsome Aura: **CHAOS** units have a 5+ invulnerable save while they are wholly within 6" of this model. In addition, you can re-roll Psychic tests for **CHAOS PSYKERS** while they are within 6" of this model. At the start of the second and third battle rounds, the range of both these aura abilities is increased by 3" (i.e. it is 9" in the second battle round, and 12" in the third and subsequent battle rounds).

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, friendly units can still target enemy units that are within 1" of this model in the Shooting phase.

Unstable Energies: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6, each unit within D6" of this model suffers D6 mortal wounds.

FACTION KEYWORDS

CHAOS

KEYWORDS

BUILDING, VEHICLE, NOCTILITH CROWN





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 as well as hellforged weapons borne of the warp.

FALLEN SORORITAS RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	–
Autopistol	12"	Pistol 1	3	0	1	–
Blastmaster	When attacking with this weapon, choose one of the profiles below.					
- Single frequency	48"	Heavy D3	8	-2	D3	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
- Varied frequency	36"	Assault D6	4	-1	1	
Boltgun	24"	Rapid Fire 1	4	0	1	–
Bolt pistol	12"	Pistol 1	4	0	1	–
Calliope array	When attacking with this weapon, choose one of the profiles below.					
- Single frequency	48"	Heavy 3D3	8	-2	D3	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
- Varied frequency	36"	Assault 3D6	4	-1	1	
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	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	–
- 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	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	–
- Plasma gun	24"	Rapid Fire 1	7	-3	1	<i>See plasma gun</i>
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	When attacking with this weapon, choose one of the profiles below. 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.					
- 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 RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Harmony	When attacking with this weapon, choose one of the profiles below. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.					
- 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 TITANIC or a VEHICLE .
Plasma gun	When attacking with this weapon, choose one of the profiles 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 weapon, choose one of the profiles 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 MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	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 INFANTRY 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 VEHICLE 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 TITANIC or a VEHICLE .
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	TYPE	S	AP	D	ABILITIES
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 flammers, 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

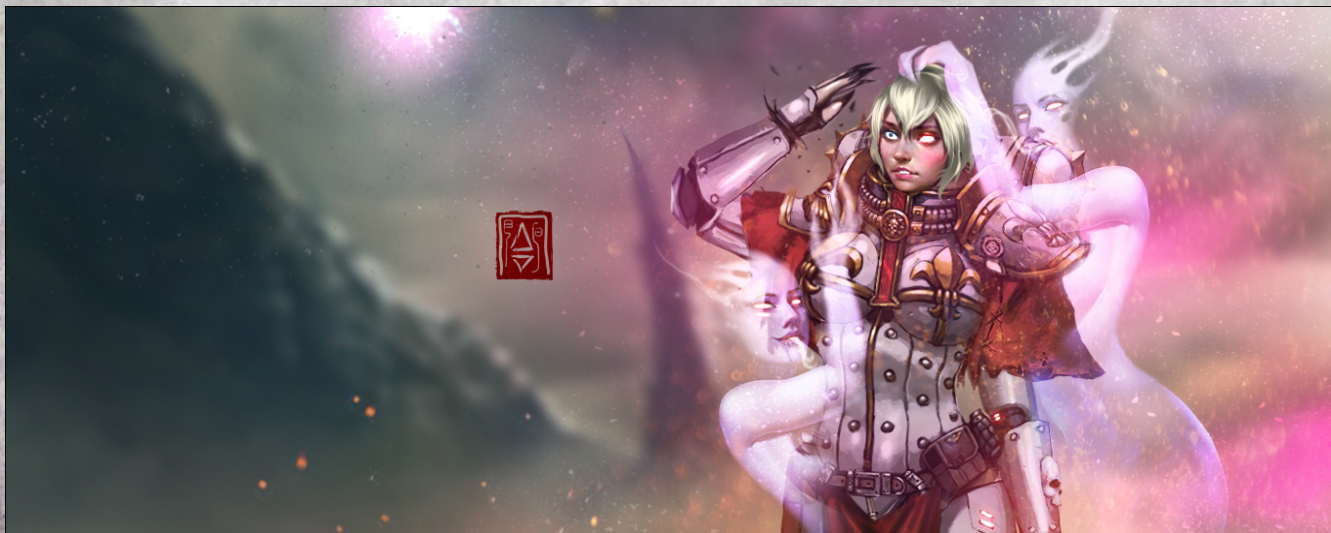
The women of the fallen sisterhood are completely devoted to the decadent creeds of their sects, each of which offers praise to Slaanesh in their own unique way.

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".

SEMRITES:

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 Stratagem

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 Stratagem

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 Stratagem

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 Stratagem

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 Stratagem

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

Use this Stratagem 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 Stratagem

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 Stratagem

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 Stratagem. On a 4+, your opponent must spend one extra CP to use that Stratagem, or else it has no effect (the CPs spent so far are lost). This ability cannot affect Stratagems used "before the battle begins".

1CP

EXQUISITE AGONY

Fallen Sororitas Stratagem

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 Stratagem*

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 Stratagem*

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 Stratagem*

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 Stratagem*

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 Stratagem*

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.



1CP

ECSTATIC ELIXIR

Fallen Sororitas Strategem

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

Use this Strategem 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 Strategem 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 Strategem 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 Strategem 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 Strategem 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 Strategem 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 Strategem 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.

D6 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
Miriaeel 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 ASTEROOTH: 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 Blade	Melee	Melee	User	-1	D3
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 of Torment	Melee	Melee	User	-2	D3
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	D
The Needle of Desire	Melee	Melee	1	-2	D3
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

Penning 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 RAPTUREOUS STANDARD

Infused with the essence of thousands of followers of Slaanesh who died in blissful slaughter, the Raptureous 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 GUIRASS

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 Grenades	6"	Grenade D6	1	-1	D3

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 Prisoner 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 Prisoner replace the bearer's storm bolter and has the following profile:

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

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.

SEMRITES 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	D
The Serpent's Fang	Melee	Melee	User	-3	D3

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.

D6 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.

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

FALLEN SORORITAS POINTS VALUES

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

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

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

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Apostate	1	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	POINTS PER MODEL (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	POINTS PER MODEL (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
Mirriel Sabathiel	1	105

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

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Autogun	0
Autopistol	0
Blastmaster	20
Bolt pistol	0
Boltgun	0
Calliope array	0
Combi-flamer	8
Combi-melta	15
Combi-plasma	11
Doom siren	8
Flamer	6
Frag grenade	0
Hand flamer	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.

D66	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	<i>Fallen Sororitas</i>
<i>The enemy are safeguarding an irreplaceable relic. Capture and defile it to crush their spirits.</i>		
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	<i>Fallen Sororitas</i>
<i>Revel in the glory of Slaanesh!</i>		
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	<i>Fallen Sororitas</i>
<i>The warp has ever been both a sanctuary and a source of terrible strength and for the mortal servants of Chaos.</i>		
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!	<i>Fallen Sororitas</i>
<i>The dark abbeys are in need of fresh slaves. Break the will of the foe and take them alive for the mistresses.</i>		
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	<i>Fallen Sororitas</i>
<i>Duel the enemy champion and show them the folly of opposing the champions of Slaanesh.</i>		
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!	<i>Fallen Sororitas</i>
<i>The Fallen Sororitas love nothing more than to maim and kill the followers of other gods and creeds.</i>		
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.		

WE THINK YOU'D LIKE...

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.

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