

ALLEGIANCE ABILITIES

SLAANESH

BATTLE TRAITS - THRILLING COMPULSIONS

Slaanesh army only.

HOSTS OF SLAANESH

The disappearance of Slaanesh has divided his followers into several factions, each with their own agenda.

When you choose a Slaanesh army, you can give it a Host of Slaanesh keyword from the list below. All Slaanesh units in your army gain that keyword, and you can use the allegiance abilities listed for that Host of Slaanesh on the pages indicated.

- INVADERS (pg 80-81)
- PRETENDERS (pg 82-83)
- GODSEEKERS (pg 84-85)

If a unit already has a Host of Slaanesh keyword on its warscroll, it cannot gain another one. This does not preclude you from including the unit in your army, but you cannot use the allegiance abilities for its Host of Slaanesh.

LOCUS OF DIVERSION

The greatest Slaaneshi daemons can fill the minds of those nearby with perverse and compelling desires.

At the end of the charge phase, each friendly **HEDONITE DAEMON HERO** within 1" of an enemy unit can create a locus of diversion. If they do so, pick 1 enemy unit that is within 1" of that **HERO** and roll a dice, adding 1 if that **HERO** is a **GREATHER DAEMON**. On a 4+, that unit cannot make a pile-in move before it attacks in the following combat phase. You cannot pick the same unit as the target for this ability more than once in the same phase (whether the roll is successful or not).

EUPHORIC KILLERS

The followers of Slaanesh revel in slaughter, the thrill of battle driving them to strike again and again.

If the unmodified hit roll for an attack made with a melee weapon by a **HEDONITE** model is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit. If the attacking model's unit has 20 or more models, its attacks inflict 3 hits on an unmodified hit roll of 6 instead.

FEAST OF DEPRAVITIES

With violence and excess, the walls of reality can be made thin enough to draw forth Slaaneshi daemons.

You can summon **SLAANESH DAEMON** units to the battlefield if you collect enough depravity points (DPs). At the end of the battleshock phase, you receive 1 depravity point for each unit on the battlefield that had a wound or mortal wound that was not negated allocated to it in that turn, or has fewer models than it had at the start of that turn.

If you have any depravity points at the end of your movement phase, you can summon 1 unit from the list below to the battlefield and add it to your army. Each unit you summon costs a number of depravity points as shown on the list, and you can only summon a unit if you have enough depravity points to do so. Summoned units must be set up wholly within 12" of a friendly **SLAANESH HERO** and more than 9" from any enemy units.

DAEMONS OF SLAANESH UNIT	DP COST
1 Keeper of Secrets	12
30 Daemonettes	12
3 Seeker Chariots	10
20 Daemonettes	10
1 Contorted Epitome	9
1 Bladebringer, Herald on Exalted Chariot	9
3 Fiends	8
1 Bladebringer, Herald on Hellflayer	8

DAEMONS OF SLAANESH UNIT	DP COST
1 Exalted Chariot	7
1 Infernal Enrapture, Herald of Slaanesh	7
1 Bladebringer, Herald on Seeker Chariot	7
1 Hellflayer	7
1 Viceleader, Herald of Slaanesh	6
1 Seeker Chariot	6
5 Seekers	6
10 Daemonettes	6