



WOEHAMMER ARMIES

HEDONITES OF SLAANESH



Slaanesh Special Rules

Daemons

Daemons are tied to the power of their warlord, great mortal champions whose dark power helps bridge the gap to the realm of chaos. If the army warlord is killed or otherwise removed from play units with this roll may no longer lose pins by any means, as they begin to suffer from daemonic instability when their Lord's power is defeated. The warlord can in some instances himself be daemonic also.

Daemonic units are not affected by the Dread and Terror rules, and can be broken but not routed. Daemonic units are also not affected by choking or venomous rules.

Hordes of Chaos

Slaanesh armies may include units taken from the Marauders and Beastmen lists by giving them the mark of Slaanesh.

Contorted Epitome

The Heralds bearing this mirror fight and live as one, treated in all regards as a single model with a single profile. The Epitome itself has the following effect; any non Slaanesh units that are within 12" and have line of sight onto the front facing of the mirror are distracted by it. They are at -1 accuracy with any missile attacks they make, and at -1 Str when making any melee attacks. In addition, units in combat with the Epitome itself are not able to choose whether or not to follow on in combat if they would normally be able to, it is always only the Herald's choice, regardless of the outcome of combat.

Slaanesh Magic Items

Hero units may take magical items as listed below, or magical items of the Destruction or Dark lores. No one hero can take more than one magical item at a time.

Magic Weapons

Writhe Blade - *This sword seems to wriggle and writhe around its target when striking, finding ways through all armour, no matter how tough* - This sword ignores all armour bonuses, and in addition causes an additional hit on a natural hit roll of 1 - 18 points

Dagger of the Succubus - *This sharp poniard drips with strange salves and exudes a sickly sweet musk* - This dagger is taken in addition to the hero's normal weapon, but only useable in the following situation; If the bearer defeats an enemy hero unit in combat, instead of following on in combat they may instead decide to make a single strike with this dagger. It autohits before the enemy fights, and if it is not saved it inflicts venomous damage. If the target survives they may then make their attacks as per normal follow on combat - 12 points

Magic Armour

Gleaming Armour - *This armour reflects the beauty and grace of its wearer, dazzling his foes* - This armour counts as medium armour, and makes the wearer -1 to hit for all missile attacks - 10 points

Magic Items

Chalice of Perversion - *This chalice overflows with extravagant musks* - Once per battle the bearer, when activated, may consume the contents of this chalice, restoring any lost wounds and removing any pins - 20 points

Lament Configuration - *This strange puzzle box contains the keys to the secret desires of every mortal soul* - Once per battle the bearer, at any point during their activation, may open this item. Roll a D6 for each enemy unit within 6" of the hero. If a natural six is rolled that enemy takes a SV6 hit as twisted chains seize at their flesh - 12 points

Tormented Instrument - *This instrument of pain produces anguished sounds from the poor lost mortal who has been twisted into a musical plaything by a daemon of Slaanesh* - Any Slaanesh units within 10" of a hero bearing this artefact ignores the first pin when making any command tests (note that if a unit has only one pin and attempts to make an orders check it must still make the check, it just ignores the pin), and any non Slaanesh units are affected in the opposite way, adding one pin to any command checks they are required to take. In addition if the bearer is given a Fire order they may strum the instrument and make a magical missile attack, range 10" causing D6 SV1 hits - 20 points

Slaanesh Army List

Army Composition

When choosing a Slaanesh army the following restrictions apply, based on max percentage of overall points, accept in the case of troops which must make up at least 25% of overall points cost of the army.

Heroes 25%

Monstrosities / Chariots 25%

Artillery 25%

Elite Troops 25%

Troops 25% minimum

Not that these costs include any additional costs accrued via magic items, extra spells etc. For heroes riding monstrosities the values for the heroes and their steeds are considered separately for calculating percentages.

Some troop types have built in restrictions to the amount you can take in an army, which is listed before their description, for example '0-1 units of foot knights'. This is based on a points limit of 1,000 points; for games larger than this it can be considered to be the limit per 1,000 points, for example in a 2,000 point game 2 units of foot knights could be taken, a 3,000 point game 3 units, and so on. The point value must 'break into' the next 1,000 point barrier for this to work, for example a 1,500 point (or even 1,999 point) game would not qualify. The exception to this is the Warlord; the warband may only ever have one warlord. The restriction on spell casters is likewise based on the 1,000 point limit, an armies may take a spell caster per 1,000 points.

Hero Units

Daemon Prince of Slaanesh, 103 points Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Daemon Prince with large sword	5	5	6	6	8	9	Tough 2, Command, Follow, Wound, 3 x HTH, Dread, Large

Upgrade to Wound 2 @ 14 points. Can be given wings adding the Fly rule @ 40 points. Give unit Improbably Vast Weapon @ 2 points. Upgrade to Magic Level 1 @ 25 points, magic level 2 @ 50 points, magic level 3 @ 75 points (Note; if the daemon Prince is made a spell caster he counts towards the limit of spell casters in the army)

Chaos Lord of Slaanesh, 108 points Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Chaos Lord with sword, heavy armour	5	5	6	5(8)	8	8	Tough, Command, Follow, Wound, 3 x HTH, Heavily Laden
2x Bodyguards, with swords, heavy armour	5	5	5	5(8)	7	7	Heavily Laden

Upgrade to Wound 2 @ 16 points. Give unit Large Weapons @ 1 points per model

Chaos Lord mounted on Steeds of Slaanesh, 130 points Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Chaos Lord with sword, heavy armour, riding steed	5	5	6	6(9)	8	8	Tough, Command, Follow, Wound, 3 x HTH, Fast 8
2 x Chaos Knight bodyguards with swords, heavy armour, riding steed	4	5	5	6(9)	6	7	Fast 8
Steed of Slaanesh			5				1 x HtH SV1

Upgrade to Tough 2 @ 10 points, to wound 2 @ 18 points. Give unit lances @ 1 point per model. Add up to 3 Bodyguards @ 27 points each

Note. The warband may include only one Warlord Unit

0 - 1 Sorcerer of Slaanesh, 56 points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Sorcerer with sword	5	5	5	5	7	8	Tough, Wound, Magic Level 1
0 x Familiars	5	5	5	5	3	3	Spirit, 1 x HtH attack SV1
0 x Apprentices with swords	5	5	5	5	7	7	

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points, Tough 2 @ 10 points. Add up to 4 familiars @ 15 points each OR add up to 4 apprentices @ 12 points each.

0 - 1 Herald of Slaanesh, 99 points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Herald	6	6	6	5	7	9	Tough, Wound 2, Daemonic, Magic Level 1, 2 x HtH SV 2

Upgrade to Magic level 2 @ 25 points, Magic level 3 @ 50 points

0 - 1 Herald on Chariot 203 points
Chariot Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Herald	[6]	6	6	[5]	7	9	[Tough], Daemonic, Magic Level 1, [Wound 2], 2 x HTH SV2
1 x daemonette crew		5	5				Daemonic, 2 x HtH SV1
2 x Steeds of Slaanesh			5				1 x HtH SV1
1 x Chariot with Herald, one crew, pulled by 2 Steeds of Slaanesh	3			10			Large, Tough, Fast 8, Irresistible Charge

Add up to 2 crew @ 10 points per model. Add up to 2 steeds of Slaanesh @ 5 points each. Add scythes to chariot @ 25 points inflicting D6 SV1 hits on the charge. Upgrade Herald to magic level 2 @ 25 points, magic level 3 @ 50 points

0 - 1 Champion of Slaanesh, 85 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Champion with sword, medium armour	5	5	6	6(8)	9	9	Tough 2, Hero, Wound, 3 x HtH

Give Challenge Rule @ 10 points. Give unit large weapon @ 1 point. Give unit Heavy Armour @ 4 points increasing Res to 6(9) and adding Heavily Laden rule. Give Regenerate @ 5 points.

0 - 1 Chaos Sorcerer, 57 points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Chaos Sorcerer with stave, medium armour	5	5	5	5(7)	7	8	Tough, Wound, Magic Level 1
0 x elemental spirits	5	5	5	5	3	3	Spirit, 1 x HtH SV1, exchange of Missiles SV1

Give shaman sword @ 1 point. Upgrade to Magic Level 2 @ 25 points, Magic level 3 @ 50 points. Make Shaman Tough 2 @ 10 points, Wound 2 @ 14 points. Add up to 4 elemental spirits @ 18 points each.

0 - 1 Contorted Epitome, 165 points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Pair of Heralds with Contorted Epitome	6	6	6	5	7	9	Tough, Wound 3, Daemonic, Magic Level 2, 4 x HtH SV 2, Contorted Epitome

Upgrade to Magic level 3 @ 25 points.

Elite Units

0 - 1 Units of Fiends of Slaanesh, 153 points

Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Fiends	6	5	6	8	7	9	Large, Daemonic, Fast 8, 2 x HtH SV3, Irresistible Charge

0 - 2 Units of Chaos Knights, 111 Points

Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Knight Leader with sword, heavy armour, riding warhorse	4	5	5	6(9)	6	8	Tough, Fast 8, Zealous
2 x Knights with swords, heavy armour, riding warhorses	4	5	5	6(9)	6	7	Fast 8, Zealous
Warhorse			5				1 x HtH SV1

Give unit warhammers @ free, Lances @ 1 point. Add up to 3 Knights @ 33 points each

Troops Units

Seekers of Slaanesh, 115 Points Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Seeker Leader riding steed of Slaanesh	6	5	5	6	7	8	Tough, 2 x HtH SV1, Fast 8, Daemonic
2 x Seekers riding steeds of Slaanesh	6	5	5	6	7	8	Fast 8, Daemonic
Steed of Slaanesh			5				1 x HtH SV1

Add up to 3 Seekers @ 35 points each

Hellstriders, 96 Points Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with sword arms, light armour, riding Steed of Slaanesh	4	5	5	6(7)	6	8	Tough, Fast 8, Savage
2 x Hellstriders with sword arms, light armour, riding Steeds of Slaanesh	4	5	5	6(7)	6	7	Fast 8, Savage
Steed of Slaanesh			5				1 x HtH SV1

Give unit scourges @ free, Lance arms @ 1 point. Add up to 3 Horsemen @ 28 points each

Daemonettes, 125 Points Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
5 x Daemonettes	6	5	5	5	7	8	Fast 6, Daemonic, 2 x HtH SV1

Add up to 5 Daemonettes @ 25 points per model

Chaos Warriors, 102 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with sword, heavy armour	4	5	5	5(8)	7	8	Tough, Heavily Laden, Zealous
4x Warriors with swords, heavy armour	4	5	5	5(8)	7	7	Heavily Laden, Zealous

Give unit large weapons @ free, Halberds @ 2 points. Add up to 5 Chaos Warriors @ 18 points per model

Marauders, 72 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with sword, light armour	5	5	5	5(6)	7	8	Tough
4x Marauders with swords, light armour	5	5	5	5(6)	7	7	

Give unit spears or long spears, large weapons @ free. Give unit savage rule @ 1 point per model. Give unit medium armour @ 2 points per model. Add up to 5 Marauders @ 12 points per model

Monstrosity / Chariot Units

Keeper of Secrets, 450 points Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Keeper of Secrets with large Sword	6	5	7	10	8	9	Large, MoD 3, 5 x HTH, Dread, Terror, Flies, Magic Level 3

Note; as the Keeper of Secrets is a spell caster he counts towards the total number of wizards in the army. The Keeper of Secrets may still only cast (and attempt to dispel) one spell per turn

Chaos Spawn, 62 / 72 / NA points Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Chaos Spawn	5	5	6	8	2	8	Large, 3 x HtH SV3, Irresistible Charge, Frenzied Charge, Wound

Make unit venoms @ 5 points. Add Chunder attacks @ 5 points.

Monstrous Chaos Spawn, 118 / 138 / NA points Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Chaos Spawn	5	5	6	12	2	8	Large, MoD 2, 5 x HtH SV3, Irresistible Charge, Frenzied Charge, Blundering

Make unit venomous @10 points. Add Chunder attacks @ 10 points.

Slaanesh Chariot, 103 points Chariot Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
2 x crew with swords	-	5	5	-	7	8	
Chariot pulled by steeds of Slaanesh	3	-	-	10	-	-	Large, Irresistible Charge, Fast 8
2 x steeds of Slaanesh	-	-	5	-	-	-	1 x HtH SV1

Give crew spears, scourges @ free. Give Chariot Scythes adding 1D6 SV1 hits on the charge @ 25 points. Add up to 2 crew @ 5 points each

Slaanesh Daemonette Chariot, 125 points
Chariot Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
2 x daemonette crew	-	5	5	-	7	8	Daemonic, 2 x HtH SV1
Chariot pulled by steeds of Slaanesh	3	-	-	10	-	-	Large, Irresistible Charge, Fast 8
2 x steeds of Slaanesh	-	-	5	-	-	-	1 x HtH SV1

Give Chariot Scythes adding 1D6 SV1 hits on the charge @ 25 points. Add up to 2 crew @ 10 points each