

SPEARHEAD

HEDONITES OF SLAANESH BLADES OF THE LURID DREAM

This Spearhead army consists of the following units:

GENERAL

◆ Shardspeaker of Slaanesh

UNITS

- ◆ 5 Blissbarb Archers with 1 Blissbrew Homonculus
- ◆ 5 Blissbarb Archers
- ◆ 5 Slickblade Seekers
- ◆ 3 Slaangor Fiendbloods



Slaanesh, the loathsome yet beguiling Dark Prince of the Ruinous Powers, excels in ensnaring mortals. He whispers that they might slake their most salacious desires, if only they should enter into his service. For many who endure existences of privation and drudgery, it is an offer too tempting to resist. Reality becomes a phantasmagoric paradise of revelry to these Sybarites, every torment theirs to inflict and have inflicted upon them. Many form warbands who seek to inhabit this blissful dream-state for eternity – and drag more noble souls down into the depths of their depravity.

It is the Shardspeakers who direct these packs of murderous libertines and who channel the power of the Dark Prince like a powerful intoxicant. Through clouds of incense dart Blissbarb Archers, whose arrows are smeared with poisons that distort the senses. Only then do the elite of the Sybarites move in for the kill. Disdainful laughter echoes as Slickblade Seekers sprint forwards to slice off heads, herding surviving prey towards their doom. That doom is delivered by the Slaangor Fiendbloods. The arrival of these trilling beast-kin is the breaking point for the foe; some weep in terror, some cry out in joy and try desperately to embrace them. All are ripped asunder, their dream turning to a gruesome nightmare in their agonised final moments.

'Swiftly, my paramours! The Dark Prince spies unfortunates stooped beneath the weight of reality. We must save them from their sanity!'

– Hiraxith of the Six Slicing Shards

BATTLE TRAITS

TEMPTATIONS OF SLAANESH

Wherever the Hedonites of Slaanesh roam, reality is unmade. Those who stand against them are assailed by titillating phantasms and mind-bending illusions until they become slaves to their own base urges.




You receive 6 **temptation dice** at the start of the battle round. Each time your opponent makes a failed hit roll, a failed wound roll or a failed save roll, you can offer them a temptation dice. If they accept your offer, that roll is replaced with a 6. Rolls replaced in this way cannot be re-rolled or modified.

Each time your opponent accepts your offer of a temptation dice, you gain D6 **depravity points**. Each time your opponent rejects your offer of a temptation dice, inflict D3 mortal damage on the unit for which the roll was made.

You cannot offer your opponent a temptation dice for the same enemy unit more than once per phase. At the end of the battle round, all remaining temptation dice are lost.

All friendly units gain passive abilities from the table below based on the number of **depravity points** you have. These abilities are cumulative.

DP ABILITY

- 12+  **TANTALISING TORMENT:** This unit can use a **RUN** ability and still use **CHARGE** abilities later in the turn.
- 18+  **SADISTIC SPITE:** This unit's melee weapons have **Crit (Mortal)**.
- 24+  **OBLIVIOUS INDULGENCE:** This unit has **WARD (5+)**.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

Once Per Battle, Any Combat Phase

UNPARALLELED SPEED: *They say the first blow struck is the sweetest...*

Declare: Pick a friendly unit to use this ability.

Effect: That unit has **STRIKE-FIRST** this phase.

Once Per Turn, Your Movement Phase

LOCUS OF DIVERSION: *These warriors release perfumed mists that fill the foes' minds with everything but the matter at hand.*

Declare: Pick a friendly unit to use this ability.

Effect: For the rest of the turn, that unit can use a **RETREAT** ability and still use **SHOOT** and/or **CHARGE** abilities later in the turn.

ENHANCEMENTS: Give your general 1 of the following enhancements.

X Any Combat Phase

SCEPTRE OF DOMINATION: *The staff carried by this Shardspeaker contains magic that can seduce the minds of their foes.*

Declare: Roll a dice for each enemy unit in combat with your general.

Effect: On a 5+, the unit being rolled for has **STRIKE-LAST** this phase.

X Once Per Turn, Your Shooting Phase

TWISTED MIRROR: *A Twisted Mirror tests the spirit of any who gaze into it, immobilising those who fall victim to its illusions.*

Declare: Pick an enemy unit within 9" of your general and roll a dice.

Effect: On a 4+, subtract 1 from save rolls for that unit until the start of your next turn.

G Your Hero Phase

CACOPHONIC CHOIR: *The Shardspeaker summons a sanity-shattering symphony of sound.*

Declare: Make a casting roll of 2D6.

Effect: On a 6+, make a **cacophony roll** of D6. Inflict D3 mortal damage on each enemy unit (roll for each) within 6" of your general that has a Control characteristic less than the cacophony roll.

U Your Hero Phase

PENDANT OF SLAANESH: *This pendant burrows through the Shardspeaker's rich fabrics and scarred chest before nestling next to their heart, invigorating them with sublime energy whenever they feel pain.*

Effect: **Heal (D3)** your general.

• SPEARHEAD WARSCROLL •

SHARDSPEAKER OF SLAANESH



The Shardspeakers are sorcerers and seers amongst the Hedonite hosts, inducted into the higher mysteries of their decadent god. Wrapped in sumptuous fabrics and surrounded by swirling, sighing mist-daemons, they cut enigmatic figures amongst the hordes of revellers.

Each Shardspeaker bears a Twisted Mirror, a fragment of ensorcelled glass said to be taken from Slaanesh's own palace. By channelling their will through these relics, a Shardspeaker can display to their foe a vision of utmost perfection or abject personal horror, enrapturing them with the unhallowed majesty of Slaanesh.



MELEE WEAPONS

Haze Staff

Attacks

3

Hit

3+

Wound

4+

Rend

1

Damage

D3

Ability

-



Your Hero Phase

VISION OF DAMNATION: *The sorcerer conjures a vision of excess so intense that reality itself shimmers and distorts.*

Declare: Make a casting roll of 2D6.

Effect: On a 6+, roll 6 dice. For each 4+, you receive 1 **depravity point**.



KEYWORDS

HERO, WIZARD, INFANTRY

• SPEARHEAD WARSCROLL •



SLICKBLADE SEEKERS

MOVE
12"
HEALTH 4 SAVE 5+
CONTROL 1

Whooping and screaming in unearthly glee, Slickblade Seekers ride at the fore of the Sybarite carnivals. They make war at a blistering pace, carried atop their daemonic steeds – creatures able to exist in the Mortal Realms due to a blood-deep connection with their rider. For a Slickblade Seeker, no sensation is finer than to slay an enemy without breaking stride. As they charge into melee they spin and twirl their glaives so fast the air itself seems to shriek, before the Sybarites lash out to neatly sever heads from necks.

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Slickblade Glaive	3	3+	4+	1	1	Charge (+1 Damage)
Exalted Steed's Poisoned Tongue	3	3+	4+	-	1	Companion

➤ **Passive**

UNRIVALLED VELOCITY: *Slickblade Seekers are obsessed with high-speed kills, tearing towards the foe with relentless haste.*
Effect: You can re-roll charge rolls for this unit.



KEYWORDS

CAVALRY, REINFORCEMENTS

• SPEARHEAD WARSCROLL •



SLAANGOR FIENDBLOODS



The Slaangor Fiendbloods are towering beastmen utterly in thrall to the Lord of Dark Delights. With an animalistic lack of restraint, they have over-indulged until only the most visceral and torturous of sensations can now rouse them. Slaangors roam Slaaneshi camps in a glassy-eyed stupor, allowing fellow Sybarites to drape them in fine gems and silks. When battle beckons, a transformation seizes them; they become arrow-swift instruments of manic violence, barrelling forwards without a hint of self-preservation in their maddened desire to feel anything at all.

 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Razor-sharp Claws	4	4+	3+	1	2	-
Razor-sharp Claw and Gilded Weapon	5	4+	3+	1	2	-

This unit has 2 Slaangor Fiendbloods armed with Razor-sharp Claws, and 1 Slaangor Fiendblood armed with a Razor-sharp Claw and Gilded Weapon.

Enemy Shooting Phase

SLAUGHTER AT ANY COST: *When stirred by the excesses of battle, Fiendbloods waste no time in hunting down their victims.*

Declare: This unit can use this ability if any damage points were allocated to it this turn.

Effect: This unit can use the 'Normal Move' ability as if it were your movement phase.



KEYWORDS

INFANTRY, REINFORCEMENTS



• SPEARHEAD WARSCROLL •

BLISSBARB ARCHERS



Blissbarb Archers are the footsoldiers of Slaanesh's mortal hosts, the sinful masses who partake in the bacchanals and the carnivals of agony. Having abandoned their past lives, these fleet-footed Sybarites are single-minded in their pursuit of decadence. Though forbidden from engaging in the glorious sensations of melee by their cruel overlords – though many cannot help but seek to wet their daggers when opportunity arises – they instead assail the foe with barbed arrows, laced with hallucinogenic toxins that open the mind to new vistas of dark possibility.

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Blissbarb Bow	18"	2	3+	4+	1	1	-
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Sybarite Blade	1	3+	4+	-	1	-	

One unit has 5 Blissbarb Archers and 1 Blissbrew Homonculus. The other unit has 5 Blissbarb Archers.

The Blissbarb Archers are each armed with a Blissbarb Bow and Sybarite Blade. The Blissbrew Homonculus is armed with a Sybarite Blade.

Passive

LIGHT-FOOTED KILLERS:
Blissbarb Archers can deliver pinpoint shots even while cavorting wildly across the battlefield.

Effect: This unit can use **SHOOT** abilities even if it used a **RUN** ability in the same turn.



KEYWORDS

INFANTRY, REINFORCEMENTS