



EMPEROR'S CHILDREN

FACTION PACK: VERSION 1.3

Legal for matched play from 1st April 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

WHAT'S NEW?

- Defiler datasheet.

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COURT OF THE PHOENICIAN

Many are the Emperor's Children that seek to join their daemonic gene-sire in his excessive spectacles of sublime artistry. Such warbands often style themselves as Fulgrim's Court, a mocking reflection of the circles of patronised champions he once favoured with his intoxicating presence. These over-stimulated warriors lose themselves in hedonistic battle, aiming to commit exquisite acts of martial prowess to prove themselves worthy of the Daemon Primarch's fleeting approbation and bask in the adulation they know is theirs by right.

DETACHMENT RULE



SENSATIONAL PERFORMANCE

The craving for fresh experience and the obsession with enacting ever more excessive destruction drives these warriors to displays of sudden and obscene violence.

EMPEROR'S CHILDREN units from your army have the following ability:

Sensational Performance: Each time this unit is selected to fight, if this unit made a Charge move this turn, it can use this ability. If it does, until the end of the phase:

- This unit cannot target a unit it was within Engagement Range of at the start of the turn.
- This unit cannot target a unit that was the target of another unit's attack this phase.
- Improve the Strength and Armour Penetration characteristics of this unit's melee weapons by 1.

MASTER OF THE PAGEANT

Fulgrim sees war as a theatrical act, his warriors and the enemy alike a mere chorus to his own egotistical performance of sinuous strategy.

Once per battle round, when you target a **FULGRIM** unit from your army with the Sinuous Breach or Prideful Superiority Stratagem, you can reduce the CP cost of that use of that Stratagem by 1CP.

ENHANCEMENTS



TEARS OF THE PHOENIX

The addictive substance in these droplets is said to fracture consciousness – and sanity – to the point where the imbiber perceives every strike and parries their opponents' attempts.

EMPEROR'S CHILDREN model only. Each time a model in the bearer's unit makes a melee attack, you can ignore any or all modifiers to that attack's Weapon Skill characteristic and any or all modifiers to the Hit roll and Wound roll.

EXALTED PATRON

This champion is a domineering martial lord, hungry for the adulation and audience of his warband's most self-centred blademasters.

LORD EXULTANT model only. Add 1" to the Move characteristic of the bearer.

In the Declare Battle Formations step, the bearer can be attached to a **FLAWLESS BLADES** unit.

SOULSTAIN MADE MANIFEST

The corruption of this warrior's soul is so total that it bleeds outwards in a nimbus of nauseating eldritch horror that repulses his enemies.

EMPEROR'S CHILDREN model only. At the start of the Fight phase, you can select one enemy unit within Engagement Range of the bearer; that unit must take a Battle-shock test, subtracting 1 from the result.

SPIRITSLIVER

This slender hellforged blade appears to weave in and out of being. Its daemonic bearer wields it in flickering arcs at supernatural speed, swift enough for its phantasmal edge to slice apart a victim's soul before it is lost to the Warp.

EMPEROR'S CHILDREN DAEMON PRINCE model only. Add 1 to the Strength and Attacks characteristics of the bearer's melee weapons.





CONTEMPTUOUS DISREGARD

COURT OF THE PHOENICIAN – STRATAGEM

With cocktails of resilience-enhancing stimulants or armour inlaid with forbidden runes of warding, the Emperor's Children sneeringly disregard even powerful blows.



1CP

WHEN: Your opponent's Shooting phase or the Fight phase.

TARGET: One **EMPEROR'S CHILDREN** unit from your army.

EFFECT: Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll.



PRIDEFUL SUPERIORITY

COURT OF THE PHOENICIAN – STRATAGEM

The chance to ostentatiously humble the foe's champions and prove them worthless rivals is a lure few Emperor's Children can resist.



2CP

WHEN: Fight phase.

TARGET: One **EMPEROR'S CHILDREN** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets a **CHARACTER** unit, you can re-roll the Hit roll and you can re-roll the Wound roll.



SINUOUS BREACH

COURT OF THE PHOENICIAN – STRATAGEM

The power of Slaanesh is an undulating and writhing thing, and his daemonic servants can mould their forms to slither over and through any obstacle.



1CP

WHEN: Your Movement phase or your Charge phase.

TARGET: One **EMPEROR'S CHILDREN DAEMON** unit from your army that has not been selected to move or charge this phase.

EFFECT: Until the end of the phase, each time your unit makes a Normal, Advance or Charge move, it can move horizontally through terrain features.



CLOSE-QUARTERS EXCRUCIATION

COURT OF THE PHOENICIAN – STRATAGEM

At short range, the Emperor's Children eagerly target weak points in their enemies, exulting over every cry of pain they elicit.



1CP

WHEN: Your Shooting phase.

TARGET: One **EMPEROR'S CHILDREN** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time an **EMPEROR'S CHILDREN** model in your unit makes an attack that targets an eligible unit within 12", improve the Strength and Armour Penetration characteristics of that attack by 1.



EUPHORIC INSPIRATION

COURT OF THE PHOENICIAN – STRATAGEM

Those with the Dark Prince's blessings inspire euphoric floods of battle-lust in the Emperor's Children, who power towards the foe with screams of murderous ecstasy.



1CP

WHEN: Your Charge phase.

TARGET: One **EMPEROR'S CHILDREN DAEMON** unit from your army.

EFFECT: Until the end of the phase, you can re-roll Charge rolls for friendly **EMPEROR'S CHILDREN** units within 6" of your unit.



CATALYTIC STIMULUS

COURT OF THE PHOENICIAN – STRATAGEM

Invigorated by pain, the Emperor's Children will embrace an enemy's attack as a catalyst for masterful vengeance.



1CP

WHEN: Your opponent's Shooting phase, just after an enemy unit has shot.

TARGET: One **EMPEROR'S CHILDREN** unit from your army that lost one or more wounds as a result of those attacks.

EFFECT: Your unit can make a Stimulus move. To do so, roll one D6: models in your unit move a number of inches up to the result, but your unit must end that move as close as possible to the closest enemy unit [excluding **AIRCRAFT**]. When doing so, those models can be moved within Engagement Range of that enemy unit.










DEFILER

M	T	SV	W	LD	OC
12"	11	3+	18	6+	5

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hades battle cannon [BLAST]	48"	D6+3	3+	10	-1	3
Ectoplasma destructor [BLAST]	36"	D6	3+	12	-3	3
Excruciator cannon	36"	6	3+	6	-1	2
Magma cutters [MELTA 2]	12"	2	3+	9	-4	D6
Heavy baleflamer [IGNORES COVER, TORRENT]	12"	D6+3	N/A	7	-2	2
Hades lascannon	48"	2	3+	12	-3	D6+1
Heavy reaper autocannon [DEVASTATING WOUNDS, SUSTAINED HITS 1]	48"	4	3+	9	-1	3
 Heavy missile launcher – krak	48"	2	3+	10	-2	D6+1
 Heavy missile launcher – frag [BLAST]	48"	2D6	3+	5	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Shearing claws – strike [PRECISION]	Melee	5	3+	16	-3	D6+1
 Shearing claws – sweep	Melee	10	3+	6	-2	1
Electrocourge [EXTRA ATTACKS, SUSTAINED HITS 2]	Melee	5	3+	12	-2	2

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, CHAOS, SLAANESH, DAEMON, DEFILER

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Thrill Seekers**

Scuttling Walker: Each time this unit makes a Normal, Advance or Fall Back move, it can move through models (excluding TITANIC models) and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

Revel in Desecration: Each time this model makes an attack that targets an enemy unit that is not below Half-strength, add 1 to the Hit roll.

FACTION KEYWORDS:
EMPEROR'S CHILDREN

DEFILER

Monstrous bio-mechanical Daemon Engines, Defilers are possessed of an insuppressible thirst for souls and lust for lurid slaughter. They are relentless in their pursuit of gratification, obliterating targets in tempests of gunfire and wading into enemy formations to rip warriors to shreds with their clanking claws.

WARGEAR OPTIONS

- This model's Hades battle cannon can be replaced with 1 ectoplasma destructor.
- This model's excruciator cannons can be replaced with 2 magma cutters.
- This model's heavy baleflamer can be replaced with one of the following:
 - 1 Hades lascannon
 - 1 heavy reaper autocannon
 - 1 electroscourge (a model cannot be equipped with more than one electroscourge)
- This model's heavy missile launcher can be replaced with one of the following:
 - 1 Hades lascannon
 - 1 heavy reaper autocannon
 - 1 electroscourge (a model cannot be equipped with more than one electroscourge)

DAMAGED: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Defiler

This model is equipped with: 1 Hades battle cannon; 2 excruciator cannons; 1 heavy missile launcher; 1 heavy baleflamer; 1 shearing claws

KEYWORDS: VEHICLE, WALKER, CHAOS, SLAANESH, DAEMON, DEFILER



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EMPEROR'S CHILDREN

UPDATES & ERRATA

Page 73 – Rapid Evisceration, On to the Next Stratagem

Change to:

WHEN: End of the Fight phase.

TARGET: One **EMPEROR'S CHILDREN** unit from your army that destroyed an enemy unit this phase, and one friendly **TRANSPORT** it is able to embark within.

EFFECT: If your **EMPEROR'S CHILDREN** unit is wholly within 6" of that **TRANSPORT**, it can embark within it.'

Page 88 – Tormentors, Melee Weapons, power sword

Change Strength characteristic to '5'.

Page 89 – Infractors, Melee Weapons, power sword

Change Strength characteristic to '5'.

Page 92 – Heldrake, Profile

Change Save characteristic to '3+'.

FAQS

Q: While using the Carnival of Excess Detachment, for the purposes of the Daemonic Empowerment rule, if my unit already has a weapon with **[SUSTAINED HITS]** (e.g. Shalaxi Helbane's Pavane of Slaanesh, which has **[SUSTAINED HITS 3]**), does an unmodified Hit roll of 5+ for such a weapon score a Critical Hit?

A: Yes.

Q: While using the Coterie of the Conceited Detachment, if my **WARLORD** is not on the battlefield, can I use the Unbound Arrogance Stratagem?

A: Yes, your pledge to Slaanesh would increase from 0 to 1.

Q: Can the same enemy unit be affected by Noise Marines' Terrifying Crescendo ability more than once, for multiple subtractions to its Battle-shock and Leadership tests?

A: Yes.