

# WARHAMMER AGE OF SIGMAR



BATTLETOME SUPPLEMENT

# HEDONITES OF SLAANESH

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## HEDONITES OF SLAANESH

Every Age of Sigmar miniature is a unique piece of the ever-evolving narrative of Warhammer. It is, then, an unfortunate truth that we can't continue to sell and support every model we've ever made indefinitely. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop!

On 1<sup>st</sup> June 2027, these rules will move over to Warhammer Legends. This means that they will no longer be legal for competitive play. When that time comes, we encourage you to continue to use your collection for casual play, and we will continue to support this battletome supplement with rules updates as needed throughout the current edition of Warhammer Age of Sigmar.

**PRODUCED BY THE  
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• HEDONITES OF SLAANESH WARSCROLL •

### BLADEBRINGER

HERALD ON EXALTED CHARIOT



Some Heralds of Slaanesh become so intoxicated by the act of riding flesh-shredding chariots into the enemy that they demand ever larger and grander conveyances, the better to harvest the souls of mortals.

✂ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Flensing Whips and Piercing Claws	12	3+	4+	1	1
Steed's Poisoned Tongues Companion	8	3+	4+	-	1

#### ✂ Any Charge Phase

**MUTILATING BLADES:** A Slaaneshi chariot inflicts carnage when it ploughs into the foe.

**Declare:** If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

**Effect:** Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

#### ✂ Once Per Turn (Army), Your Movement Phase

**SOULGORGERS:** The grandest Bladebringers excel in stoking fits of manic violence in their fellow daemonic chariot crews and their steeds.

**Declare:** Pick up to 3 visible friendly non-UNIQUE HEDONITES OF SLAANESH WAR MACHINES wholly within 12" of this unit to be the targets.

**Effect:** Add 1 to the Attacks characteristics of the targets' melee weapons for the rest of the turn. This ability also affects Companion weapons.

**KEYWORDS**

HERO, WAR MACHINE, WIZARD (1), WARD (6+)

CHAOS, HEDONITES OF SLAANESH, DAEMON

• HEDONITES OF SLAANESH WARSCROLL •

## HELLFLAYER



Hellflayer chariots drive through the meadows of Slaanesh's realm, dismembering those cursed to lie there in purgatory. On the battlefields of the Mortal Realms, they are roving weapons of war, their many scythes delivering gruesome death.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Flensing Whips and Piercing Claws	6	3+	4+	1	1
Axle Blades Anti-INFANTRY (+1 Rend), Companion	4	4+	2+	2	D3
Steed's Poisoned Tongues Companion	4	3+	4+	-	1

➤ Passive

**THRESHING DOOM:** Hellflayers were created to messily plough through screaming victims without slowing. Few beings possess the willpower to stand in their path or the strength to stop them in their tracks.

**Effect:** When this unit moves, it can pass through models in enemy INFANTRY units and can pass through the combat ranges of enemy INFANTRY units, but it cannot end a move in combat unless specified in the ability used.

⚙ Any Movement Phase

**SOULSCENT:** The whirling blades of the Hellflayer shred both the flesh and souls of their victims, transmuting their spiritual essence into an exhilarating incense that drives the riders into an ecstatic frenzy.

**Declare:** Pick up to 3 enemy units that this unit passed across this phase to be the targets.

**Effect:** Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll. If any models are slain by this ability this turn, this unit has **WARD (5+)** for the rest of the turn.

KEYWORDS

WAR MACHINE, WARD (6+)  
CHAOS, HEDONITES OF SLAANESH, DAEMON

• HEDONITES OF SLAANESH WARSCROLL •

## HELLSTRIDERS



Devotees of torment, Hellstriders are mortals who have dedicated their lives to dealing out pain in return for power. They ride daemonic Steeds to war – indeed, they have no choice, for once they climb into the saddle, they can never dismount.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Claw-spear or Hellscurge Anti-INFANTRY (+1 Rend), Charge (+1 Damage)	3	3+	4+	-	1
Steed's Poisoned Tongue Companion	2	3+	4+	-	1

● Passive

**MAIMING CHARGE:** As they crash into the melee, the cruel wounds inflicted by the Hellstriders not only cause horrible carnage but leave any survivors shocked and agonised.

**Effect:** If this unit charged this turn, subtract 3 from the control scores of enemy INFANTRY units while they are in combat with this unit.



KEYWORDS

CAVALRY, CHAMPION, MUSICIAN (1/5),  
STANDARD BEARER (1/5)  
CHAOS, HEDONITES OF SLAANESH, SYBARITE

• HEDONITES OF SLAANESH WARSCROLL •

## SEEKER CHARIOT



Seeker Chariots lead the charge of many Hedonite armies, for the beasts that pull them to war are as fleet-footed as Aqshian cheetahs. Whips lash out to strip flesh from bone as the Allurer drives the blade-wheeled conveyance into the thick of the foe.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Flensing Whips and Piercing Claws	4	3+	4+	1	1
Steeds' Poisoned Tongues Companion	4	3+	4+	-	1

⚔ Any Charge Phase

**MUTILATING BLADES:** *A Slaaneshi chariot inflicts carnage when it ploughs into the foe.*

**Declare:** If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

**Effect:** Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS

WAR MACHINE, WARD (6+)

CHAOS, HEDONITES OF SLAANESH, DAEMON