

HEDONITES OF SLAANESH

EPICUREAN REVELLERS

This Spearhead army consists of the following units:

GENERAL

- ◆ Thricefold Discord

UNITS

- ◆ 3 Fiends
- ◆ 10 Daemonettes
- ◆ 10 Daemonettes
- ◆ 5 Seekers



Slaanesh's daemons must typically be summoned to the Mortal Realms through painstaking (and inevitably painful) rites of invoking. Yet sometimes, the acts of atrocity and vice carried out by a marauding horde or ascendant cult will reach such a delectable climax that warhosts of the Dark Prince's own children can tear the veil of their own accord. These Epicurean Revellers rarely have any grand strategy in mind; their only urge is to slake those desires that only conventional reality may facilitate, engaging in orgies of blood and slaughter before returning to Slaanesh's realm.

Greater daemons of Slaanesh rarely lower themselves to lead such warbands; rather, it is discordant courtiers from the Palace of Pleasure who seize these opportunities, eager to prove the worth of their own dark fascinations to one another. They bring with them not only Daemonette handmaidens but also the stranger daemonic beasts of Slaanesh's domain – hooting, warbling entities whose senses are inflamed by the stench of mortal souls...

'The taste of a sweet peach. A bite torn from a still-beating heart. Both are desires. The question is merely one of degrees.'

– Sae'Tiss, Who Tends The Galleries Of Ten Thousand Screams



Even as their nightmarish minions dance, cavort and twirl around them, the Heralds of a Thricefold Discord are always arguing about whose mastery of the sinful arts is greater. The battlefield offers plenty of opportunities to find out...

BATTLE TRAITS

⚙️ Passive

FAVOUR MOST FICKLE: *The Dark Prince smiles only on those who perform for his twisted amusement.*

Effect: The following effects apply based on the number of friendly units on the battlefield. These effects are not cumulative:

- **5 or more units:** Add 2 to the Control characteristic of friendly units.
- **4 units:** Add 1 to hit rolls and wound rolls for friendly units' combat attacks, including attacks made with **Companion** weapons.
- **3 units:** Add 1 to run rolls and charge rolls for friendly units.
- **2 units:** Friendly units have **WARD (5+)**.
- **1 unit:** Add 2 to the Attacks characteristic of friendly units' melee weapons, including **Companion** weapons.



Lascivyr, the Bladed Blessing

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

✂️ Passive

BRINGERS OF DEGRADATION:

Daemonettes are always competing to inflict the most inventive ends.

Effect: When players are alternating picking units to use a **FIGHT** ability, when it is your turn to pick a unit, you can pick 2 friendly **Daemonettes** units instead of 1 unit. Resolve the second **FIGHT** ability immediately after the first.

⚡ Once Per Battle, Deployment Phase

DAEMONIC ONSLAUGHT: *Utterly in thrall to their base urges, Slaanesh's most bestial daemons move with impossible haste.*

Declare: Pick a friendly **Seekers** or **Fiends** unit wholly within 12" of your general to be the target.

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

ENHANCEMENTS: Give your general 1 of the following enhancements.

⚡ Passive

TWISTED GRACE: *The favoured daemonic servants of Slaanesh move with a loathsome but hypnotic precision.*

Effect: When your general makes a pile-in move, if they charged in the same turn, add D6" to the distance they can move.

🛡️ Passive

HIGH COURTIERS: *The leaders of this warband are exalted in the Court of Pleasure, and their followers inherit this favour.*

Effect: While your general is wholly within the combat range of a friendly **Daemonettes** unit, both units have **WARD (5+)**.

✂️ Once Per Battle, Any Combat Phase

EXCESS OF VIOLENCE: *The Heralds that lead this daemonic warband are well practised in inspiring killing frenzies. Not that it takes much inspiring...*

Declare: Pick a visible friendly unit wholly within 12" of your general to be the target.

Effect: The target's melee weapons, including **Companion** weapons, have **Crit (2 Hits)** until the start of your next turn.

⚡ Once Per Battle, Your Movement Phase

IRRESISTIBLE SOUL-MUSK: *The scent of vice and agony that surrounds these chosen daemons draws wilder underlings to their side.*

Declare: Pick a visible friendly **Seekers** or **Fiends** unit wholly within 12" of your general to be the target.

Effect: Remove the target from the battlefield and set it up again on the battlefield more than 6" from all enemy units.

MOVE 5+

HEALTH 3

SAVE 5+

CONTROL 2

6"

The courts of the Palace of Pleasure are filled with wicked daemons known as Slaanesh's Heralds. The choicest vices and most appalling perversions are theirs to command, and they are always eager to bring such delights to the realms. Heralds take to the battlefield in trios known as Thricefold Discords – an apt name, as for all their sorcerous and martial prowess, the real source of their power is their seething need to one-up their rivals.

• SPEARHEAD WARSCROLL •

THRICEFOLD DISCORD

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Thricefold Arsenal	3	3+	3+	1	2	-

⚙️ **Passive**

THRICEFOLD COURT: *Though bound by pact and sin, the daemons of a Thricefold Discord are all potent in their own right.*

Effect: Each model in this unit is treated as an individual unit when determining the effect of the 'Favour Most Fickle' battle trait.

⚙️ **Your Hero Phase**

DISPENSERS OF FAVOUR: *Heralds of Slaanesh may hand out boons to servants who please or amuse them.*

Declare: Pick up to X different friendly units wholly within 12" of this unit to be the targets, where X is the number of models in this unit. Then, make a casting roll of 2D6.

Effect: On a 6+, apply the relevant effect to each target:

- **Daemonettes:** The target's weapons have **Anti-charge (+1 Rend)** until the start of your next turn.
- **Seekers:** Add 2" to the target's Move characteristic until the start of your next turn.
- **Fiends:** Add 1 to hit rolls for the target's combat attacks until the start of your next turn.

KEYWORDS: INFANTRY, HERO, WIZARD, WARD (5+)

MOVE 6+

HEALTH 4

SAVE 5+

CONTROL 1

10"

Horrific nightmares given bestial shape, Fiends of Slaanesh emit a harsh, trilling call as they race towards their prey. A dream-inducing scent hangs thick around the Fiends, reducing their foes to a stupor and sapping them of their will to fight.

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FIENDS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Deadly Pincers and Barbed Stinger	4	4+	3+	1	D3	-

🏰 **Once Per Turn (Army), Any Charge Phase**

SOPORIFIC MUSK: *A Fiend exudes a pervasive and oily musk that numbs a foe to all but the most extreme of stimuli.*

Declare: If this unit is not in combat, pick a visible enemy unit within 9" of it to be the target.

If this unit is in combat, pick an enemy unit in combat with it to be the target.

Effect: Roll a dice. On a 4+, the target has **STRIKE-LAST** for the rest of the turn.



KEYWORDS: BEAST, WARD (6+)



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DAEMONETTES

MOVE 6"
HEALTH 1
SAVE 6+
CONTROL 1

Possessed of impossible grace and grotesque beauty, Daemonettes of Slaanesh bound across the battlefield with sadistic glee. They are in constant competition with one another to see who can inflict the most pain on the enemies of the Dark Prince.

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Piercing Claws	2	3+	4+	1	1	-

Passive
LITHE AND SWIFT: *Charging Daemonettes can riddle an enemy with a quicksilver flurry of claw-strikes.*
Effect: Add 1 to the Attacks characteristic of this unit's Piercing Claws if it charged in the same turn.



KEYWORDS: INFANTRY, REINFORCEMENTS, WARD (6+)

MOVE 14"
HEALTH 3
SAVE 6+
CONTROL 1

Seekers of Slaanesh are the vanguard of the Dark Prince's daemon armies, insatiable outriders who track their foes with unrelenting swiftness, feeding on the growing terror of their prey.

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SEEKERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Agonising Claws	3	3+	4+	1	1	Anti-CAVALRY (+1 Rend)
Steed's Poisoned Tongue	2	3+	4+	-	1	Companion

Passive
QUICKSILVER SPEED: *Seekers of Slaanesh are daemonic hunters who are swift beyond belief.*
Effect: When making run rolls for this unit, if you roll a 1-3, you can use a value of 4 instead.



KEYWORDS: CAVALRY, WARD (6+)