

# LEGION OF EXCESS

The legions of Slaanesh surge into battle like a blood-spattered carnival run mad. It is a revel where every swathe of diaphanous silk is braided with screaming souls, and every beautiful smile stretches into a needle-fanged leer of cruellest hunger. The presence of these entities is enough to drive mortals mad as the horrific evidence of their eyes wars with forbidden desire welling inside them like bile. Engulfed in intoxicating mists, they struggle to raise weapons against Daemonettes and Fiends whose every caress bears a razor's edge. Wailing in blissful torment, they drop to their knees before towering Keepers of Secrets, pleading for gifts of agony the daemons gladly dole out. Willingly, they hurl themselves beneath the hooves of Seekers and the threshing blades of Hellflayers. Against such insidious foes, what hope of victory can there be?

## DETACHMENT RULE



### BEGUILING AURA

*The daemons of the Dark Prince can bewitch the minds of their foes, appearing in one moment as their true and nightmarish selves and in the next as the object of their foes' most forbidden desires or devoted affections. Enemies are left foundering and bewildered as the daemons weave their sinuous dances around them and trill their nerve-shredding siren songs.*

**LEGIONES DAEMONICA SLAANESH** units from your army are eligible to declare a charge in a turn in which they Fell Back.

### SEDUCTIVE GAMBIT

*Temptation is a deadly weapon in the arsenal of the daemons of Slaanesh. To tease warriors' pride with visions of martial glory or to lure the deluded and desperate into a bladed embrace, they delight in dangling themselves like bait or feigning helpless weakness, then striking with savage release at their overextended foes.*

**LEGIONES DAEMONICA SLAANESH** units from your army have the following ability:

**Seductive Gambit:** Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

## ENHANCEMENTS



### FALSE MAJESTY (AURA) ..... 30 PTS

*Dripping poisonous finery and stalking across the battlefield with regal arrogance, this daemon evokes in its fellows the jealous need to outshine its magnificence.*

**LEGIONES DAEMONICA SLAANESH** model only. While a friendly **LEGIONES DAEMONICA SLAANESH** unit (excluding **MONSTERS**) is within 6" of the bearer, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

### DREAMING CROWN (AURA) ..... 30 PTS

*This gilded circlet fills mortal minds with waking dreams potent enough to intoxicate and distract even the most disciplined or alien combatants, leaving them easy prey for the daemons of Slaanesh.*

**LEGIONES DAEMONICA SLAANESH** model only. While a friendly **LEGIONES DAEMONICA SLAANESH** unit (excluding **MONSTERS**) is within 6" of the bearer, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

### AVATAR OF PERFECTION ..... 15 PTS

*This entity is the corporeal embodiment of selfish arrogance, fighting best when it fights alone.*

**LEGIONES DAEMONICA SLAANESH MONSTER** model only. At the start of each phase, if there are no other friendly units within 6" of the bearer, you can: re-roll Advance rolls made for the bearer; re-roll Charge rolls made for the bearer; ignore any or all modifiers to its Move characteristic and to any Advance and/or Charge rolls made for the bearer.

### SOUL GLUTTON ..... 10 PTS

*This daemon lord guzzles souls, its bloated corporeality reknitting with each fresh morsel.*

**LEGIONES DAEMONICA SLAANESH MONSTER** model only. At the end of the Fight phase, if one or more enemy models were destroyed this phase as a result of one or more of the bearer's attacks, it can use this Enhancement. If it does, it regains up to D3 lost wounds.





1CP

### THIEVES OF PAIN

LEGION OF EXCESS – STRATEGIC PLOY STRATAGEM

*To exist, however fleetingly, in realspace is an opportunity to indulge in every physical sensation. So enraptured do the daemons of Slaanesh become that they even steal one another's agonies to enjoy.*

**WHEN:** Any phase, just after an attack or mortal wound is allocated to a model in a **LEGIONES DAEMONICA SLAANESH** unit from your army (excluding **MONSTERS** and **VEHICLES**).

**TARGET:** That **LEGIONES DAEMONICA SLAANESH** unit.

**EFFECT:** Select one other friendly **LEGIONES DAEMONICA SLAANESH** unit that is within 9" of and visible to your unit. Until the end of the phase, while the selected unit is on the battlefield, each time a model in your unit would lose a wound, inflict 1 mortal wound on the selected unit instead.



1CP

### OVERWHELMING EXCESS

LEGION OF EXCESS – BATTLE TACTIC STRATAGEM

*Sensation gushes relentlessly into the overstimulated minds of the enemy until their souls strain fit to burst. Barely able to think or function, they recoil in their desperate need to stem the unstoppable tide.*

**WHEN:** Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

**TARGET:** One **LEGIONES DAEMONICA SLAANESH** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.



2CP

### ARCHAGONISTS

LEGION OF EXCESS – BATTLE TACTIC STRATAGEM

*These daemons perceive with absolute clarity whereabouts on their victims' bodies they must strike to inflict the greatest possible excess of suffering.*

**WHEN:** Fight phase.

**TARGET:** One **LEGIONES DAEMONICA SLAANESH MONSTER** unit or up to two **LEGIONES DAEMONICA SLAANESH** units (excluding **MONSTERS**) from your army that have not been selected to fight this phase.

**EFFECT:** Until the end of the phase, each time a model in one of those units makes an attack, add 1 to the Wound roll.



1CP

### SENSORY EXCRUCIATION

LEGION OF EXCESS – STRATEGIC PLOY STRATAGEM

*This entity causes the battlefield to flicker wildly between the debauched Slaaneshi Warp interstice and the most brutally mundane reality, faster than even supernatural senses can perceive. The result is a psychically devastating barrage of excess and deprivation.*

**WHEN:** Your Command phase.

**TARGET:** One **LEGIONES DAEMONICA SLAANESH MONSTER** unit from your army that is on the battlefield.

**EFFECT:** Each unit on the battlefield that is within your army's Shadow of Chaos must take a Battle-shock test, subtracting 1 from that test if they are Below Half-strength.

**Designer's Note:** This Stratagem forces all friendly and enemy units alike within your army's Shadow of Chaos to take a Battle-shock test. This can allow a Chaos Daemons player to heal units from their army through the Daemonic Terror army rule, at the risk of causing some of their own units to become Battle-shocked.



1CP

### PHANTASMAL LONGING

LEGION OF EXCESS – STRATEGIC PLOY STRATAGEM

*Against their wills, enemy combatants find themselves wishing for the daemons of Slaanesh to draw closer. It is child's play for the daemons of Slaanesh to harness such strong emotions and transform them into manifest reality.*

**WHEN:** Your Movement phase or your Charge phase.

**TARGET:** One **LEGIONES DAEMONICA SLAANESH** unit from your army.

**EFFECT:** Until the end of the phase, each time a model in your unit makes a move, it can move through terrain features.



1CP

### CAVALCADE OF BLADES

LEGION OF EXCESS – BATTLE TACTIC STRATAGEM

*The cavorting approach of Slaaneshi daemons is hypnotic and enthralling. It is a whirling carousel of eye-searing colours and flashing blades that tempt mortals to reach out with trembling eagerness until they can just reach.*

**WHEN:** Your Charge phase, just after a **LEGIONES DAEMONICA SLAANESH** unit from your army ends a Charge move.

**TARGET:** That **LEGIONES DAEMONICA SLAANESH** unit.

**EFFECT:** Select one enemy unit within Engagement Range of your unit, then roll one D6 for each model in your unit that is within Engagement Range of that enemy unit, or roll six D6 instead if your unit is a **MONSTER** unit: for each 4+, that enemy unit suffers 1 mortal wound.

