



THE THRICEFOLD DISCORD



FIGHTERS

1. Vexmor the Excessively Indolent
2. Lascivyr, the Bladed Blessing
3. Vashtiss the Coiled

No three daemons loathe one another so completely as Vashtiss the Coiled, Lascivyr - the 'Bladed Blessing' - and the corpulent Vexmor the Excessively Indolent. After their feuding saw one too many schemes go awry, their fellow Slaaneshi daemons devised an inventive punishment; forcing them to work together. They now must cooperate, the whisper of their soul-chimes carrying over the sound of their constant bickering.



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★ INSPIRE

Immediately after making an Attack or Save roll that contains no successes, or after a friendly fighter is slain, Inspire another friendly fighter.

⚡ EVASIVE

Immediately before damage is inflicted on an evasive (⚡) fighter that has no Move or Charge tokens, you can roll an Attack dice. On a ✕ or ⚡, subtract 1 from the damage inflicted.

INDOLENT

Vexmor's weapons (excluding Upgrades) have +1 Attack dice and Grievous (⚡) while that fighter has no Move or Charge tokens.

⚡ **Wicked Slice:** Pain is a gift to be shared, so teaches the god Slaanesh – and all may know its caress...

Immediately after an Attack made by a friendly Lascivyr, pick an enemy fighter that is not vulnerable and within 2 hexes of that fighter. Inflict 1 damage on that enemy fighter.

Eldritch Enmity: Even as they dance, pirouette and stomp into battle, the Thricefold Discord are always at odds.

Once per game, you can use this ability in a Power step, instead of playing a card. Pick 2 friendly fighters. Push each fighter up to 1 hex. After each push, both fighters must be further from the other.



⚡ **Feuding:** There is no finer thing in the Dark Prince's court than to utterly shame a rival.

Once per game, you can use this ability immediately after your Action step. Pick one Inspired friendly fighter and one Uninspired friendly fighter. Uninspire the Inspired fighter, then Inspire the other fighter.



Vile Temptations: Like all Slaaneshi daemons, the Thricefold Discord love nothing more than to unravel a mortal soul...

Once per game, in your Power step, you can pick an enemy fighter and pick 1 of their equipped Upgrades. That Upgrade is discarded. Then, equip that fighter with an Upgrade from your hand whose cost is equal to or less than the discarded Upgrade.



