



# EMPEROR'S CHILDREN

## FACTION PACK: VERSION 1.1

Legal for matched play from 22nd July 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

### WHAT'S NEW?

- Changes to Rules Updates.
- 'Host' tag removed from Frenzied Host detachment.
- Court of the Phoenician Detachment, Exalted Patron Enhancement  
Change to:  
'**LORD EXULTANT** model only. Add 1" to the Move characteristic of the bearer.'

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# ELEGANT BRUTES

SLAANESHI TERMINATORS BLEND MONSTROUS RESILIENCE WITH MARTIAL SKILL TO TERRIFYING EFFECT



## DETACHMENT RULES

### EAGER TO KILL

*Infused with a ferocious need to exert their superiority before any rival has the chance to outshine them, Chaos Terminators enter their chosen arena with a horrific dynamism.*

When a friendly **EMPEROR'S CHILDREN TERMINATOR** unit is set up, that unit has +1 to **charge rolls** until the end of the turn.

## ENHANCEMENTS

### CACOPHONIC ACCOMPANIMENT

*Like a parasite clinging to its host, this Lord Kakophonist's mutated armour piggybacks on the teleport signals of Emperor's Children Terminators, slingshotting him perilously through the Empyrean to explode onto the battlefield in a riot of discordant sonic fury.*

**LORD KAKOPHONIST** model only.

- This model has **Deep Strike**.
- This unit's ranged attacks have **[IGNORES COVER]**.

### FRENZIED FEROCITY **UPGRADE**

*Encumbered not at all despite the massive bulk of their armour, these Terminators' mutant muscle and warp-tainted reactions allow them to indulge in every aspect of attacking the foe to wild excess.*

**EMPEROR'S CHILDREN TERMINATOR SQUAD** unit only. This unit's attacks have **[SUSTAINED HITS 1]**.

## DELIGHT IN AGONY

1CP

### ELEGANT BRUTES STRATAGEM

So well shielded by their armour are Emperor's Children Terminators that, when the foe's attacks actually punch through to wound them, the rarity of the sensation is an invigorating tonic.

**WHEN:** Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly **EMPEROR'S CHILDREN TERMINATOR** unit.

**TARGET:** That **EMPEROR'S CHILDREN TERMINATOR** unit.

**EFFECT:** Attacks that target your unit with a **S** greater than your unit's **T** have -1 to **wound rolls**.



## PSYCHEDELIC SOULFLAME

1CP

### ELEGANT BRUTES STRATAGEM

The Terminators' fervid need to annihilate ever more enemies manifests as a lurid empyric firestorm which wreathes their blows and the projectiles spat from their guns.

**WHEN:** Your Shooting phase or the Fight phase, when a friendly **EMPEROR'S CHILDREN TERMINATOR** unit is **selected to attack**.

**TARGET:** That **EMPEROR'S CHILDREN TERMINATOR** unit

**EFFECT:** Your unit's attacks have +2 **S**.



## WARP PLUNGE

1CP

### ELEGANT BRUTES STRATAGEM

Addicted to the supreme danger of teleportation, these Terminators employ twisted warp sorcery to plunge into the immaterium time and again.

**WHEN:** End of your opponent's Fight phase.

**TARGET:** One friendly **unengaged EMPEROR'S CHILDREN TERMINATOR** unit.

**EFFECT:** Place your unit in **strategic reserves**.



# FRENZIED HOST

TORMENTORS AND INFRACTORS FORM THE HEART OF THIS WARBAND, DOING BATTLE WITH A HECTIC FRENZY



## DETACHMENT RULES

### FRANTIC FOCUS

*Seeming to be everywhere at once, bands of Infractors and Tormentors seek to embrace all the sensations the battlefield can offer, never relenting for a moment.*

When a friendly **EMPEROR'S CHILDREN BATTLELINE** unit is selected to make an **advance/fall-back move**, that unit's attacks have +1 **S** until the end of the turn.

This **detachment** has the **HOST** tag and cannot be taken with another **HOST detachment**.

## ENHANCEMENTS

### EUPHORIC CROWN

*This champion of Slaanesh wears a helm that absorbs and amplifies the frenzied carnival of carnage around them, driving the wearer into a frenzy of euphoric might.*

**LORD EXULTANT** model only. This model's melee attacks have +1 **S**.

### HOWLING PLATE

*Mutant vox-emitters open like mouths all across this warrior's grotesque armour, vomiting targeted sonic shock waves that enhance his allies' already furious firepower.*

**LORD EXULTANT** model only. This unit's ranged attacks have +1 **AP**.

## POSSESSIVE MANIA

1CP

### FRENZIED HOST STRATAGEM

Having seized some vital location or enthralling prize, these Slaaneshi warriors experience a frenzied need to claim it that renders them inured to the most grievous hurts.

**WHEN:** Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly **EMPEROR'S CHILDREN BATTLELINE** unit within range of an **objective**.

**TARGET:** That **EMPEROR'S CHILDREN BATTLELINE** unit.

**EFFECT:** Attacks that target your unit have -1 **AP** until that enemy unit has attacked.



## AGONISED CACOPHONY

1CP

### FRENZIED HOST STRATAGEM

Hurling vile semiorganic screamer grenades into the midst of the foe, these warriors mark their presence not only by the wails of their ordnance, but also by the agonised screams of their victims.

**WHEN:** Start of your Shooting phase.

**TARGET:** One friendly **EMPEROR'S CHILDREN BATTLELINE** unit.

**EFFECT:** Select one **visible** enemy unit within 12" of your unit. That enemy unit has +6" **detection range**.



## ABSOLUTE SENSORY OVERLOAD

1CP

### FRENZIED HOST STRATAGEM

Far from hiding from the foe, these warriors unleash such an unbearable barrage of blinding light and deafening sound that those who try to take aim at them are temporarily deafened and blinded.

**WHEN:** Your Shooting phase, when a friendly **EMPEROR'S CHILDREN BATTLELINE** unit is **selected to shoot**.

**TARGET:** That **EMPEROR'S CHILDREN BATTLELINE** unit.

**EFFECT:** Those ranged attacks do not prevent your unit from being **hidden**.



# SPECTACLE OF SLAUGHTER

ALL EYES FALL ON THE FLAWLESS BLADES AS THEY TURN THE BATTLEFIELD INTO A GLADIATORIAL STAGE



## DETACHMENT RULES

### ENTITLED TO VICTORY

*So certain are the Flawless Blades in their arrogant pre-eminence, so sure they have already won before the first blow is struck, that they are filled with swift assurance that no foe can match.*

Friendly **FLAWLESS BLADES** units have **Fights First**.

## ENHANCEMENTS

### EAGER PATRONS **UPGRADE**

*The daemoniac audience drawn by the deeds of these Flawless Blades is impatient for the spectacle to begin, and so bestows supernatural celerity upon those they consider the star performers.*

**FLAWLESS BLADES** unit only. This unit has +2" **M**.

### BEGUILING GROTESQUERIE **UPGRADE**

*Unable to tear their gaze from the hypnotically hideous features of the Flawless Blades, foes stare slack-jawed in horrified fascination as their death stalks elegantly toward them.*

**FLAWLESS BLADES** unit only. Enemy units cannot target this unit with **snap shooting** attacks.

## HONOUR IS FOR FOOLS

1CP

### SPECTACLE OF SLAUGHTER STRATAGEM

Far from facing enemy champions in fair duels one-on-one, the Flawless Blades fall upon them like a pack of jackals competing viciously to claim the glory of the kill.

**WHEN:** Fight phase, when a friendly **FLAWLESS BLADES** unit is **selected to fight**.

**TARGET:** That **FLAWLESS BLADES** unit.

**EFFECT:** Your unit's melee attacks have **[PRECISION]**.



## SINGLE-MINDED STRIKE

1CP

### SPECTACLE OF SLAUGHTER STRATAGEM

Scornfully dismissing the chaff that blocks their path, the Flawless Blades swat them aside and sweep regally on toward their true quarry.

**WHEN:** Your Charge phase, when a friendly **FLAWLESS BLADES** unit starts a **charge move**.

**TARGET:** That **FLAWLESS BLADES** unit.

**EFFECT:** Your unit can move through models (excluding **MONSTER/VEHICLE** models).



## INTOXICATED BY TRIUMPH

1CP

### SPECTACLE OF SLAUGHTER STRATAGEM

Seeing their foes fleeing in terror before them only fires the chem-laced blood of the Flawless Blades, urging them on toward their next challenge all the quicker.

**WHEN:** Your opponent's Movement phase, when an enemy unit that was **engaged** with a friendly **FLAWLESS BLADES** unit ends a **fall-back move**, if that **FLAWLESS BLADES** unit is **unengaged**.

**TARGET:** That **FLAWLESS BLADES** unit.

**EFFECT:** Your unit can make a **normal move** of up to D3+3".





# 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.

### 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.*

**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.*

**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.*

**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.*

**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.*

**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.*

**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 **surge move** of up to D6".

# 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<br>[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



FACTION KEYWORDS:  
EMPEROR'S CHILDREN



# EMPEROR'S CHILDREN

## RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be **highlighted in red**.

## UPDATES

### CARNIVAL OF EXCESS DETACHMENT

#### Empyric Suffusion Enhancement

Change to: 'EMPEROR'S CHILDREN model only. When you target this unit with the **Heroic Intervention stratagem**, that use is -1 CP.'

#### Dark Apparitions Stratagem, Effect Section

Change 9" to 8".

### COTERIE OF THE CONCEITED DETACHMENT

#### Armour of Abhorrence Stratagem, Effect Section

Change to:

Effect: 'Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.'

### MERCURIAL HOST DETACHMENT

#### Dark Vigour Stratagem, Target Section

Change 9" to 8".

### PEERLESS BLADESMEN DETACHMENT

#### Faultless Opportunist Enhancement

Change to:

'You can target this unit with the **Heroic Intervention stratagem**, regardless of any other uses of that **stratagem** this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that **stratagem** on other units this phase.'

### RAPID EVISCERATION DETACHMENT

#### On to the Next Stratagem, When and Target Sections

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.

#### Mechanised Murder Detachment Rule

Change to:

'Each time an **EMPEROR'S CHILDREN** model from your army makes an attack, if it is a **TRANSPORT** model or disembarked from a **TRANSPORT** this turn, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.'

### SLAANESH'S CHOSEN DETACHMENT

#### Vengeful Surge Stratagem, Effect Section

Change to:

'Your unit can make a **surge move** of up to D6". If your unit is not your army's Favoured Champions, you can re-roll the dice to determine the distance of that **surge move**.'

#### Refusal to be Outdone Stratagem

Change to:

'WHEN: Your Charge phase, when a friendly **EMPEROR'S CHILDREN CHARACTER** unit within 12" of an **engaged** enemy unit **declares a charge**.

**TARGET:** That **EMPEROR'S CHILDREN CHARACTER** unit.

**EFFECT:**

- Your unit can re-roll **charge rolls**.
- Your unit must end that **charge move engaged** with one or more of those enemy units.'

## DATASHEETS

#### Chaos Spawn, Scuttling Horrors Ability

Change to:

'In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to 6".'

#### Chaos Terminators, Lethal Obsession Ability

Change to:

'In your Shooting phase, after this unit has shot, you can use this ability. If you do, select one enemy unit hit by those ranged attacks. Until the end of the turn, when this unit **declares a charge**:

- This unit can re-roll that **charge roll**.
- This unit must end that **charge move engaged** with that enemy unit.

#### Flawless Blades, Melee Weapons, Blissblade

Change **A** to '4'.

#### Fulgrim, Keywords Section

Add '**MOBILE**'.

#### Heldrake

- **Profile:** Change **M** to 12", **Sv** to '3+' and **OC** to '-'
- **Keywords:** Remove '**AIRCRAFT**'.

#### Infractors, Melee Weapons, Power Sword

Change Strength characteristic to '5'.

#### Tormentors, Melee Weapons, Power Sword

Change Strength characteristic to '5'.

#### Chaos Land Raider and Chaos Rhino – Keywords Section

Add '**FRAME**'.

## FAQS

**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.

**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.