

SCOURGE OF AQSHY

FACTION RULES: HEDONITES OF SLAANESH

HEROIC TRAITS

You can pick a heroic trait from this table instead of from other Heroic Traits tables available to this faction.

THE DARK PRINCE'S BELOVED (HERO only)

Any Movement Phase

AGONISINGLY ELUSIVE: *Sinuous and graceful, this Hedonite leaps and twirls around their opponents, inflicting delicious pain before nimbly springing out of reach.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: If it is your turn, apply the effect below. If it is your opponent's turn, roll a dice. On a 3+, apply the effect below:

Inflict D3 mortal damage on the target. Then, this unit must move a distance up to its Move characteristic. It can move through the combat ranges of enemy units but cannot end that move in combat.

KEYWORDS CORE, MOVE

Your Hero Phase

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INCENSED: *By burning a mixture of tree resin and aromatic leaves, this champion envelops a key location in an eye-stingingly pungent cloud of smoke.*

Declare: Pick an objective within 6" of this unit to be the target.

Effect: Until the start of your next turn, friendly **HEDONITES OF SLAANESH** units are not visible to enemy units more than 9" from them while all models in those friendly units are contesting the target objective.

Any Combat Phase

ARCANE MAGNETISM: *Though they are no natural mage, something about this hero's blood attracts errant motes of magic and renders them ripe for exploitation.*

Effect: If this unit has 3 or more damage points, it can use a **SPELL** ability as if it were your hero phase, as if that ability had the **UNLIMITED** keyword and as if this unit had **WIZARD** (1).

ALL-CONSUMING OBSESSIONS

All-consuming Obsessions are unique enhancements that can be given to non-HERO HEDONITES OF SLAANESH INFANTRY or CAVALRY units. A unit can only have 1 All-consuming Obsession.

Deployment Phase

OBSESSION WITH CONTROL: *Once these Hedonites have acquired the object of their desire, they simply will not relinquish it.*

Declare: Pick an objective to be the target.

Effect: For the rest of the battle, while this unit is contesting the target objective:

- This unit has **WARD** (5+).
- Add 5 to this unit's control score.

Reaction: You declared the 'Run' ability for this unit

OBSESSION WITH FORM: *Instead of sprinting, these warriors skip and spin their way across the battlefield with acrobatic grace.*

Effect: Subtract 1 from hit rolls for attacks that target this unit for the rest of the turn.

Any Combat Phase

OBSESSION WITH PAIN: *The throbbing of a fresh wound coupled with the feeling of blood trickling over their skin sends these warriors into apoplexy.*

Effect: If this unit is damaged, spend 1 **rage dice**. If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7. Then, add 1 to the Rend characteristic of this unit's non-**Companion** melee weapons for the rest of the turn.

SCOURGE OF AQSHY

• SCOURGE OF AQSHY WARSCROLL •

BLISSBARB SEEKERS



Hurling across the battlefield, Blissbarb Seekers deal death at a blistering pace. Astride their daemonic Exalted Steeds, such as these Sybarite archers' obsession with speed that not even the lava-fields of the Great Parch can slow them.

RANGED WEAPONS

Rng	Atk	Hit	Wnd	Rnd	Dmg
Seeker Bow	12"	3	3+	4+	1

MELEE WEAPONS

Sybarite Blade	1	3+	4+	-	1
Exalted Steed's Poisoned Tongue Companion	3	3+	4+	-	1

Once Per Turn (Army), Any Shooting Phase

NUMBING TOXINS: Some Blissbarbs dip their arrows in substances that deprive those they strike of sensation, dulling their reactions.

Declare: Pick an enemy unit that had any damage points allocated to it this turn by this unit's shooting attacks to be the target.

Effect: The target cannot use reactions or be picked to be the target of reactions used by your opponent or by units in your opponent's army for the rest of the turn.



KEYWORDS

CAVALRY, CHAMPION

CHAOS, HEDONITES OF SLAANESH, SYBARITE

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INFERNAL ENRAPTURESS

HERALD OF SLAANESH



Cutting through the roars of anger and screams of pain that fill the battlefields of Aqshy come the horrific melodies created by the Infernal Enrapturess as it plucks the tendinous strings of its living lyre.

MELEE WEAPONS

Piercing Claw	5	3+	4+	1	2
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Passive

DELIGHTFUL DEFEATISM: Those who see how willingly the Herald's 'instrument' submits to torment are struck by the realisation that fighting the Dark Prince's followers is a futile endeavour.

Effect: Each time a visible enemy unit within 18" of this unit uses the 'Rally' command, your opponent must make 3 fewer rally rolls of D6.

Once Per Turn (Army), Reaction: Opponent declared the 'Eruption of Fury' ability for a unit within 12" of and visible to this unit

LIKE NAILS ON A CHALKBOARD: The jarring, discordant sounds emanating from the Enrapturess's lyre are enough to drive anyone over the edge of sanity.

Effect: You and your opponent must roll off. If you roll higher, pick a unit (friendly or enemy) other than the enemy unit using the 'Eruption of Fury' ability within that enemy unit's combat range. That unit is now the target of that 'Eruption of Fury' ability. Your opponent must spend as many **rage dice** as possible as part of that ability, to a maximum of 3.



KEYWORDS

HERO, INFANTRY, WARD (6+)

CHAOS, HEDONITES OF SLAANESH, DAEMON