

# THE CULT OF SLAANESH

## CULT OF SLAANESH SPECIAL RULES

- The Army General must be a High Sorceress, or a Sorceress if no High Sorceress is present (even if they do not have the highest Leadership in the army).
- The Army General must have the Mark of Slaanesh.
- Daemons cannot join units of Dark Elves or Mortal Chaos.
- Dark Elf characters cannot join units of Mortal Chaos or Daemons. Aspiring Champions cannot join units of Dark Elves or Daemons.
- Dark Elves with the Mark of Slaanesh still have hatred of High Elves. Units or characters with the Mark of Slaanesh and riding Cold Ones are still subject to *stupidity*.
- Sorceresses with the Mark of Slaanesh must use the Lore of Slaanesh, and gain +1 to cast their spells.
- All rules for Marks of the Dark Gods (pages 46-47 of Hordes of Chaos) apply.
- Dark Elf characters with the Mark of Slaanesh may take any 'Models with Mark of Slaanesh Only' magic items from Hordes of Chaos as part of their Magic Item allowance.
- Any Dark Elf unit that has the Mark of Slaanesh and access to a Magic Standard may choose to take the Rapturous Standard (from Hordes of Chaos) instead of another Magic Standard (although of course only one Rapturous Standard may appear in the army).
- Chaos characters and units may not use Dark Elf magic items.

## NEW MAGIC ITEMS

These Magic Items are available to any Dark Elf army – not just to Cult of Slaanesh armies.

### Magic Weapons

#### **Draich of Dark Power . . . . . 50 Points**

*This mighty two-handed, curved blade is deadly when wielded by a skilful swordsman, easily able to carve through armour and bone with deadly grace.*

+2 Strength. Killing Blow. Uses two hands.

#### **Blade of Spite . . . . . 25 points**

*This barbed blade constantly oozes venom, giving its dark metal an oily sheen. Even the slightest cut quickly enflames, causing the victim considerable pain, and eventual death.*

Any rolls to hit of a 5 or 6 wound automatically, with no need to roll to wound.

### Talisman

#### **Heart-stone of Darkness . . . . . 45 Points**

*Blood red and pulsing, this stone wards off the most powerful of blows.*

The bearer has a 4+ Ward Save.

## MORATHI

*Morathi is the only special character allowed in the Cult of Slaanesh, and if the army is led by her then she will always be the army general.*

*In a Cult of Slaanesh army, Morathi's special rule, Beloved of Khaine, is removed. In addition, she has the Mark of Slaanesh (at no additional cost).*

*Her High Sorceress special rule is slightly changed – Morathi may choose four spells at the start of the game instead of rolling for them. She may choose from Dark Magic and/or from the Lore of Slaanesh.*

## Enchanted Item

#### **Wand of the Kharaidon . . . . . 40 Points**

**Bound Spell. Power Level 4.**

*A powerful item of dark sorcery, this wand unleashes the powers of the fell daemon Kharaidon on command.*

Once per Magic phase, the wielder may unleash the power of the Wand. This automatically casts the spell Doombolt. Each time it is used, roll a dice: on a 1 its power is exhausted, and it cannot be used for the remainder of the game.

#### **The Cloak of Dark Souls . . . . . 25 points**

*This billowing cloak of the darkest shadows envelops the wearer, allowing them to pass by almost unnoticed.*

A character with the Cloak of Dark Souls may Scout, so long as they are on foot.

## Magic Standard

#### **Soul Shadows Standard . . . . . 50 Points**

*This shadowy banner bides the intent of those beneath it.*

The unit may make a make a flee response when charged (even if Immune to Psychology), and will immediately and automatically rally at the end of its flee movement, so long as it outruns the charger(s).

## Anointed Daemonic Gifts

#### **Quickening Blood . . . . . 25 pts**

The Anointed always strikes first in combat, even if charged or armed with a weapon that normally strikes last. If any of the Anointed's opponents also strike first, revert to normal Initiative.

#### **Avatar of Slaanesh . . . . . 35 pts**

Any unit with the Mark of Slaanesh (including the Anointed himself) within 12" may re-roll any failed Break tests.

#### **Allure of Slaanesh . . . . . 25 pts**

Any unit wishing to shoot the Anointed (or any unit he has joined) must first pass a Leadership test. If this test is failed, the unit may not shoot that turn.

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## LORDS

### HIGH SORCERESS

May take Mark of Slaanesh at +25 points. If so, may ride a Steed of Slaanesh at +40 pts.

May not ride a Manticore.

### 0-1 KEEPER OF SECRETS

### DRUCHII ANOINTED . . . . . Points/model: 235

A Druchii Anointed can never be the army General.

He does not count as Daemonic, and so can only join Dark Elf units.

*On foot, a Druchii Anointed is fielded on a 20mm square base.*

	M	WS	BS	S	T	W	I	A	Ld
Anointed	6	8	7	5	4	3	9	5	9

**Equipment:** Hand weapon, Chaos armour.

**Magic:** A Druchii Anointed may be a Sorcerer at +40 points per level, up to Level 2. If a Sorcerer, he may use the Lore of Slaanesh or Dark Magic and gets +1 to cast.

#### Options:

- May choose either an additional hand weapon (+6 pts), a halberd (+6 pts), a great weapon (+6 pts), or if mounted, a lance (+6 pts).
- May also be armed with a repeater crossbow (+15 pts).
- May carry a shield (+3 pts).
- May ride a Cold One (+39 pts), a Dark Steed (+18 pts), a Barded Chaos Steed (+24 pts), or a Steed of Slaanesh (+40 pts).
- May choose Anointed Daemonic Gifts (see page 86), Dark Elf magic items, and any Slaanesh Daemonic Gifts and 'Models with Mark of Slaanesh Only' items from the Hordes of Chaos book, to a total of 100 points.

#### SPECIAL RULES

*Hates* High Elves; Causes *fear*; 5+ Anointed Ward Save (does not save against magical attacks); Mark of Slaanesh.

## HEROES

### NOBLE

As presented in the Dark Elf army list, with the following additions and exceptions: may not take a Sea Dragon cloak. May take Chaos armour at +10 pts. May take the Mark of Slaanesh at +20 pts. If so, may ride a Steed of Slaanesh at +40 pts.

### SORCERESS

As presented in the Dark Elf army list, with the following additions and exceptions: may take the Mark of Slaanesh at +20 pts. If so, may ride a Steed of Slaanesh at +40 pts.

### 0-1 ASPIRING CHAMPION OF CHAOS

As presented in the Hordes of Chaos list, with the following exceptions and additions: may not be given the Army Battle Standard. Must have the Mark of Slaanesh.

## CORE UNITS

### DARK ELF WARRIORS

May take the Mark of Slaanesh at +20 pts.

### 1+ DEVOTED OF SLAANESH . . . . . Points/model: 12

	M	WS	BS	S	T	W	I	A	Ld
Devoted	5	5	4	3	3	1	6	2	8
Mistress	5	5	4	3	3	1	6	3	8

**Unit Size:** 10+

**Weapons:** Two hand weapons

**Armour:** None

#### Options:

- Upgrade one Devoted to a Musician for +6 pts.
- Upgrade one Devoted to a Standard Bearer for +12 pts.
- Standard Bearer may carry a Magic Standard worth up to 50 pts.
- Upgrade one Devoted to a Mistress for +12 pts.
- A Mistress may take Speed of Slaanesh (allowing her to always strike first) for +10 pts.

#### SPECIAL RULES

Mark of Slaanesh; *Hate* High Elves; Soporific Musk.

#### SHADES

May take the Mark of Slaanesh at +10 pts.

### MARAUDERS OF CHAOS

### DAEMONETTES OF SLAANESH

## SPECIAL UNITS

### DARK RIDERS

May take the Mark of Slaanesh at +10 pts.

### COLD ONE KNIGHTS

May take the Mark of Slaanesh at +20 pts.

### MOUNTED DAEMONETTES OF SLAANESH

New unit. See page 29.

### WARRIORS OF CHAOS

Cannot be upgraded to Chosen. Must take the Mark of Slaanesh at +20 pts.

### 0-1 FURIES

## RARE UNITS

### SPAWN OF CHAOS

See Hordes of Chaos pages 27 and 64. Must be upgraded to Fiend of Slaanesh. Two may be taken as a single Rare choice.

### REPEATER BOLT THROWERS

May take Mark of Slaanesh for +5 pts. Two may be taken as one Rare choice.

### 0-1 KNIGHTS OF CHAOS

Cannot be upgraded to Chosen. Must take the Mark of Slaanesh at +20 pts. This unit counts as two Rare choices.