

WARHAMMER
40,000

CODEx
FALLEN SORORITAS



FALLEN SORORITAS

DEFILERS OF THE FAITH

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PROFANE MISTRESSES

This section contains all of the datasheets that you will need in order to fight battles with your Fallen Sororitas miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. Some rules are common to several Fallen Sororitas units - these are described below and referenced on their datasheets.

KEYWORDS

Throughout this section you will come across a keyword that is within angular brackets, specifically <SECT>. This is shorthand for a keyword of your own choosing, as described below.

All Fallen Sororitas belong to a Sect. Some datasheets specify what Sect the unit is from (e.g. Miriael Sabathiel has the **BRIDES OF SLAANESH** keyword, so is from the Brides of Slaanesh). If a Fallen Sororitas datasheet does not specify which Sect it is from, it will have the <SECT> keyword. When you include such a unit in your army, you must nominate which Sect that unit is from. You then simply replace the <SECT> keyword in every instance on that unit's datasheet with the name of your chosen Sect.

For example, if you were to include a Dark Mistress in your army, and you decided she was from the Niflheim Valkyries, her <SECT> Faction keyword is changed to **NIFLHEIM VALKYRIES** and her Mistress of Traitors ability would then read: 'You can re-roll hit rolls of 1 made for friendly **NIFLHEIM VALKYRIES** units within 6" of this model.'

ABILITIES

The following abilities are common to many Fallen Sororitas units:

rites of excess

In stark contrast to the solemn hymns and prayers of the Adepta Sororitas, Fallen Sororitas find strength in the blasphemous rituals of Slaanesh.

At the start of each turn, you gain a number of Excess Points equal to the number of units with the HQ battlefield role that have this ability and are on the battlefield. These can be spent to attempt the Rites of Excess listed below. Each can only be attempted once per battle round, and you must spend one Excess Point each time you do so (if you have no Excess Points remaining, you cannot attempt a Rite of Excess). To

attempt a Rite of Excess, select a unit in your army that has the Rites of Excess ability and then choose the Rite of Excess you wish to attempt. Then make a Test of Excess for the unit by rolling a D6; if the result is less than that Rite of Excess' devotion value, or is an unmodified roll of 1, the test fails and nothing happens. Otherwise the test is successful and the Rite of Excess takes effect. Any unspent Excess Points are lost at the end of your opponent's turn.

Crazed Celerity

Excess value 3

Use this Rite of Excess at the start of your Movement phase. If successful, should the selected unit Advance, there is no need to roll, they move 6".

Villainous Vice

Excess value 4

Use this Rite of Excess at the start of any Shooting or Fight phase. If successful, add 1 to all rolls made to save a wound with the Licentious Thirst ability until the end of the phase.

Deluge of Destruction

Excess value 5

Use this Rite of Excess at the start of your Shooting or Fight phase. If successful, for each successful hit roll of 5+ made by the unit, they make another shot or attack with the same weapon until the end of the phase.

Boundless Blitz

Excess value 4

Use this Rite of Excess at the start of your Charge phase. If successful, roll an additional die when determining charge distance, dropping the lowest result.

Lustful Lament

Excess value 5

Use this Rite of Excess at the start of your opponent's Morale phase. If successful, select an enemy unit that will be taking a morale test this phase that is within 6" of the unit that performed this Rite. The selected unit must roll an additional die for the test, dropping the lowest result.

LICENTIOUS THIRST

The perverse sisters of the Fallen Sororitas crave sensation, offering the most decadent pleasure and grievous pain alike to the Prince of Excess, their devotion heightening their agility to sickly inhuman levels.

Roll a D6 each time a unit with this ability loses a wound. On a 6+, the wound is not lost. In addition, a unit with this ability always fight first in the Fight phase, even if it didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.

DAEMONIC RITUAL

Through dark pacts and blasphemous rituals, a champion of the Fallen Sororitas can weaken the fabric of reality, creating a gateway to the warp through which Daemonic allies can pour through to rend and tear the enemies of the Dark Prince.

Instead of moving in their Movement phase, any **FALLEN SORORITAS CHARACTER** can, at the end of their Movement phase, attempt to summon a **SLAANESH DAEMON** unit with this ability by performing a Daemonic Ritual (the character cannot do so if they arrived as reinforcements this turn).

Roll up to 3 dice – this is your summoning roll. You can summon one new **SLAANESH DAEMON** unit with the Daemonic Ritual ability to the battlefield that has a Power Rating equal to or less than the total result. This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is entirely within 12" of the character and is more than 9" from any enemy model.

WARGEAR

Many of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Ranged Weapons). When this is the case, the unit may take any item from the appropriate list below. The profiles for these weapons can be found in the appendix (pg 33).

Ranged Weapons

- Combi-flamer
- Combi-melta
- Combi-plasma
- Storm bolter

Pistols

- Hand flamer
- Inferno pistol
- Plasma pistol

Special Weapons

- Flamer
- Meltagun
- Sonic blaster
- Storm bolter

Melee Weapons

- Chainsword
- Lightning claw
- Power axe
- Power maul
- Power sword

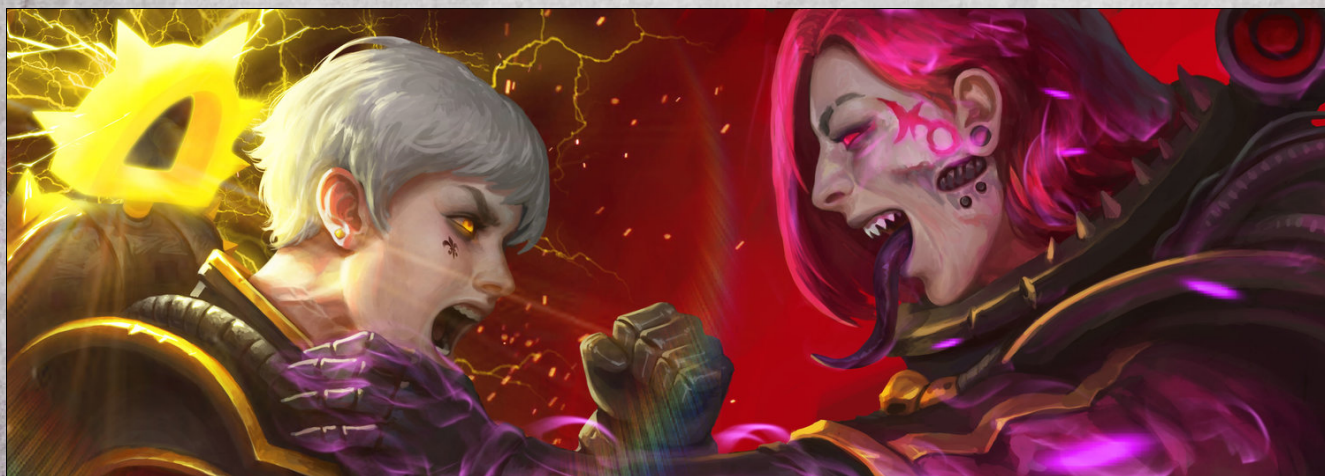
Heavy Weapons

- Blastmaster*
- Heavy bolter
- Heavy flamer
- Multi-melta

*Unless otherwise specified, a unit can only include one of this weapon, or two if the unit numbers 10 models or more.

If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned.

If your summoning roll included any doubles, your character then suffers a mortal wound. If it contained any triples, it instead suffers D3 mortal wounds.



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POWER

MIRIAEL SABATHIEL

	M	WS	BS	S	T	W	A	Ld	Sv
Miriae Sabathiel	7"	2+	2+	3	3	6	5	10	3+

Miriae Sabathiel is a single model armed with a bolt pistol, two cyber-kestrals, The Agoniser, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Cyber-kestral	24"	Assault D6	3	0	1	-
The Agoniser	Melee	Melee	User	-3	2	For every wound roll of 6+, the target suffers a mortal wound in addition to this weapons usual damage.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

Rites of Excess, Licentious Thirst (pg 4-5)

Damning Strike: Each time you roll a hit roll of 6+ for Miriae Sabathiel in the Fight phase, she can immediately make an extra attack against the same unit using the same weapon. If she is targeting an **ADEPTA SORORITAS** unit, this ability takes effect on any hit rolls of 5+ instead. These extra attacks cannot themselves generate any further attacks.

Armour of Ecstasy: Add 1 to Licentious Thirst rolls made to ignore wounds by Miriae Sabathiel, to a maximum of 3+.

Corrupted Rosarius: Miriae Sabathiel has a 4+ invulnerable save.

Mistress of Traitors: You can re-roll hit rolls of 1 made for friendly **BRIDES OF SLAANESH** units within 6" of Miriae Sabathiel.

WARLORD TRAIT

Unholy Seductress: All enemy units within 6" of Miriae Sabathiel must subtract 1 from their Leadership.

FACTION KEYWORDS

CHAOS, SLAANESH, FALLEN SORORITAS, BRIDES OF SLAANESH

KEYWORDS

CHARACTER, INFANTRY, DARK MISTRESS, MIRIAEL SABATHIEL



'Daemon princes sing and my pulse quickens. Soon, yours will quicken too.'
- Miriae Sabathiel





KVAN

	M	WS	BS	S	T	W	A	Ld	Sv
Kvan	7"	2+	2+	3	3	5	4	10	3+

Kvan is a single model, armed with Harmony and Melody. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Harmony	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Single frequency	48"	Heavy D3	8	-2	3	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
- Varied frequency	36"	Assault D6	4	-1	D3	
Melody	8"	Assault D6	5	-2	2	This weapon automatically hits its target. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.

ABILITIES	Rites of Excess, Licentious Thirst (pg 4-5) Corrupted Rosarius: This model has a 4+ invulnerable save. Mesmerizing Melodies: Enemy units within 9" of Kvan must subtract 1 from their Leadership. Enemy units within this range must also subtract 1 from all hit rolls. Siren Queen: During your Movement phase, Kvan may sing two of the songs below. All friendly VOID NAIADS INFANTRY, BIKER and CAVALRY units within 6" of her may gain the relevant benefits until the start of your next turn. A unit can only be affected by this ability or the Siren's Song ability once per battle round. • Song of Excess: Add 1 to the result of Tests of Excess for affected units. • Song of Profusion: All Assault and Rapid Fire weapons in the affected units fire 1 additional shot at units within half range. • Song of Bliss: Enemies must subtract 1 from wound rolls targeting the affected squads. • Song of Gaiety: Affected units may use the Siren's Leadership characteristic instead of their own.
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FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, VOID NAIADS
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KEYWORDS	CHARACTER, INFANTRY, DAEMON, SIREN, KVAN
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LAUFHEY

	M	WS	BS	S	T	W	A	Ld	Sv
Laufey	7"	4+	4+	3	3	4	2	9	6+

Laufey is a single model armed with freezing blasts and her frozen touch. Only one of this model may be included in your army.

Weapon	Range	Type	S	AP	D	Abilities
Freezing blast	When attacking with this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.					
- Dispersed	12"	Assault D3	6	-2	1	-
- Focused	12"	Assault 1	8	-4	D3	-
Frozen touch	Melee	Melee	+3	-3	D3	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.

ABILITIES	Rites of Excess, Licentious Thirst (pg 4-5)	Freezing Blizzard: Laufey has a 5+ invulnerable save. Enemy units attempting to charge her must subtract 2 from their charge distance.
	Covenant of Slaanesh: Laufey may roll two dice when making an Advance, and choose the highest result (discarding the lowest). Additionally, she may roll 3D6 when making a charge move and choose the two highest results (discarding the lowest).	Tyrant of Niflheim: Friendly NIFLHEIM VALKYRIES units within 6" of Laufey can never lose more than one model as a result of any single failed Morale test.

PSYKER	Laufey can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. She knows the <i>Smite</i> psychic power and two powers from the Dark Theurgy discipline.
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FACTION KEYWORDS CHAOS, SLAANESH, FALLEN SORORITAS, NIFLHEIM VALKYRIES

KEYWORDS CHARACTER, INFANTRY, PSYKER, LAUFHEY



DARK MISTRESS

	M	WS	BS	S	T	W	A	Ld	Sv
Dark Mistress	7"	2+	2+	3	3	6	5	9	3+
A Dark Mistress is a single model armed with a bolt pistol, chainsword, frag grenades, and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Boltgun	24"	Rapid Fire 1			4	0	1	-	
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make one additional attack with this weapon.	
Eviscerator	Melee	Melee			x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• This model may replace its chainsword with an eviscerator or an item from the <i>Melee Weapons</i> list. • This model may replace either its bolt pistol or its chainsword with a weapon from the <i>Ranged Weapons</i> or <i>Pistols</i> list. • This model may take a jump pack (Power Rating +1). If it does, its Movement characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.								
ABILITIES	Rites of Excess, Licentious Thirst (pg 4-5) Corrupted Rosarius: This model has a 4+ invulnerable save. Mistress of Traitors: You can re-roll hit rolls of 1 made for friendly <SECT> units within 6" of this model.						Sky Strike: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can descend from the sky – set it up anywhere on the battlefield that is more than 9" away from any enemy models.		
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>								
KEYWORDS	CHARACTER, INFANTRY, DARK MISTRESS								



CHARACTER, CAVALRY, DAEMON, DARK MISTRESS



SIREN

	M	WS	BS	S	T	W	A	Ld	Sv
Siren	7"	3+	3+	3	3	4	4	9	5+

A Siren is a single model armed with a poisoned monoblade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Poisoned monoblade	Melee	Melee	1	-1	1	This weapon wounds on a 4+, unless the target is TITANIC or a VEHICLE .

ABILITIES

Rites of Excess, Licentious Thirst (pg 4-5)

Corrupted Rosarius: This model has a 4+ invulnerable save.

Hypnotic Melodies: Enemy units within 6" of this unit must subtract 1 from all hit rolls.

Priestess of Slaanesh: This unit generates 2 Excess Points at the start of each turn rather than 1.

Siren's Song: In your Movement phase, a **SIREN** may sing one of the songs below. All friendly **<SECT> INFANTRY**, **BIKER** and **CAVALRY** units within 6" of the model singing a song may gain the relevant benefit until the start of your next turn. A unit can only be affected by this ability once per battle round.

- **Song of Excess:** Add 1 to the result of Tests of Excess for affected units.
- **Song of Profusion:** All Assault and Rapid Fire weapons in the affected units fire 1 additional shot at units within half range.
- **Song of Bliss:** Enemies must subtract 1 from wound rolls targeting the affected units.
- **Song of Gaiety:** Affected units may use the Siren's Leadership characteristic instead of their own.

FACTION KEYWORDS

CHAOS, SLAANESH, FALLEN SORORITAS, **<SECT>**

KEYWORDS

CHARACTER, INFANTRY, SIREN





SIREN

ON STEED OF SLAANESH

	M	WS	BS	S	T	W	A	Ld	Sv
Siren on Steed of Slaanesh	14"	3+	3+	3	3	5	4	9	5+

A Siren is a single model armed with a poisoned monoblade and rides a Steed of Slaanesh that attacks with its lashing tongue.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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Siren

Poisoned monoblade	Melee	Melee	1	-1	1	This weapon wounds on a 4+, unless the target is TITANIC or a VEHICLE .
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Steed of Slaanesh

Lashing tongue	Melee	Melee	4	0	1	After a model riding a Steed of Slaanesh makes its close combat attacks, you can attack with its mount. Make 2 additional attacks, using this weapon profile.
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ABILITIES

Rites of Excess, Licentious Thirst (pg 4-5)

Corrupted Rosarius: This model has a 4+ invulnerable save.

Hypnotic Melodies: Enemy units within 6" of this unit must subtract 1 from all hit rolls.

Priestess of Slaanesh: This unit generates 2 Excess Points at the start of each turn rather than 1.

Unholy Speed: Re-roll failed charge rolls for this unit.

Siren's Song: In your Movement phase, a **SIREN** may sing one of the songs below. All friendly **<SECT> INFANTRY**, **BIKER** and **CAVALRY** units within 6" of the model singing a song may gain the relevant benefit until the start of your next turn. A unit can only be affected by this ability once per battle round.

- **Song of Excess:** Add 1 to the result of Tests of Excess for affected units.
- **Song of Profusion:** All Assault and Rapid Fire weapons in the affected units fire 1 additional shot at units within half range.
- **Song of Bliss:** Enemies must subtract 1 from wound rolls targeting the affected units.
- **Song of Gaiety:** Affected units may use the Siren's Leadership characteristic instead of their own.

FACTION KEYWORDS

CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>

KEYWORDS

CHARACTER, CAVALRY, DAEMON, SIREN



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POWER

INAMORATA

	M	WS	BS	S	T	W	A	Ld	Sv
Inamorata	8"	2+	2+	6	6	8	6	10	3+
An Inamorata is a single model armed with a hellforged sword.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Warp bolter	24"	Assault 2		4	-1	2	-		
Daemonic sarissa	Melee	Melee		+1	-2	3	-		
Hellforged sword	Melee	Melee		User	-3	3	-		
Warp scourge	Melee	Melee		User	-1	2	A model armed with this weapon increases its Attacks characteristic by 3.		
WARGEAR OPTIONS	• This model may replace its hellforged sword with a daemonic sarissa or a warp scourge. • This model may take a warp bolter. • This model may have wings (Power Rating +1). If it does, its Movement characteristic is increased to 12" and it gains the FLY keyword.								
ABILITIES	Rites of Excess, Licentious Thirst (pg 4-5) Daemonic: This model has a 5+ invulnerable save.						Ecstatic Aura: All friendly <SECT>units within 6" of an Inamorata add 1 to rolls made to ignore wounds with the Licentious Thirst ability, to a maximum of 3+. Whenever a friendly SLAANESH unit within 6" of an Inamorata loses a wound, roll a D6. On a 6+, the wound is not lost.		
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> psychic power and two powers from the Dark Theurgy discipline.								
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>								
KEYWORDS	CHARACTER, MONSTER, PSYKER, DAEMON, INAMORATA								





FALLEN SISTERS

	M	WS	BS	S	T	W	A	Ld	Sv
Fallen Sister	7"	3+	3+	3	3	1	2	7	3+
Fallen Superior	7"	3+	3+	3	3	1	3	8	3+

This unit contains 1 Fallen Superior and 4 Fallen Sisters. It can include up to 5 additional Fallen Sisters (**Power Rating +5**). Each model is armed with a bolt pistol, boltgun, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blastmaster	When attacking with this weapon, choose one of the profiles below.					
- Single frequency	48"	Heavy D3	8	-2	D3	Units do not receive the benefit of cover to their saving throws for attacks made with this weapon.
- Varied frequency	36"	Assault D6	4	-1	1	
Boltgun	24"	Rapid Fire 1	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make one additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Any Fallen Sister may replace their boltgun with a chainsword.
- Up to four Fallen Sisters may replace their boltgun with an item from the *Special Weapons* or *Heavy Weapons* lists.
- One Fallen Sister who has not replaced her boltgun with a weapon from the *Special Weapons* or *Heavy Weapons* list may take a Defiled Simulacrum.
- The Fallen Superior may either replace her boltgun with a weapon from the *Ranged Weapons* or *Melee Weapons* list, or take a weapon from the *Melee Weapons* list in addition to her other wargear.
- The Fallen Superior may replace her bolt pistol with a weapon from the *Pistols* list.

ABILITIES

Rites of Excess, Licentious Thirst (pg 4-5)

Defiled Simulacrum: Add 1 to the result of Tests of Excess for a unit whilst it includes a model with a Defiled Simulacrum.

FACTION KEYWORDS

CHAOS, <MARK OF CHAOS>, FALLEN SORORITAS, <SECT>

KEYWORDS

INFANTRY, FALLEN SISTERS



SLAVES

	M	WS	BS	S	T	W	A	Ld	Sv
Slave	6"	5+	5+	3	3	1	1	4	6+
This unit contains 20 Slaves. It can include up to 10 additional Slaves (Power Rating +1). Each Slave is armed with a stub pistol and improvised close combat weapon.									
Weapon	Range	Type		S	AP	D	Abilities		
Autogun	24"	Rapid Fire 1		3	0	1	-		
Flamer	8"	Assault D6		4	0	1	This weapon automatically hits its target.		
Heavy stubber	36"	Heavy 3		4	0	1	-		
Shotgun	12"	Assault 2		3	0	1	If the target is within half range, add 1 to this weapon's Strength.		
Stub pistol	12"	Pistol 1		3	0	1	-		
Brutal assault weapon	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
WARGEAR OPTIONS	- Any Slave can replace their improvised melee weapon and autopistol with an autogun or a shotgun. - For every ten models in the squad, one Slave may exchange their improvised melee weapon and autopistol with a flamer or a heavy stubber.								
ABILITIES	Not the Whip! : This unit increases its Leadership characteristic by 2 during the Morale phase if it is within 6" of one or more friendly FALLEN SORORITAS CHARACTERS .								
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS								
KEYWORDS	INFANTRY, SLAVES								



DAEMONETTES

	M	WS	BS	S	T	W	A	Ld	Sv
Daemonette	7"	3+	3+	3	3	1	2	7	6+
Alluress	7"	3+	3+	3	3	1	3	7	6+

it contains 1 Alluress and 9 Daemonettes. It can include up to 10 additional Daemonettes (**Power Rating +4**) or up to 20 additional Daemonettes (**Power Rating +8**). Each model attacks with its piercing claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Piercing claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.

WARGEAR OPTIONS	• For every ten models in the unit, one Daemonette may take an Instrument of Chaos. • For every ten models in the unit, one Daemonette may take a Daemonic Icon.
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ABILITIES	Daemonic Ritual (pg 4-5) Daemonic: Models in this unit have a 5+ invulnerable save. Graceful Killers: Increase the Attacks characteristic of each model in this unit by 1 whilst it contains 20 or more models. Instrument of Chaos: A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.	Quicksilver Swifttness: This unit always fights first in the Fight phase even if it didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place. Daemonic Icon: If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is bolstered. No models flee and D6 slain Daemonettes are instead added to the unit.
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FACTION KEYWORDS	CHAOS, SLAANESH
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KEYWORDS	INFANTRY, DAEMON, DAEMONETTES
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PARAMOURS

	M	WS	BS	S	T	W	A	Ld	Sv
Paramour	7"	3+	3+	3	3	2	3	8	3+
Paramour Superior	7"	3+	3+	3	3	2	4	9	3+

This unit contains 1 Paramour Superior and 4 Paramours. It can include up to 5 additional Paramours (**Power Rating +5**). Each model is armed with a bolt pistol, boltgun, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blastmaster	When attacking with this weapon, choose one of the profiles below.					
- Single frequency	48"	Heavy D3	8	-2	D3	Units do not receive the benefit of cover to their saving throws for attacks made with this weapon.
- Varied frequency	36"	Assault D6	4	-1	1	
Boltgun	24"	Rapid Fire 1	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make one additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS	- Any Paramour may replace their boltgun with a chainsword or a storm bolter. - Up to four Paramours may replace their boltgun with an item from the <i>Melee Weapons</i>, <i>Special Weapons</i> or <i>Heavy Weapons</i> list. - One Paramour who has not replaced her boltgun with a weapon from the <i>Melee Weapons</i>, <i>Special Weapons</i> or <i>Heavy Weapons</i> list may take a Defiled Simulacrum. - The Paramour Superior may either replace her boltgun with a weapon from the <i>Ranged Weapons</i> or <i>Melee Weapons</i> list, or take a weapon from the <i>Melee Weapons</i> list in addition to her other wargear. - The Paramour Superior may replace her bolt pistol with a weapon from the <i>Pistols</i> list.
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ABILITIES	Rites of Excess, Licentious Thirst (pg 4-5) Defiled Simulacrum: Add 1 to the result of Tests of Excess for a unit whilst it includes a model with a Defiled Simulacrum. Lover's Sacrifice: You can roll a D6 each time a friendly <SECT> DARK MISTRESS or SIREN loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit intercepts that hit – the character does not lose a wound but this unit suffers 1 mortal wound.
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FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>
KEYWORDS	INFANTRY, PARAMOURS



DEVIANTS

	M	WS	BS	S	T	W	A	Ld	Sv
Deviant	7"	3+	3+	3	3	1	3	8	7+

This unit contains 3 Deviants. It may contain up to 3 additional Deviants (**Power Rating +2**) or up to 6 additional Deviants (**Power Rating +4**). Each model is armed with mutilated cybernetics.

Weapon	Range	Type	S	AP	D	Abilities
Mutilated cybernetics	Melee	Melee	+1	-1	1	Make D3 hit rolls for each attack made with this weapon.
Deviant eviscerator	Melee	Melee	x2	-2	2	When attacking with this weapon, you must subtract 1 from the hit roll.

WARGEAR OPTIONS	Any model in the unit can replace their mutilated cybernetics with a deviant eviscerator
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Abilities	
	Rites of Excess, Licentious Thirst (pg 4-5)
	Inured to Pain: Add 1 to Licentious Thirst rolls made to ignore wounds by this unit, to a maximum of 3+.
	Masochistic Mutilation: Every time this unit successfully ignores a wound with the Licentious Thirst ability, it may make an additional attack the next time it fights in the Fight phase.

FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>
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KEYWORDS	INFANTRY, DEVIANTS
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MISTRESS OF SADISM

	M	WS	BS	S	T	W	A	Ld	Sv
Mistress of Sadism	7"	3+	3+	3	3	4	4	8	3+

A Mistress of Sadism is a single model armed with neural whips, frag grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Neural whips	Melee	Melee	User	-2	1	Add 1 to the wound rolls for attacks made with this weapon if the target unit's highest Leadership characteristic is less than 8 (other than VEHICLES).
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES	Rites of Excess, Licentious Thirst (pg 4-5) Driven by the Lash: You can re-roll Advance, charge and hit rolls taken during the Fight phase for friendly <SECT> DEVIANT and SLAVE units that are within 6" of this model.	Mistress of Punishment: If your army is Battle-forged, this model does not take up slots in a Detachment that includes any <SECT> DEVIANT or SLAVE units.
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FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>
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KEYWORDS	CHARACTER, INFANTRY, MISTRESS OF SADISM
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**10**
POWER

ASCENDED

	M	WS	BS	S	T	W	A	Ld	Sv
Ascended	7"	3+	3+	4	4	2	3	9	3+

This unit contains 5 Ascended. It can include up to 5 additional Ascended (**Power Rating +5**). Each model attacks with hellshards and warpblades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellshards	12"	Assault D3	6	-2	2	-
Warpblades	Melee	Melee	+2	-2	2	-

ABILITIES

Rites of Excess, Licentious Thirst (pg 4-5)

Daemonic: All models in this unit have a 5+ invulnerable save.

Daemon Eater: At the start of each of your turns, every model in this unit regains one lost wound.

Warp Strike: When you set up this unit during deployment, it can be set up in the warp, ready to strike, instead of being placed on the battlefield. If it is, it can use a Warp Strike to arrive on the battlefield at the end of any of your Movement phases; when it does so, set the unit up anywhere that is more than 9" from any enemy models.

FACTION KEYWORDS

CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>

KEYWORDS

INFANTRY, DAEMON, ASCENDED





	M	WS	BS	S	T	W	A	Ld	Sv
Flesh Shaper	7"	3+	3+	3	3	4	3	8	6+
A Flesh Shaper is a single model armed with surgical tools.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Surgical tools	Melee	Melee			User	-1	1	-	
ABILITIES	Rites of Excess, Licentious Thirst (pg 4-5)						Healer: At the end of your Movement phase a Flesh Shaper can attempt to heal or revive a single model. Select a friendly <SECT> INFANTRY unit within 3" of the Flesh Shaper and roll a D6. On a roll of 4+, one model in the unit recovers D3 lost wounds; if the chosen unit contains no wounded models but one or more of its models have been slain during the battle, then a single slain model is returned to the unit with 1 wound remaining. A unit can only be the target of the Healer ability once in each turn.		
	Inured to Pain: Add 1 to Licentious Thirst rolls made to ignore wounds by this unit, to a maximum of 3+.								
	Flesh Sculpting: At the start of your Movement phase, you may select a friendly <SECT> INFANTRY unit within 3" of a Flesh Shaper and increase their Strength, Toughness, or Attacks characteristic by 1 until the beginning of your next turn. A unit can only be affected by this ability once every turn.								
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>								
KEYWORDS	CHARACTER, INFANTRY, FLESH SHAPER								



	M	WS	BS	S	T	W	A	Ld	Sv
Lampad	7”	3+	3+	3	3	4	3	8	6+
A Lampad is a single model armed with a force staff.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Force staff	Melee	Melee			+2	-1	D3	-	
ABILITIES	Rites of Excess, Licentious Thirst (pg 4-5)								
	Warp Channeling: You can re-roll failed Tests of Excess for <SECT> FALLEN SORORITAS units whilst they are within 6” of any friendly models with this ability.								
PSYKER	This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> psychic power and one power from the Dark Theurgy discipline.								
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>								
KEYWORDS	CHARACTER, INFANTRY, PSYKER, LAMPAD								



3 POWER APOSTATE									
	M	WS	BS	S	T	W	A	Ld	Sv
Apostate	6"	4+	4+	3	3	4	4	7	6+
An Apostate is a single model armed with a laspistol, frag grenades, and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Autogun	24"	Rapid Fire 1			3	0	1	-	
Laspistol	12"	Pistol 1			3	0	1	-	
Plasma gun	When attacking with this weapon, choose one of the profiles below.								
- Standard	24"	Rapid Fire 1			7	-3	1	-	
- Supercharge	24"	Rapid Fire 1			8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	
Shotgun	12"	Assault 2			3	0	1	If the target is within half range, add 1 to this weapon's Strength.	
Eviscerator	Melee	Melee			x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	- This model may replace its laspistol with an item from the <i>Pistols</i> list. - This model may take an eviscerator, autogun, plasma gun, shotgun, or an item from the <i>Melee Weapons</i> or <i>Ranged Weapons</i> list.								
ABILITIES	Corrupted Rosarius: This model has a 4+ invulnerable save.					Covenant of Slaanesh: A unit with this ability may roll two dice when making an Advance, and choose the highest result (discarding the lowest). Additionally, they may roll 3D6 when making a charge move and choose the two highest results (discarding the lowest).			
	Hymns of Excess: Add 1 to the Movement characteristic, Advance rolls, and Charge rolls made by SLAANESH FALLEN SORORITAS , CULTISTS , and RENEGADES AND HERETICS units whilst they are within 6" of any friendly APOSTATES .								
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS								
KEYWORDS	CHARACTER, INFANTRY, APOSTATE								



	M	WS	BS	S	T	W	A	Ld	Sv
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This unit contains 2 Pleasure Cult Assassins. It can include up to 2 additional Pleasure Cult Assassins (**Power Rating +2**), up to 4 additional Pleasure Cult Assassins (**Power Rating +4**), up to 6 additional Pleasure Cult Assassins (**Power Rating +5**), or up to 8 additional Pleasure Cult Assassins (**Power Rating +7**). Each Pleasure Cult Assassin is armed with poisoned monoblades and poisoned throwing knives.

Poisoned monoblade	Melee	Melee	1	-1	1	This weapon wounds on a 4+, unless the target is TITANIC or a VEHICLE .
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ABILITIES	
Infiltrators: During deployment, you can set this unit up in concealment instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can reveal its position – set it up anywhere on the battlefield that is more than 9" from any enemy model. Lethal Precision: Each time a model in this unit rolls a 6+ on a wound roll, the AP of that attack is increased to -4.	Covenant of Slaanesh: A unit with this ability may roll two dice when making an Advance, and choose the highest result (discarding the lowest). Additionally, they may roll 3D6 when making a charge move and choose the two highest results (discarding the lowest). Uncanny Reflexes: Models in this unit have a 5+ invulnerable save.

KEYWORDS INFANTRY, PLEASURE CULT ASSASSINS



HARPIES

	M	WS	BS	S	T	W	A	Ld	Sv
Harpies	12"	3+	6+	4	3	1	2	7	4+
This unit contains 5 Harpies. It can include up to 5 additional Harpies (Power Rating +4) or up to 10 additional Harpies (Power Rating +8). Each model is armed with their sonic screams and harpy talons.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Sonic scream	9"	Assault D3		5	-1	1	This weapon automatically hits its target. Units do not receive the benefit of cover to their saving throws for attacks made with this weapon. Units that suffer one or more unsaved wounds from this weapon cannot fire Overwatch for the rest of the turn.		
Harpy talons	Melee	Melee		User	-1	1	Each time this model fights, it can make 1 additional attack with this weapon.		
WARGEAR OPTIONS	• Any model in the unit may take a pair of lightning claws or an item from the <i>Melee Weapons</i> list.								
ABILITIES	Rites of Excess, Licentious Thirst (pg 4-5) Daemonic: All models in this unit have a 5+ invulnerable save. Cannibalistic Hunger: Each time this unit completely destroys an enemy unit in the Fight phase, add 1 to Licentious Thirst rolls made to ignore wounds by this unit for the rest of the game. This ability is cumulative to a maximum of 3+.						Warp Strike: When you set up this unit during deployment, it can be set up in the warp, ready to strike, instead of being placed on the battlefield. If it is, it can use a Warp Strike to arrive on the battlefield at the end of any of your Movement phases; when it does so, set the unit up anywhere that is more than 9" from any enemy models.		
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>								
KEYWORDS	INFANTRY, DAEMON, FLY, HARPIES								



	M	WS	BS	S	T	W	A	Ld	Sv
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This unit contains 1 Scyllan Superior and 2 Scyllans. It can include up to 3 additional Scyllans (**Power Rating +4**) or up to 6 additional Scyllans (**Power Rating +8**). Each model is armed with a bolt pistol, frag grenades and krak grenades, and rides a bike equipped with a storm bolter and thrashing chains.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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Bolt pistol	12"	Pistol 1	4	0	1	-
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Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make one additional attack with this weapon.
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Krak grenade	6"	Grenade 1	6	-1	D3	-
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Thrashing chains	Melee	Melee	3	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile. If a unit that suffers any unsaved wounds from this weapon must take a morale test in the subsequent Morale phase, adding 1 to the roll for each unit killed by this weapon.
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ABILITIES	Rites of Excess, Licentious Thirst (pg 4-5)
	Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

KEYWORDS	BIKER, SCYLLANS
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2
POWER

CHAOS SPAWN

	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Spawn	7"	4+	-	5	5	4	D6	9	5+

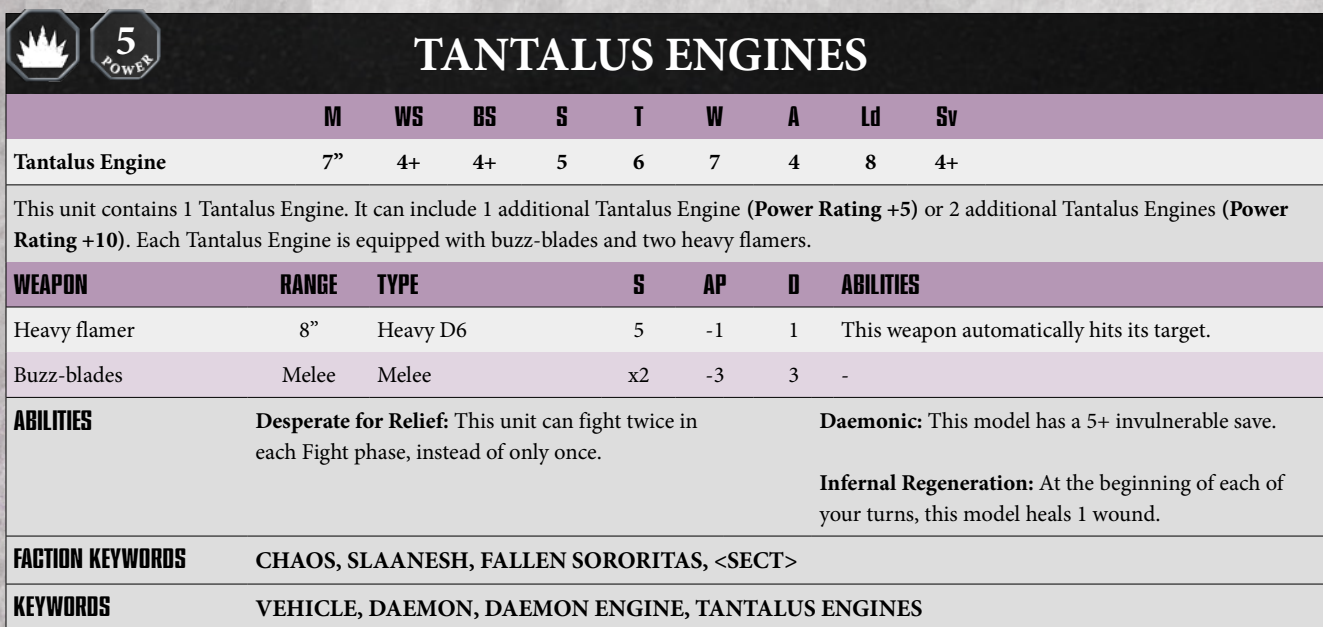
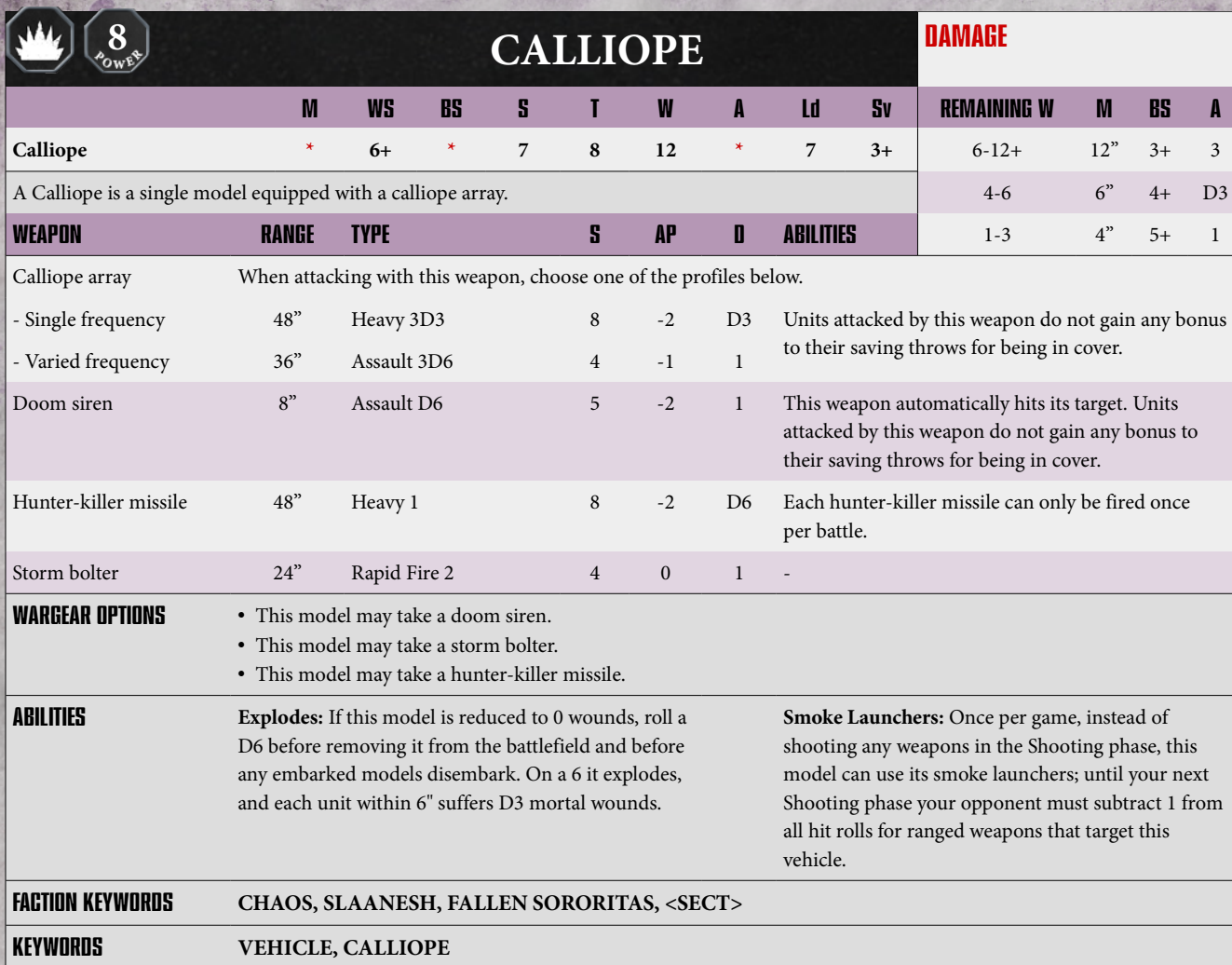
This unit contains 1 Chaos Spawn. It can include 1 additional Chaos Spawn (**Power Rating +2**), 2 additional Chaos Spawn (**Power Rating +4**), 3 additional Chaos Spawn (**Power Rating +6**) or 4 additional Chaos Spawn (**Power Rating +8**). Each Chaos Spawn attacks with hideous mutations.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hideous mutations	Melee	Melee	User	-2	2	-

ABILITIES	Fearsome: Enemy units within 1" of any Chaos Spawn must subtract 1 from their Leadership.	Mutated Beyond Reason: When a unit of Chaos Spawn makes its close combat attacks, roll a D3 and consult the table below:

FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>
KEYWORDS	BEAST, CHAOS SPAWN







ALTAR OF AGONY

DAMAGE

	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	A	RITUAL
Altar of Agony	*	4+	6+	6	6	12	*	8	4+	6-12+	8"	6	2+
Paramours	-	3+	3+	3	-	-	-	-	-	4-6	6"	D6	3+
An Altar of Agony is a single model armed with bladed wheels. It is ridden by two Paramours who are each armed with a bolt pistol, boltgun, frag grenades and krak grenades.										1-3	4"	D3	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Altar of Agony						
Bladed wheels	Melee	Melee	6	-1	2	-
Paramours						
Boltgun	24"	Rapid Fire 1	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS	- Either Paramour may replace their boltgun with a blastmaster or an item from the <i>Melee Weapons</i>, <i>Special Weapons</i> or <i>Heavy Weapons</i> list. - Either Paramour may replace their bolt pistol with a weapon from the <i>Pistols</i> list.
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ABILITIES	Rites of Excess, Licentious Thirst (pg 4-5) Rituals of Agony: At the start of each of your Shooting phases, you may have this model attempt to use a single Ritual of Agony of your choice from the table below. Alternatively, you may randomly determine the power by rolling a D3 and consulting the table below; if you do so, you may attempt a second randomly determined power immediately after resolving the first power. Each time this model attempts to use one of its powers, roll a D6 to see if it is successful. If the result is equal to or greater than the Ritual characteristic shown in its damage table resolve the power's effects, otherwise the attempt to use the power fails and nothing happens.
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D3	RITUAL OF AGONY
1	Ritual of Affliction: Each enemy unit within 9" of the Altar of Agony immediately suffers a mortal wound.
2	Ritual of Endless Terror: Pick an enemy unit within 9". Roll 2D6 and compare the result to the target's Leadership. If you rolled equal to or below their Leadership, nothing happens. If you rolled higher, then for every point you rolled higher, one model from the unit flees as if they had failed a Morale test. This ritual may not be used on CHARACTERS , MONSTERS , or VEHICLES .
3	Ritual of Choking Darkness: Until the beginning of your next turn, enemy units within 9" of the Altar of Agony must subtract 1 from hit rolls.

Altar of Slaanesh: Friendly <SECT> units within 6" of any ALTAR add 1 to the result of Tests of Excess.

Bladed Impact: Each time an Altar of Agony finishes a charge move, roll a D6 for each enemy model within 1" of it; that model's unit suffers a mortal wound for each roll of 6.

Guardians of the Altar: During the Shooting phase, each the Paramours riding the Altar of Ecstasy may make a shooting attack using whatever ranged weapons they're equipped with. In the Fight phase, after the Altar of Ecstasy makes its close combat attacks, you can attack with the two Paramours. Make 3 additional attacks for each of them (meaning they make 6 total attacks) using the profile of whatever melee weapons each of them are armed with.

FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>
KEYWORDS	CHARIOT, ALTAR, ALTAR OF AGONY



ALTAR OF ECSTASY

DAMAGE

	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	A	RITUAL
Altar of Ecstasy	*	4+	6+	6	6	12	*	8	4+	6-12+	8"	6	2+
Paramours	-	3+	3+	3	-	-	-	-	-	4-6	6"	D6	3+
An Altar of Ecstasy is a single model armed with bladed wheels. It is ridden by two Paramours who are each armed with a bolt pistol, boltgun, frag grenades and krak grenades.										1-3	4"	D3	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Altar of Agony						

Bladed wheels	Melee	Melee	6	-1	2	-
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Paramours						
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Boltgun	24"	Rapid Fire 1	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS	- Either Paramour may replace their boltgun with a blastmaster or an item from the <i>Melee Weapons</i>, <i>Special Weapons</i> or <i>Heavy Weapons</i> list. - Either Paramour may replace their bolt pistol with a weapon from the <i>Pistols</i> list.
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ABILITIES	Rites of Excess, Licentious Thirst (pg 4-5)
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Rituals of Ecstasy: At the start of each of your Shooting phases, you may have this model attempt to use a single Ritual of Ecstasy of your choice from the table below. Alternatively, you may randomly determine the power by rolling a D3 and consulting the table below; if you do so, you may attempt a second randomly determined power immediately after resolving the first power. Each time this model attempts to use one of its powers, roll a D6 to see if it is successful. If the result is equal to or greater than the Ritual characteristic shown in its damage table resolve the power's effects, otherwise the attempt to use the power fails and nothing happens.

D3	RITUAL OF ECSTASY
1	Ritual of Alacrity: Pick a SLAANESH unit from your army within 9" of the Altar of Ecstasy; add 1 to that unit's Attacks characteristic until the end of the turn.
2	Ritual of Perfection: Pick a SLAANESH unit from your army within 9" of the Altar of Ecstasy; improve the AP of all ranged weapons wielded by that unit by 1 until the end of turn (for example, a weapon with an AP of 0 would have an AP of -1 instead).
3	Ritual of Celerity: Pick a SLAANESH unit from your army within 9" of the Altar of Ecstasy. Instead of shooting this phase the ordered unit immediately moves as if it were the Movement phase. It must Advance as part of this move, and cannot declare a charge during this turn.

Altar of Slaanesh: Friendly <SECT> units within 6" of any ALTAR add 1 to the result of Tests of Excess.

Bladed Impact: Each time an Altar of Ecstasy finishes a charge move, roll a D6 for each enemy model within 1" of it; that model's unit suffers a mortal wound for each roll of 6.

Guardians of the Altar: During the Shooting phase, each the Paramours riding the Altar of Ecstasy may make a shooting attack using whatever ranged weapons they're equipped with. In the Fight phase, after the Altar of Ecstasy makes its close combat attacks, you can attack with the two Paramours. Make 3 additional attacks for each of them (meaning they make 6 total attacks) using the profile of whatever melee weapons each of them are armed with.

FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>
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KEYWORDS	CHARIOT, ALTAR, ALTAR OF ECSTASY
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DAMAGE

	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Fallen Rhino	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
A Fallen Rhino is a single model equipped with a storm bolter.										3-5	6"	4+	D3
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		1-2	3"	5+	1
Doom siren	8"	Assault D6			5	-2	1	This weapon automatically hits its target. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.					
Hunter-killer missile	48"	Heavy 1			8	-2	D6	Each hunter-killer missile can only be fired once per battle.					
Storm bolter	24"	Rapid Fire 2			4	0	1	-					
WARGEAR OPTIONS	• This model may take a hunter-killer missile. • This model may take an additional storm bolter.												
ABILITIES	Self-repair: Roll a D6 at the start of each of your turns; on a 6, this model regains one lost wound. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.							Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.					
TRANSPORT	This model can transport 10 <SECT> INFANTRY models. It cannot transport JUMP PACK models.												
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>												
KEYWORDS	VEHICLE, TRANSPORT, RHINO, FALLEN RHINO												



DAMAGE

	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Fallen Immolator	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
A Fallen Immolator is a single model equipped with a immolation flamer.										3-5	6"	4+	D3
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		1-2	3"	5+	1
Doom siren	8"	Assault D6			5	-2	1	This weapon automatically hits its target. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.					
Hunter-killer missile	48"	Heavy 1			8	-2	D6	Each hunter-killer missile can only be fired once per battle.					
Immolation flamer	12"	Assault 2D6			5	-1	1	This weapon automatically hits its target.					
Storm bolter	24"	Rapid Fire 2			4	0	1	-					
Twin heavy bolter	36"	Heavy 6			5	-1	1	-					
Twin multi-melta	24"	Heavy 2			8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.					
WARGEAR OPTIONS	• This model may replace its immolation flamer with a twin heavy bolter or twin multi-melta. • This model may take a doom siren. • This model may take a storm bolter. • This model may take a hunter-killer missile.												
ABILITIES	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.							Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.					
TRANSPORT	This model can transport 6 <SECT> INFANTRY models. It cannot transport JUMP PACK models.												
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>												
KEYWORDS	VEHICLE, TRANSPORT, FALLEN IMMOLATOR												



	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Fallen Repressor	*	5+	*	6	7	12	*	8	3+	6-12+	12"	3+	3
A Fallen Repressor is a single model armed with a storm bolter, a heavy flamer and a dozer ram.										3-5	6"	4+	D3
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Doom siren	8"	Assault D6		5	-2	1	This weapon automatically hits its target. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.						
Storm bolter	24"	Rapid Fire 2		4	0	1	-						
Heavy flamer	8"	Heavy D6		5	-1	1	This weapon automatically hits its target.						
Hunter-killer missile	48"	Heavy 1		8	-2	D6	Each hunter-killer missile can only be fired once per battle.						
Dozer ram	Melee	Melee		User	-1	1	Against INFANTRY units make three hit rolls for each attack rather than one if the Sororitas Repressor has successfully completed a charge this turn.						
WARGEAR OPTIONS	• This model may take a doom siren. • This model may take a hunter-killer missile. • This model may take an additional storm bolter.												
ABILITIES	Firing Ports: Up to six models being transported by a Sororitas Repressor can shoot in their Shooting phase, measuring and drawing line of sight from any point on the vehicle. Units that shoot in this manner count as having moved if they or the Sororitas Repressor moved in the preceding Movement phase. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.												
TRANSPORT	This model can transport 10 <SECT> INFANTRY models. It cannot transport JUMP PACK models.												
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS, <SECT>												
KEYWORDS	VEHICLE, TRANSPORT, FALLEN REPRESSOR												

5
POWER

NOCTILITH CROWN

	M	WS	BS	S	T	W	A	Ld	Sv
Noctilith Crown	-	-	4+	-	8	14	-	-	3+

A Noctilith Crown is a single model equipped with lashing warp energies.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lashing warp energies	6"	Pistol D6	7	-2	2	-

ABILITIES

Malevolent Locus: **PSYKERS** attempting to manifest powers within 24" of this model will suffer Perils of the Warp on any double result rolled for the Psychic test, rather than only double 1 or double 6. **CHAOS PSYKERS** are not affected by this ability.

Loathsome Aura: **CHAOS** units have a 5+ invulnerable save while they are wholly within 6" of this model. In addition, you can re-roll Psychic tests for **CHAOS PSYKERS** while they are within 6" of this model. At the start of the second and third battle rounds, the range of both these aura abilities is increased by 3" (i.e. it is 9" in the second battle round, and 12" in the third and subsequent battle rounds).

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, friendly units can still target enemy units that are within 1" of this model in the Shooting phase.

Unstable Energies: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6, each unit within D6" of this model suffers D6 mortal wounds.

FACTION KEYWORDS

CHAOS

KEYWORDS

BUILDING, VEHICLE, NOCTILITH CROWN





2

POWER

FANE OF SLAANESH

This unit contains 1 Fane of Slaanesh.

ABILITIES

Conceited Tribute: After it is set up, a Fane of Slaanesh is treated as a terrain feature. It cannot move for any reason, is not treated as a friendly or enemy model, and cannot be targeted or affected by any attacks or abilities.

Power of Slaanesh: You can re-roll any of the dice used in the summoning roll when a **CHAOS CHARACTER** from your army that is within 6" of any Fane of Slaanesh attempts to summon a unit of **SLAANESH DAEMONS** to the battlefield using a Daemonic Ritual.

Stupefying Vanity: At the start of your turn, roll 2D6 for every unit that is within 6" of a Fane of Slaanesh, and compare the result to the unit's Leadership. If you roll equal to or under their Leadership, nothing happens. If you roll higher than their Leadership, that unit cannot move, manifest psychic powers, shoot, charge, or fire overwatch until the beginning of your next turn. **SLAANESH** units are unaffected by this ability.

Damned Conduit: At the start of your Shooting phase, you can pick one friendly **SLAANESH CHARACTER** within 6" of a Fane of Slaanesh to make a sacrifice. If you do so, that **CHARACTER** suffers 1 mortal wound, and you must roll a die. On a 1, nothing happens. On a 2+, you can re-roll hit rolls for attacks made by that **CHARACTER** until the beginning of your next turn.

If that **CHARACTER** has a relic, they can sacrifice that instead of suffering a mortal wound. If they do so, that relic can no longer be used (if the relic replaced a weapon wielded by the **CHARACTER**, it simply reverts back to being that weapon). However, on a roll of 2+, you can re-roll hit rolls made by that **CHARACTER** for the rest of the battle instead of only until the beginning of your next turn.

FACTION KEYWORDS

CHAOS, SLAANESH, DAEMON

KEYWORDS

FANE OF SLAANESH



DECADENT ARMORY

FALLEN SORORITAS RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Autopistol	12"	Pistol 1	3	0	1	-
Blastmaster	When attacking with this weapon, choose one of the profiles below.					
- Single frequency	48"	Heavy D3	8	-2	D3	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
- Varied frequency	36"	Assault D6	4	-1	1	
Boltgun	24"	Rapid Fire 1	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Calliope array	When attacking with this weapon, choose one of the profiles below.					
- Single frequency	48"	Heavy 3D3	8	-2	D3	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
- Varied frequency	36"	Assault 3D6	4	-1	1	
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	See <i>plasma gun</i>
Doom siren	8"	Assault D6	5	-2	1	This weapon automatically hits its target. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Freezing blast	When attacking with this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.					
- Dispersed	12"	Assault D3	6	-2	1	-
- Focused	12"	Assault 1	8	-4	D3	-
Hand flamer	6"	Pistol D6	3	0	1	This weapon automatically hits its target.
Harmony	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Single frequency	48"	Heavy D3	8	-2	3	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
- Varied frequency	36"	Assault D6	4	-1	D3	
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.

FALLEN SORORITAS RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy stubber	36"	Heavy 3	4	0	1	-
Hellshards	12"	Assault D3	6	-2	2	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Immolation flamer	12"	Assault 2D6	5	-1	1	This weapon automatically hits its target.
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lashing warp energies	6"	Pistol D6	7	-2	2	-
Laspistol	12"	Pistol 1	3	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Melody	8"	Assault D6	5	-2	2	This weapon automatically hits its target. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Poisoned throwing knives	8"	Pistol 1	*	-1	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Rapid Fire 1	7	-3	1	-
- Supercharge	12"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Shotgun	12"	Assault 2	3	0	1	If the target is within half ranges, add 1 to this weapon's Strength.
Sonic blaster	24"	Assault 3	4	0	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Sonic scream	9"	Assault D3	5	-1	1	This weapon automatically hits its target. Units do not receive the benefit of cover to their saving throws for attacks made with this weapon. Units that suffer one or more unsaved wounds from this weapon cannot fire Overwatch for the rest of the turn.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Warp bolter	24"	Assault 2	4	-1	2	-

FALLEN SORORITAS MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Agoniser	Melee	Melee	User	-3	2	For every wound roll of 6+, the target suffers a mortal wound in addition to this weapons usual damage.
Bladed wheels	Melee	Melee	6	-1	2	-
Buzz-blades	Melee	Melee	x2	-3	3	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make one additional attack with this weapon.
Daemonic sarissa	Melee	Melee	+1	-2	3	-
Eviscerator	Melee	Melee	x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Force staff	Melee	Melee	+2	-1	D3	-
Frozen touch	Melee	Melee	+3	-3	D3	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.
Hellforged sword	Melee	Melee	User	-3	3	-
Hideous mutations	Melee	Melee	User	-2	2	-
Improvised melee weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Neural whips	Melee	Melee	User	-2	1	Add 1 to the wound rolls for attacks made with this weapon Neural whips Melee Melee User if the target unit's highest Leadership characteristic is less than 8 (other than VEHICLES).
Masochist eviscerator	Melee	Melee	x2	-2	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Mutilated cybernetics	Melee	Melee	+1	-1	1	Make D3 hit rolls for each attack made with this weapon.
Piercing claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Pleasure Cult power blades	Melee	Melee	User	-2	1	-
Poisoned monoblade	Melee	Melee	1	-1	1	This weapon wounds on a 4+, unless the target is TITANIC or a VEHICLE .
Power axe	Melee	Melee	+1	-2	1	-
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Surgical tools	Melee	Melee	User	-1	1	-
Thrashing chains	Melee	Melee	3	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile. If a unit that suffers any unsaved wounds from this weapon takes a morale test in the subsequent Morale phase, they must roll 2 dice for the test, dropping the lowest result.
Warpblades	Melee	Melee	+2	-2	2	-
Warp scourge	Melee	Melee	User	-1	2	A model armed with this weapon increases its Attacks characteristic by 3.

HERALDS OF DEPRAVITY

In this section you'll find rules for Battle-forged armies that include Fallen Sororitas Detachments – that is, any Detachment which only includes Fallen Sororitas units (as defined below). These rules include the abilities below and a series of Stratagems. This section also includes the Fallen Sororitas' unique Warlord Traits, Psychic Disciplines, Relics and Tactical Objectives. Together, these rules reflect the character and fighting style of the Fallen Sororitas in your games of Warhammer 40,000.

CHAMPIONS OF THE DARK PRINCE

Driven by the need to satisfy their dark desires, the sisters of the Fallen Sororitas are utterly ruthless in their pursuit of slaves and conquest.

If your army is Battle-forged, all Troops units in **FALLEN SORORITAS** Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.



SECT INDULGENCES

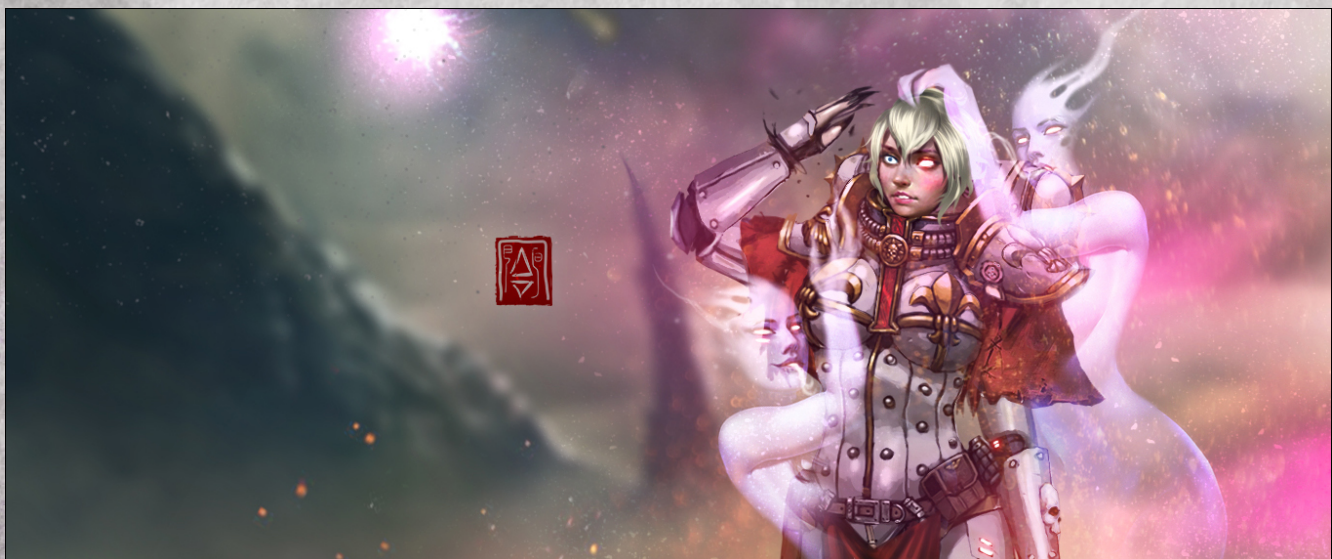
The women of the fallen sisterhood are completely devoted to the decadent creeds of their cults, each of which offers praise to Slaanesh in their own unique way.

If your army is Battle-forged, units with the appropriate keyword will receive the corresponding Sect Indulgence, detailed opposite, so long as every other unit in their Detachment is from the same Sect. If you have chosen a Sect that does not feature on this list, you can choose the Indulgence that best suits the fighting style and battlefield strategies of the fallen sisters of that Sect.

TRAITORS AND HERETICS

The units found in this codex and listed below can be included in a **FALLEN SORORITAS** Detachment without preventing other units in that Detachment from gaining an Sect Indulgence. Note that the units listed below can never themselves benefit from a Sect Indulgence.

- Apostate
- Pleasure Cult Assassins
- Slaves



SECT INDULGENCES

BRIDES OF SLAANESH: SCINTILLATING SEDUCTRESSES

Taught by Miriael Sabathiel herself, the Brides of Slaanesh are well-trained in the arts of temptation, diminishing their foe's will to fight and convincing their prey to turn on their erstwhile allies.

Subtract 1 from the Leadership characteristic of enemy units while they are within 6" of any units with this indulgence. In addition, each time an enemy model within 6" of a unit with this indulgence flees as a result of a failed morale test, roll a D6 before removing that model: on a 4+, that model attacks its former allies and its unit suffers a mortal wound.

DAUGHTERS OF ASTEROTH: INSIDIOUS INFILTRATORS

Of all the Keepers of Secrets encountered by the Imperium, Asteroth is perhaps the most dangerous, as it's network of traitors and spies extend throughout the Adeptus Terra. The Daughters of Asteroth often know their enemy's next move before they themselves know it, and plan accordingly.

Roll a D6 each time your enemy spends one or more command points. On a 4+, you gain an additional Excess point that can be used by a **DAUGHTERS OF ASTEROTH** unit on your next turn. This indulgence cannot affect Strategems used "before the battle begins".

DANCERS OF MIDNIGHT: MONSTROUS MODIFICATIONS

The Dancers of Midnight are obsessed with bodily modification, to the point that most of them couldn't be called truly human. For them, the pursuit of uniqueness is worth any price, and the arms, tentacles, and claws that grow from their bodies are sickeningly lethal in the heat of close combat.

Units with this indulgence increase their Strength and Attacks characteristics by 1. **VEHICLES** and **BEASTS** do not benefit from this indulgence.

VOID NAIADS: SPINE-CHILLING SYMPHONIES

Haunting melodies precede the Void Naiads, filling the air with beautiful song and daemonic whispers, overwhelming all who listen with longing and dread.

When an enemy unit within 6" of a unit with this indulgence makes a Morale test, that unit must roll an additional die and pick the highest result. Furthermore, units with this indulgence increase the range of all all Sonic Blasters and Blastmasters they wield by 6".

NIFLHEIM VALKYRIES: PERMAFROST PROTECTION

The cold skin of each Niflheim Valkyrie is covered with intricate lattices of frost, a result of the icy branding they receive from Laufey upon their initiation into the dark sisterhood. More than a simple mark, this brand grants special protection from the enemies of Slaanesh.

Enemy units targeting **INFANTRY** with this indulgence must re-roll wound rolls of 6.

SEMIRITES: PRIDEFUL PROWESS

The arrogant Fallen Sisters of the Semirite Empire constantly seek the greatest enemy champions to test their skill against. This vanity is well-deserved, for Semirites are fearsome single combatants, and should raw skill prove insufficient, they are equipped with a wide variety of deadly poisons and hidden weapons to give them an ill-earned advantage.

Units with this indulgence increase the AP and Damage of their weapons by 1 when targeting units with the HQ or Elites battlefield role. For example, a boltgun wielded by a Semirite unit would increase its AP from 0 to -1 and its Damage from 1 to 2.

DARK THEURGY DISCIPLINE

The psychic powers wielded by the Fallen Sororitas come primarily from studies of the immaterium conducted by the Orders Dialogus. Combining this knowledge with the blessings of the Dark Prince, Fallen Sororitas psykers are capable of a wide range of abilities, with a sadistic bent that is unmatched by other servants of the dark gods.

Before the battle, generate the psychic powers for **PSYKERS** that can use the Dark Theurgy discipline using the table below. You can either roll a D6 to generate their powers randomly (re-roll duplicates), or you can select the powers you wish them to have.

D6 RESULT

1 DARK MIRROR

The psyker calls upon Slaanesh to punish her enemies by turning their own deeds back on them.

Dark Mirror has a warp charge value of 7. If manifested, select a visible friendly **FALLEN SORORITAS** unit within 12" of the psyker. Each time this unit suffers an unsaved wound before the start of your next Psychic phase, roll a D6; on a 4+, the unit which dealt the wound suffers a mortal wound.

2 AURAL ONSLAUGHT

An aetheric sound wave erupts from the psyker's distended maw, shattering the minds of all it passes through with a maddening sonic shock.

Aural Onslaught has a warp charge value of 7. If manifested, select one enemy unit within 18" of and visible to this psyker. Until the start of your next Psychic phase, that unit cannot fire Overwatch, and when resolving an attack made by that unit, subtract 1 from the hit roll.

3 APOPLECTIC GLEE

Those stricken by this terrible affliction at first find themselves helplessly chuckling. However, as the curse continues to take hold, its victims begin to laugh with increasing vigor until their very organs begin to burst inside them with the uncontrolled fury of their mirth.

Apoplectic Glee has a warp charge value of 8. If manifested, select a visible enemy unit within 18" of the psyker and roll a die for every model in the unit. On a 5+, that model suffers a mortal wound. This psychic power cannot be used on **VEHICLES**.

4 WORDS OF POWER

Throughout the warp, there are many words known to hold tremendous and unholy power, capable of bringing forth all manner of maladies and afflictions upon their unfortunate victims.

Words of Power has a warp charge value of 8. If manifested, select a visible enemy **CHARACTER** within 18" of the psyker. Until the start of your next Psychic phase, whenever this unit makes any rolls, they must roll an additional die and discard the highest result.

5 WARP LURE

The psyker focuses her energies upon the soul of a psychic foe, ripping away her enemy's defenses and illuminating their presence in the Warp to draw down a lethal daemonic feeding frenzy.

Warp Lure has a warp charge value of 6. If manifested, select a visible enemy **PSYKER** unit within 18" of the psyker. Until the start of your next psychic phase, whenever the target fails a roll made to manifest or deny a psychic power, they suffer a mortal wound.

6 EMPYRAGHEIST

Using her own soul as a lure, the psyker draws a formless Warp predator near before shackling its essence and hurling it forth to rip and tear its way through her foes.

Empyrageist has a warp charge value of 8. If manifested, identify the nearest enemy model within 12" of the psyker and visible to her; that model's unit, and every other unit (friend or foe) within 3" of that model, suffers D3 mortal wounds. The number of mortal wounds inflicted is D6 instead if the power is manifested with a Psychic test of 12+.

FALLEN SORORITAS POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Dark Mistress	1	55
Dark Mistress with Jump Pack	1	74
Dark Mistress on Steed of Slaanesh	1	64
Inamorata	1	148
Inamorata with Wings	1	190
Siren	1	35
Siren on Steed of Slaanesh	1	49

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Fallen Sisters	5-10	10
Pleasure Cultists	10-30	5

DAEMONS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Daemonettes	10-30	6

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Apostate	1	25
Ascended	5-10	39
Deviants	3-9	17
Flesh Shaper	1	33
Lampad	1	38
Mistress of Sadism	1	37
Paramours	5-10	14
Pleasure Cult Assassins	2-10	19

FAST ATTACK		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Chaos Spawn	1-5	33
Harpies	5-15	17
Scyllans	3-9	23

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Altar of Agony	1	120
Altar of Ecstasy	1	120
Calliope	1	145
Tantalus Engines	1-3	72

DEDICATED TRANSPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Fallen Immolator	1	65
Fallen Repressor	1	88
Fallen Rhino	1	70

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Kvan	1	175
Laufey	1	90
Mirriel Sabathiel	1	105

FORTIFICATION		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Fane of Slaanesh	1	85
Noctilith Crown	1	100

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Autogun	0
Autopistol	0
Blastmaster	20
Bolt pistol	0
Boltgun	0
Calliope array	0
Combi-flamer	8
Combi-melta	15
Combi-plasma	11
Doom siren	8
Flamer	6
Frag grenade	0
Hand flamer	3
Heavy bolter	10
Heavy flamer	14
Heavy stubber	4
Hellshards	0
Hunter-killer missile	6
Immolation flamer	30
Inferno pistol	7
Krak grenade	0
Lashing warp energies	0
Laspistol	0
Meltagun	14
Multi-melta	22
Poisoned throwing knives	0
Plasma gun	13
Plasma pistol	5
Shotgun	0
Sonic blaster	4
Sonic scream	0
Storm bolter	2
Twin heavy bolter	17
Twin multi-melta	40
Warp bolter	3

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Arco-flails	0
Bladed wheels	0
Buzz-blades	0
Chainsword	0
Daemonic sarissa	10
Dozer ram	0
Eviscerator	12
Force staff	8
Hellforged sword	10
Hideous mutations	0
Improvised melee weapon	0
Lightning claw (single/pair)	8/12
Masochist eviscerator	2
Neural whips	0
Poisoned monoblade	0
Surgical tools	0
Thrashing chains	0
Warpblades	0
Warp scourge	10

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Defiled Simulacrum	10