

DAEMONS OF SLAANESH

Exemplars of excess and debauchers beyond compare, the Daemon-lords of Slaanesh are beautiful and deadly in equal measure. Steel your hearts, pitiful mortals, for just glancing at the next few pages could taint your soul for all eternity.

Slaanesh is the Chaos God of excess and lust, greed and pleasure. An insidious deity, he (or she, for Slaanesh takes many forms) worms his way into the minds of those who revel in hedonistic pleasures and taints the souls of those who seek perfection in their endeavours. He rewards the avaricious and the self-indulgent, and he looks on with pride as his followers engage themselves in ever-greater acts of depravity. His Daemonic children are the physical manifestations of these actions and emotions – the energy of the warp given hideous, yet alluring form. And now there are even more followers of the Lord of Pleasure on the prowl ...

THE LORDS OF SLAANESH

Below, you can see the new Daemon heroes of Slaanesh. In the foreground stand The Masque and Syll'Eske. Behind them on the left looms the special character known as Shalaxi Helbane and, on the right, the Contorted Epitome. In the back stands a Keeper of Secrets.

A few weeks ago, several new Slaanesh Daemon kits were released. These models have rules for Warhammer Age of Sigmar in *Chaos Battletome: Hedonites of Slaanesh*, but the only way to get their rules for Warhammer 40,000 for now is from the box they come in. Until now, that is! Over the next five pages, you will find datasheets for four new Slaanesh Daemon units – Shalaxi Helbane, The Masque, Syll'Eske, and the Contorted Epitome – plus updated rules for the Keeper of Secrets that replace those presented in *Codex: Chaos Daemons*. These new units can be fielded as part of a Chaos Daemons army – their points values are presented on page 97, along with their Warlord Traits.





KEEPER OF SECRETS

DAMAGE			
Some of this model's characteristics change as it suffers damage, as shown below:			
REMAINING W	M	A	SNAPPING CLAWS
9-16+	14"	6	4
5-8	11"	5	3
1-4	7"	4	2

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Keeper of Secrets	*	2+	2+	6	7	16	*	10	6+

A Keeper of Secrets is a single model equipped with: snapping claws; witstealer sword. It has a ritual knife.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Living whip	6"	Assault 6	6	-2	2	This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units.
Snapping claws	Melee	Melee	User	-3	3	When the bearer fights, it makes a number of additional attacks with this weapon equal to the number shown in its damage table. When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4.
Witstealer sword	Melee	Melee	+2	-3	3	When resolving an attack made by a model that has lost any wounds as a result of an attack made with this weapon, subtract 1 from the hit roll.

WARGEAR OPTIONS	• Instead of having a ritual knife this model can have a sinisterous hand or a shining aegis, or it can be equipped with 1 living whip.	
ABILITIES	Daemonic, Quicksilver Swiftiness, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) Greater Daemon: Friendly SLAANESH DAEMON units can use this model's Leadership instead of their own whilst they are within 6" of this model. Mesmerising Aura: When resolving an attack made with a melee weapon against this model, subtract 1 from the hit roll. Shining Aegis: If this model has a shining aegis, when it would lose a wound, roll one D6; on a 6+ that wound is not lost. If, instead, this model would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost.	Ritual Knife: If this model has a ritual knife, then when it finishes a consolidation move, select one enemy unit within 1" of it and roll one D6. On a 1, nothing happens; on a 2-5, that unit suffers 1 mortal wound; on a 6, that unit suffers D3 mortal wounds. Delicate Precision: When resolving an attack made by this model, re-roll a wound roll of 1. Sinisterous Hand: If this model has a sinisterous hand, if it has lost any wounds, at the end of a Fight phase in which any enemy model that is not a VEHICLE was destroyed as a result of an attack made by this model, it regains D3 lost wounds.
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows <i>Smite</i> and two psychic powers from the Slaanesh discipline (see <i>Codex: Chaos Daemons</i>).	
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON	
KEYWORDS	CHARACTER, MONSTER, PSYKER, KEEPER OF SECRETS	





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SHALAXI HELBANE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Shalaxi Helbane	*	2+	2+	6	7	16	*	10	6+

Shalaxi Helbane is a single model equipped with: living whip; snapping claws; Soulpiercer. You can only include one of this model in your army.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	A	SNAPPING CLAWS
9-16+	14"	6	4
5-8	11"	5	3
1-4	7"	4	2

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Living whip	6"	Assault 6	6	-2	2	This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units.
Snapping claws	Melee	Melee	User	-3	3	When the bearer fights, it makes a number of additional attacks with this weapon equal to the number shown in its damage table. When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4.
Soulpiercer	Melee	Melee	x2	-4	D6	When resolving an attack made with this weapon against a CHARACTER unit, on a wound roll of 6+ this weapon has a Damage characteristic of 6.

WARGEAR OPTIONS • This model can have a shining aegis instead of being equipped with 1 living whip.

ABILITIES	Daemonic, Quicksilver Swiftess, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) Greater Daemon: Friendly SLAANESH DAEMON units can use this model's Leadership instead of their own whilst they are within 6" of this model. Mesmerising Aura: When resolving an attack made with a melee weapon against this model, subtract 1 from the hit roll. Cloak of Constriction: When resolving an attack made with a melee weapon against this model, subtract 1 from the wound roll.	Delicate Precision: When resolving an attack made by this model, re-roll a wound roll of 1. Shining Aegis: If this model has a shining aegis, when it would lose a wound, roll one D6; on a 6+ that wound is not lost. If, instead, this model would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost. Monarch of the Hunt: When this model makes a pile-in move or performs a Heroic Intervention, it can move up to 6" rather than 3", but if it does, it must end that move within 1" of the nearest enemy CHARACTER model.
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PSYKER This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Slaanesh discipline (see *Codex: Chaos Daemons*).

FACTION KEYWORDS CHAOS, SLAANESH, DAEMON

KEYWORDS CHARACTER, MONSTER, PSYKER, KEEPER OF SECRETS, SHALAXI HELBANE

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SYLL'ESKE THE VENGEFUL ALLEGIANCE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Syll'Esske	9"	2+	2+	4	6	8	8	9	4+
Syll'Esske is a single model equipped with: Axe of Dominion; scourging whip. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Scourging whip (shooting)	6"	Assault D6		User	-2	1	This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units.		
Axe of Dominion	Melee	Melee		+3	-3	3	When resolving an attack made by a model that has lost any wounds as a result of an attack made with this weapon, subtract 1 from the hit roll.		
Scourging whip (melee)	Melee	Melee		User	-1	1	Make D3 hit rolls for each attack made with this weapon, instead of 1.		
ABILITIES	Daemonic, Quicksilver Swiftiness, Daemonic Ritual (see Codex: Chaos Daemons)						Deadly Symbiosis: The first time this model fights in each Fight phase, it can only make attacks with either its scourging whip or its Axe of Dominion. The first time this model finishes a consolidation move in each Fight phase, it can then choose a new target and resolve its close combat attacks again, but when it does so all of its attacks must be made with the other weapon (if this model charged this turn, these attacks can still only target units that it declared a charge against in the previous phase).		
	Prince of Slaanesh: Re-roll hit rolls of 1 for attacks made by models in friendly SLAANESH DAEMON units whilst their unit is within 6" of this model.								
	Locus of Slaanesh: Add 1 to the Strength characteristic of models in SLAANESH DAEMON units whilst their unit is within 6" of any friendly models with this ability.								
	Regal Authority: You can re-roll Morale tests taken for friendly SLAANESH DAEMON units whilst they are within 6" of this model.								
PSYKER	This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and two psychic powers from the Slaanesh discipline (see Codex: Chaos Daemons).								
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON								
KEYWORDS	CHARACTER, MONSTER, PSYKER, DAEMONETTE, HERALD OF SLAANESH, DAEMON PRINCE, SYLL'ESKE								



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CONTORTED EPITOME

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Contorted Epitome	12"	2+	2+	5	5	8	2	8	6+
A Contorted Epitome is a single model equipped with: coiled tentacles; ravaging claws.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Coiled tentacles	Melee	Melee		User	-2	3	-		
Ravaging claws	Melee	Melee		User	-1	2	When the bearer fights, it makes 8 additional attacks with this weapon. When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4.		
ABILITIES	Daemonic, Quicksilver Swiftness, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>)						Swallow Energy: When this model would lose a wound as a result of a mortal wound, roll one D6; on a 2+ that wound is not lost.		
	Locus of Slaanesh: Add 1 to the Strength characteristic of models in SLAANESH DAEMON units whilst their unit is within 6" of any friendly models with this ability.						Horrible Fascination: If an enemy unit within 6" of any models from your army with this ability is chosen to Fall Back, your opponent rolls 3D6; if the result is equal to or greater than the highest Leadership characteristic in that unit, that unit cannot Fall Back.		
	Gift of Power: When a Psychic test is taken for this model, add 1 to the total. When a Deny the Witch test is taken for this model, add 1 to the total.								
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows <i>Smite</i> and two psychic powers from the Slaanesh discipline (see <i>Codex: Chaos Daemons</i>).								
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON								
KEYWORDS	CHARACTER, CAVALRY, DAEMONETTE, HERALD OF SLAANESH, CONTORTED EPITOME								



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THE MASQUE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
The Masque	8"	2+	2+	4	3	4	5	8	6+
The Masque is a single model equipped with: serrated claws. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Serrated claws	Melee	Melee		User	-2	2	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4.		
ABILITIES	Daemonic, Quicksilver Swiftness, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>)								
	The Eternal Dance: At the beginning of the Fight phase, select one enemy unit within 1" of this model. Until the end of that phase, when resolving an attack made against that unit, add 1 to the hit roll.								
	Locus of Beguilement: Subtract 1 from hit rolls for attacks made with melee weapons against friendly DAEMONETTE units whilst they are within 6" of this model.								
	Dazzling Acrobatics: This model can be chosen to charge with even if they Advanced and/or Fell Back this turn.								
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON								
KEYWORDS	CHARACTER, INFANTRY, DAEMONETTE, HERALD OF SLAANESH, THE MASQUE								

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following list and the lists found in *Codex: Chaos Daemons* to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army’s total points value.

POINTS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including weapons)
Contorted Epitome	1	195
Keeper of Secrets with:		
- Ritual knife	1	240
- Shining aegis	1	250
- Sinistrous hand	1	240
- Living whip	1	240
The Masque	1	65
Shalaxi Helbane with:		
- Living whip	1	260
- Shining aegis	1	270
Syll’Esske, the Vengeful Allegiance	1	210

WARLORD TRAITS

If one of the following characters is your Warlord, they must have the associated Warlord Trait (as found in *Codex: Chaos Daemons*) shown below:

NAMED CHARACTER	WARLORD TRAIT
Shalaxi Helbane	Quicksilver Duellist
Syll’Esske, the Vengeful Allegiance	Bewitching Aura
The Masque	The Murderdance

