Emperors Children

*The Emperors Children used to be the embodiment of perfection, but were turned into monsters, constantly craving excessive pleasure and pain above everything else.*

The Emperors Children follow *Slaanesh*, and may not change their alignment.

## Special Rules

The Pain Train

Because of their excessive self-inflicted pain, all Emperor’s Children get a -1 malus on max HP, but +1 to *Critical*.   
Once per round, they may deal themselves a wound to gain 3 rerolls on any dice.

She Who Thirsts

Whenever an Emperors Children rolls a <*Critical* during any attack roll, Slaanesh rewards them with 1 regenerated HP.

## Kakophony

*The Kakophony crave the pleasure-pain of inhuman, chaotic sounds that would kill less changed beings. Using their unique psycho-sound-based weaponry, they can both enjoy the pain while inflicting it onto others.*

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| HP | MM | CS | Crit | PL | PM | Gear | Cost |
| 4 | 8 | 8 | 2 | - | - | - | 150P |

|  |  |  |  |
| --- | --- | --- | --- |
| Rules: | - | Devotion: | Level III |

### Equipment

A Kakophony carries a Sonic Shrieker, a special version of the Doom Siren with *Cone X, 12 Damage* and *3 Attacks, Penetration* and *can’t crit*. Successful wounds inflicts *Shocked* on a <10.

### Wargear

Kakophony can’t change their weapons.