

EMPEROR'S CHILDREN

ARMY RULES

THE CHOSEN OF SLAANESH

The Emperor's Children attack in a riotous clash of excruciating aural assaults, eye-watering chromatic dissonance and ostentatious precision.

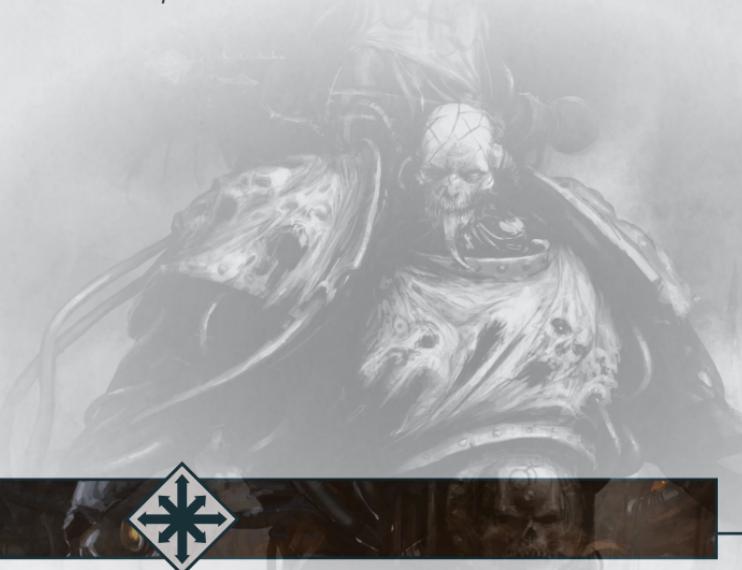
When mustering your army, you can select **EMPEROR'S CHILDREN** as your Army Faction. If you do:

- Your army must include **LUCIUS THE ETERNAL**, and that model must be your **WARLORD**.
- **LUCIUS THE ETERNAL** and **NOISE MARINES** units from your army gain the **HERETIC ASTARTES** Faction keyword.
- You can include **HERETIC ASTARTES** units in your army [excluding **KHORNE**, **NURGLE** and **TZEENTCH** units], even though they do not have the **EMPEROR'S CHILDREN** Faction keyword.
- For the purposes of the Dark Pacts ability (see right), your Army Faction is still considered to be **HERETIC ASTARTES**.
- In the Select Detachment Rules step, you can select a Detachment from *Codex: Chaos Space Marines*. If you select the Pactbound Zealots Detachment, each time you select a keyword for a **HERETIC ASTARTES** unit to gain as a result of the Marks of Chaos rule, you must select **SLAANESH**.
- Each time you select a keyword for a **DAEMON PRINCE** or **DAEMON PRINCE WITH WINGS** model to gain as a result of the Daemonic Allegiance rule, you must select **SLAANESH**.

DARK PACTS

Beseeching the Chaos Gods with fanatical fervour, the profane champions of the Heretic Astartes pray for diabolic boons, promising the vilest of offerings in return for their power.

This ability is described in full on the Army Rules page of *Codex: Chaos Space Marines*.



LUCIUS THE ETERNAL

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1
4+					INVULNERABLE SAVE



RANGED WEAPONS

RANGE	A	BS	S	AP	D
12"	D6	N/A	6	-1	1

MELEE WEAPONS

RANGE	A	WS	S	AP	D
Melee	8	2+	5	-2	2

ABILITIES

CORE: Fights First, Leader

FACTION: Dark Pact

Duellist's Pride: While this model is leading a unit, models in that unit have the Fights First ability.

Armour of Shrieking Souls: Each time this model is destroyed by an attack made by an enemy unit, that unit must take a Leadership test: if that test is passed, that enemy unit suffers D3 mortal wounds; if that test is failed, that enemy unit suffers D6 mortal wounds. If mortal wounds inflicted in this way destroy that enemy unit, set this model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy models, with D3 wounds remaining.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, CHAOS, SLAANESH,
LUCIUS THE ETERNAL



FACTION KEYWORDS:
EMPEROR'S CHILDREN

LUCIUS THE ETERNAL

An arrogant slaughterer and swordsman supreme, Lucius seeks out the most skilled of the foe's champions, casually striking down lesser enemies that dare bar his path. Against worthy opponents, Lucius strikes with the speed of a snake, his daemonicly sentient lash and duellist's sword making a mockery of the greatest warriors.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Lucius the Eternal – EPIC HERO

This model is equipped with: doom siren; duellist's sword and Lash of Torment.

LEADER

This model can be attached to the following units:

- LEGIONARIES
- NOISE MARINES

EMPEROR'S CHILDREN

If this model is your WARLORD, NOISE MARINES units from your army have the BATTLELINE keyword.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, CHAOS, SLAANESH,
LUCIUS THE ETERNAL



FACTION KEYWORDS:
EMPEROR'S CHILDREN

NOISE MARINES

M T SV W LD OC

6" 4 3+ 2 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
► Blastmaster – single frequency [HEAVY]	48"	3	4+	9	-2	3
► Blastmaster – varied frequency	36"	6	3+	6	-1	1
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Doom siren [TORMENT]	12"	D6	N/A	6	-1	1
► Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
► Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Sonic blaster [ASSAULT]	24"	3	3+	5	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	3	3+	8	-2	2

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, CHAOS, SLAANESH, NOISE MARINES



FACTION KEYWORDS:
EMPEROR'S CHILDREN

ABILITIES

FACTION: Dark Pacts

Riotous Cacophony: In your Shooting phase, after this unit has shot, select one enemy unit that was hit by one or more of those attacks. That unit must take a Battle-shock test.

WARGEAR ABILITIES

Chaos Icon: Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.

NOISE MARINES

Orchestrating riotous destruction on vast scales, Noise Marines saturate the war zone with explosive bolts, clashing aural waves and extreme psychosonic attacks. These hedonistic worshippers of Slaanesh are inured to most stimuli, and seek to unleash the most cacophonous destruction to stir their jaded senses.



WARGEAR OPTIONS

- Any number of Noise Marines can each have their boltgun replaced with one of the following:
 - 1 Astartes chainsword
 - 1 sonic blaster
- 1 Noise Marine's boltgun can be replaced with 1 blastmaster.
- The Noise Champion's bolt pistol can be replaced with one of the following:
 - 1 plasma pistol*
 - 1 accursed weapon
 - 1 Astartes chainsword
 - 1 power fist
 - 1 sonic blaster

- The Noise Champion's boltgun can be replaced with one of the following:
 - 1 plasma pistol*
 - 1 accursed weapon
 - 1 Astartes chainsword
 - 1 power fist
 - 1 sonic blaster
- The Noise Champion can be equipped with 1 doom siren.
- 1 model can be equipped with 1 Chaos icon.

**Maximum 1 per model.*

UNIT COMPOSITION

- 1 Noise Champion
- 4-9 Noise Marines

Every model is equipped with: bolt pistol; boltgun; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, CHAOS, SLAANESH, NOISE MARINES



FACTION KEYWORDS:
EMPEROR'S CHILDREN