

EMPEROR'S CHILDREN

ARMY RULES

Remove the following from *Chosen of Slaanesh* Army Rules in the Emperor's Children Index:

- 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.

ARMY RULE

ADORN THE CANVAS ECLECTIC

Since their foundation, the Emperor's Children have sought to master every art of warfare. Each new war zone is treated as a gruesome canvas, one to be adorned with the most varied expressions of the Legions innate superiority.

If your Army Faction is EMPEROR'S CHILDREN, at the start of the Battle Round, you can pick one Tactical Adornment to activate from the table below. You can only activate each Tactical Adornment once per game.

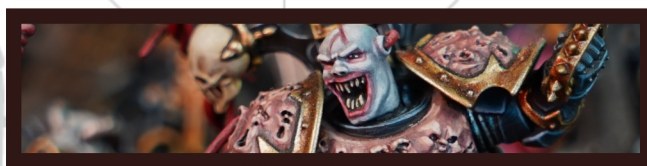
Once activated, the Tactical Adornment applies to all units from your army with this ability until the end of the battle round.

1. **Loathsome Grace:** +2 Movement
2. **Discordant Symphony:** Models' weapons in this unit have the Ignores Cover ability.
3. **Sadistic Marksmen:** +1 Ballistic Skill
4. **Flawless Duellists:** +1 Weapon Skill
5. **Stimulated By Pain:** Models in this unit have the Feel No Pain 6+ ability. If models in this unit already have the Feel No Pain ability, add 1 to their Feel No Pain rolls.
6. **Maru Skara:** Each time a model makes an attack, if a Critical Wound is rolled, improve the Armour Penetration characteristic of that attack by 1.

These rules are in no way official or endorsed by Games Workshop Limited. They are 'fan made' and are free for personal use.

Add the following to the *Chosen of Slaanesh* Army Rules in the *Emperor's Children* Index:

- Add **Noise Marines** to the **Leader** rule on the **Chaos Lord** and **Master of Execution** unit Data Sheets.
- When including HERETIC ASTARTES units in your army, the HERETIC ASTARTES Keywords are replaced with EMPEROR'S CHILDREN.



DETACHMENT RULE

FLAWLESS PERFECTION

Inured to ordinary sensations by several lifetimes of indulgence, the Emperor's Children find stimulation only in excess, be it brutally shocking acts of violence or gratuitous displays of martial prowess.

You can ignore any or all modifiers to attack's Ballistic Skill or Weapon Skill characteristics and/or all modifiers to the Hit Roll.

DATASHEET UPDATE

HELBRUTE

Add the following to the **Helbrute** unit Data Sheet:

- **WARGEAR OPTIONS:** May take a Twin Blastmaster. *Use the Blastmaster profile and add [TWIN-LINKED].*
- May take a Doom Siren instead of a Heavy Flamer.
- **ABILITIES:** Piercing Cacophony: Each time this model is selected to shoot with a Twin Blastmaster or Doom Siren, after it has finished making its attacks, select one enemy unit that was hit by one or more of those attacks. Until the start of the next turn, all Sonic Blaster, Blastmaster and Doom Siren attacks improve their AP by 1 against that enemy unit.

EMPEROR'S CHILDREN

STRATAGEMS

If you are using the Flawless Perfection Detachment rule, you can use these Flawless Perfection Stratagems.

1 CP

EXCRUCIATING FREQUENCIES

FLAWLESS PERFECTION - WARGEAR STRATAGEM

The sons of Fulgrim were the first to use sonic weaponry, and are peerless wielders of deadly sound waves.

WHEN: Your Shooting phase.

TARGET: One **EMPEROR'S CHILDREN** unit that is selected to shoot.

EFFECT: Until the end of the phase, Add [SUSTAINED 1] on Blastmaster and Sonic Blaster weapons in that unit. If the target is Battle Shocked, add [SUSTAINED 2] instead.

1 CP

ENCORE

FLAWLESS PERFECTION - EPIC DEED STRATAGEM

As the battlefield's canvas is replete with a great symphony of pain, there are those that would give a gratuitous encore.

WHEN: Your Command phase.

TARGET: One **EMPEROR'S CHILDREN** unit.

EFFECT: That unit may pick an additional Tactical Adornment to activate for the rest of this turn. You may select a Tactical Adornment that has already been picked in a previous Battle Round.

2 CP

SOPORIFIC GAZE

FLAWLESS PERFECTION - EPIC DEED STRATAGEM

Lulled by this champion's weaving swordsmanship and hypnotic aura, the foe falter and a momentary weakness seals their doom.

WHEN: Start of the Fight Phase.

TARGET: One **EMPEROR'S CHILDREN CHARACTER** unit that is in engagement range of an enemy unit.

EFFECT: Until the end of the phase, your unit has the [FIGHTS FIRST] ability.

1 CP

SONIC GRENADES

FLAWLESS PERFECTION - WARGEAR STRATAGEM

Noise Marines make use of stun grenades that erupt discordant sonic booms.

WHEN: Your opponent's Charge Phase, just after an enemy unit has declared a charge.

TARGET: One **EMPEROR'S CHILDREN GRENADES** unit from your army that was selected as one of the targets of that charge.

EFFECT: That enemy unit must immediately take a Battle-shock test, and until the end of the phase, subtract 2 from Charge rolls made for that enemy unit.

1 CP

INTOXICATING ALLURE

FLAWLESS PERFECTION - BATTLE TACTIC STRATAGEM

The warriors of Slaanesh often use intoxicating fragrances and movements to entice their foe.

WHEN: Your opponent's Movement phase.

TARGET: One enemy unit that has been selected to Fall Back.

EFFECT: Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of one or more units from your army with this ability is selected to Fall Back, models in that enemy unit must take Desperate Escape tests as if their unit was Battle-shocked. When doing so, if that enemy unit is also Battle-shocked by other means, subtract 1 from each of those Desperate Escape tests.

1 CP

HONOUR THE PRINCE

FLAWLESS PERFECTION - STRATEGIC PLOY STRATAGEM

Warriors who venerate Slaanesh through the most graceful fighting forms are rewarded in their endeavours.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **EMPEROR'S CHILDREN INFANTRY** or **EMPEROR'S CHILDREN MOUNTED** unit from your army (excluding **DAMNED** units) that is within 9" of that enemy unit and not within Engagement Range of one or more enemy units.

EFFECT: Your unit can make a Normal move of up to 6".

These rules are in no way official or endorsed by Games Workshop Limited. They are 'fan made' and are free for personal use.

EMPEROR'S CHILDREN

ENHANCEMENTS

If you are using the Flawless Perfection Detachment rule, you can use these Flawless Perfection Stratagems.

FATAL SONANCY

20 PTS

Xenotech implants grafted into the bearer's neck give them the ability to emit a hyper modulated scream, powerful enough to shatter diamond. The myriad resonant frequencies and sheer deafening power of this scream hit with a physical impact, blasting away flesh and bone alike, and reducing its victims to shuddering pulp.

EMEROR'S CHILDREN model only. In the Shooting phase, you can select one enemy unit within 12" of and visible to the bearer. Roll six D6: for each 5+, that enemy unit suffers 1 Mortal Wound.

LASH OF SUBMISSION

25 PTS

This twisted whip appears to be made up of muscle and sinew, writhing in pleasure at the command of its' bearer.

EMEROR'S CHILDREN model only. -1 Attack from models in Engagement Range of the bearer.

REVELRY IN DISCORD

15 PTS

As enemy forces begin to break under the thundering sonic assault, this champion adapts his plans so that greater crescendos may be hit on the battlefield.

EMEROR'S CHILDREN model only. At the start of your Command phase, if the bearer is on the battlefield, roll one D6, adding 1 to the result for each Battle-shocked enemy unit that is on the battlefield: on a 5+, you gain 1CP.

COMBAT ELIXIRS

10 PTS

Concoctions of hideous euphoria empower the minds of the Legion's sybaritic warriors.

EMEROR'S CHILDREN INFANTRY model only. The bearer gains +1 Strength and the [FEEL NO PAIN 6+] ability.