

# SEEKER CHARIOTS OF SLAANESH

## MACHINERIES OF BLISSFUL PAIN

As the straining steeds of the Seeker Chariot pull the chariot to full speed, swirling shapes sear the air with blinding streaks of the most vibrant and luxurious colours. The metal axles screech in a disharmony akin to the wailing of tormented souls, a terrible cacophony that ululates between the chanting of the Daemonettes and the lilting hoots of the Steeds. When the chariot finally crashes home, the Daemonettes dance from yoke to spar, laughing as their every disembowelling strike weaves bloody trails in the air.

### EXALTED SEEKER CHARIOTS OF SLAANESH

Exalted Seeker Chariots are festooned with razor-sharp blades. Indeed, the entire rear axle is a giant whirling mass of flensing metal; anything that falls beneath the chariot's wheels is destined to emerge as a fine red mist. Though a victim's body may perish in a spectacular fashion, the unfortunate soul endures much longer. The chariot's ensorcelled blades hook deep into the spiritual remains of its victims, drawing them ever deeper into the maelstrom of metal. Exalted Chariots seek the foe where they are most numerous, ploughing into them with hysterical abandon.



	WS	BS	S	T	W	I	A	Ld	Sv
Exalted Alluress	5	0	3	3	1	6	4	10	-
	BS	F	S	R	HP				
Seeker Chariot	4	11	11	10	2				
Exalted Seeker Chariot	4	11	11	10	4				

### Unit Type:

Exalted Alluress: Infantry (Character).

Seeker Chariot of Slaanesh/Exalted Seeker Chariot of Slaanesh: Vehicle (Chariot, Fast, Open-topped)

**Transport Capacity:** 1 (Exalted Alluress or Herald of Slaanesh only)

**Daemonic Gifts:** Aura of Acquiescence, Rending Claws.

**Special Rules:** Exalted Alluress: Daemon.

Seeker Chariot/Exalted Seeker Chariot of Slaanesh: Daemon, Fleet, Fleshshredder.

**Designer's Note:** An Exalted Alluress cannot disembark from a Seeker Chariot or Exalted Seeker Chariot. When a Seeker Chariot or Exalted Seeker Chariot being ridden by an Exalted Alluress is destroyed, the Exalted Alluress is removed from play as a casualty.



# HELLFLAYERS OF SLAANESH

## SOUL-SLASHING BLADE ENGINES

The constant warfare and anarchy that defines the Realm of Chaos has ever worked against Slaanesh's pursuit of perfection by leaving battle-slain corpses littered across his sacred lands like the petals of a particularly repulsive plant. Strange machineries known as Hellflayers ride hither and yon across the alabaster plains, their reaping blades cutting and slicing the distaff flesh into small pieces that Slaanesh's otherworldly flora can easily devour.

Of course, with Daemonettes being the preening and selfish creatures they are, the menial work of feeding their lord's garden is considered a weighty chore. There are no emotions to gorge upon in such a task; no tortured and amplified sensations to sample. So it was that for a time, only those creatures who had displeased mighty Slaanesh were sent to crew his Hellflayers.

Yet Daemonettes are as wily as they are cruel, and it wasn't long before a particularly wilful pair of Slaanesh's handmaidens defied their master. During the Slaughter of Scintilla Prime the rebellious Daemonettes brought their Hellflayer not to the battle's aftermath, but to its gory height. Blades prepared for rotting corpses proved just as keen when set upon the living flesh of the Guardsmen sent to stop them. Severed heads and limbs flew like chaffed wheat; daemoniac ichor splattered across the Hellflayer's steeds and crew. Yet all this went unnoticed by the Daemonettes. They were gripped by a battle-rapture such as they had never known, for in their rampant pursuit of excess they had bound their own senses to the blades of their machines. Like all things sprung from Slaanesh's spiteful land, the metal from which the Hellflayer had been forged was deeply attuned the emotions of the living. As its blades sank into Imperial flesh, each victim's suffering was transmuted into a spiritual incense so intoxicating that it drove the Daemonettes into an impassioned frenzy.

When Slaanesh learnt what had transpired, he was much angered. Yet he was also pleased, for that lone Hellflayer had wrought much carnage – Slaanesh's armies have ever been weaker than those of his dark brothers, and anything to alter the balance was cause for delight. The Dark Prince decreed that to ride a Hellflayer would no longer be a punishment, but an honoured station of war. Ever since, Hellflayers have driven in the vanguard, blades mangling and maiming foes caught in their path. As for the two rebellious Daemonettes, Slaanesh transmuted them into unfeeling marble and set them on the far end of his causeway, their backs forever to the decadent glories they had once enjoyed. The accursed ones still stand as a silent reminder the Dark Prince's followers of what happens to those who flout his will.

	WS	BS	S	T	W	I	A	Ld	Sv
Exalted Alluress	5	0	3	3	1	6	4	10	-
	BS	F	S	R	HP				
Hellflayer Chariot	0	11	11	10	2				

### Unit Type:

Exalted Alluress: Infantry (Character).

Hellflayer: Vehicle (Chariot, Fast, Open-topped).

**Transport Capacity:** 1 (Exalted Alluress or Herald of Slaanesh only)

**Daemonic Gifts:** Aura of Acquiescence, Rending Claws.

### Special Rules:

Exalted Alluress: Daemon.

**Soulscent:** When a model with this special rule comes to make close combat attacks, they gain a number of bonus Attacks equal to the number of unsaved Wounds inflicted by the Hellflayer's Hammer of Wrath this turn.

**Hellflayer:** Daemon, Fleet.

**Fleshshredder:** This model's Hammer of Wrath Attacks are resolved at Strength 4, AP -, with the Rending rule. In addition, when this model charges into Assault, it inflicts D6 Hammer of Wrath Attacks for each Hull Point it has remaining, rather than the usual amount.

**Designer's Note:** When a Hellflayer Chariot is destroyed its rider is also removed from play as a casualty.



# FLAMERS OF TZEENTCH

## BEARERS OF THE TRUE FIRE OF CHANGE

Flamers move by bumping and hopping around in a fashion that may even appear amusing to the unknowing observer. Laughter soon turns to panic, though, as the multicoloured Warp flames that dribble from each Flamer's outstretched arms roar to life like living blowtorches. The effects of the Fires of Change are as unpredictable as they are devastating, wreaking countless mutations in the blink of an eye. The wash of psychic flame can set a man's soul on fire or even regenerate his wounds, to the bafflement of all concerned. Episodes like this invariably cause much clapping and cheering from any Pink Horrors that witness them.

	WS	BS	S	T	W	I	A	Ld	Sv
Flamer	2	4	4	4	2	4	2	10	-
Pyrocaster	2	4	4	4	2	4	3	10	-

### Unit Type:

Jump Pack Infantry. Pyrocaster is Jump Pack Infantry (Character).

**Daemonic Gifts:** Warpfire and Breath of Chaos.

**Special Rules:** Daemon.



# SCREAMERS OF TZEENTCH

## TZEENTCH'S SOARING PREDATORS

Screamers of Tzeentch are magical creatures that swim through the Immaterium on currents of strong psychic energy, hunting in shoals for vulnerable spirits to prey upon. Drawn by the echo of mortal souls, Screamers often follow star vessels in the Warp, probing their psychic energy fields until a weakness is found. The Screamers will then stream through the gap in the shields, prise open the armoured skin with their lamprey-like teeth, and swarm through the breach to feast on the terrified souls inside. When they manifest in the material universe, Screamers take the form of bizarre disc-shaped creatures that skim through the air, slashing open throats and severing tendons with their horns and spiked tails. As their dying victims slump to the ground, their souls are released from mortal shackles – whereupon the Screamers will suddenly sweep around to consume the incorporeal morsel just as a raptor would seize upon a dove.

	WS	BS	S	T	W	I	A	Ld	Sv
Screamers	3	0	4	4	2	4	3	10	-

### Unit Type:

Jetbikes.

**Special Rules:** Daemon.

**Lamprey's Bite:** Screamers of Tzeentch can manifest boiling daemonic fire in their mandibles.

Range	S	AP	Type
-	5	2	Melee, Armourbane

**Slashing Attack:** If a unit of Screamers moves over one or more unengaged enemy units with its Turbo-boost movement, choose one of those units – it suffers D3 Strength 4 hits with AP - per Screamer that moved over it. Use the final position of the Screamers for Wound allocation; vehicles are always hit on their side armour.



# HEAVY SUPPORT

## SEEKER CAVALCADE

Each Seeker Cavalcade is a squadron of 1-3 models composed of Seeker Chariots of Slaanesh or Exalted Seeker Chariots of Slaanesh chosen in any combination.

### SEEKER CHARIOT OF SLAANESH

**COST: 40 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Exalted Alluress	5	0	3	3	1	6	4	10	-
	Armour								
	BS	F	S	R	HP				
Seeker Chariot of Slaanesh	0	11	11	10	2				

#### Transport Capacity:

1 (Exalted Alluress or Herald of Slaanesh only)

#### Daemonic Gifts:

Aura of Acquiescence, Rending Claws.

#### Special Rules:

Exalted Alluress: Daemon, Fleet.

Seeker Chariot: Daemon, Fleet, Fleshshredder.

#### Options:

*Designer's note: An Exalted Alluress cannot disembark from a Seeker Chariot. When a Seeker Chariot being ridden by an Exalted Alluress is destroyed, the Exalted Alluress is also removed from play as a casualty.*

#### Unit Type:

Exalted Alluress: Infantry (Character)

Seeker Chariot: Vehicle (Fast, Open-topped)

#### Number/squad:

1 Exalted Alluress

1 Seeker Chariot



### EXALTED SEEKER CHARIOT OF SLAANESH

**COST: 90 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Exalted Alluress	5	0	3	3	1	6	4	10	-
	Armour								
	BS	F	S	R	HP				
Exalted Seeker Chariot of Slaanesh	0	11	11	10	4				

#### Special Rules:

Exalted Alluress: Daemon.

Seeker Chariot: Daemon, Fleshshredder.

#### Options:

*Designer's note: An Exalted Alluress cannot disembark from a Seeker Chariot. When a Seeker Chariot being ridden by an Exalted Alluress is destroyed, the Exalted Alluress is also removed from play as a casualty.*

#### Unit Type:

Exalted Alluress: Infantry (Character)

Exalted Seeker Chariot: Vehicle (Fast, Open-topped)

#### Number/squad:

1 Exalted Alluress

1 Exalted Seeker Chariot

#### Transport Capacity:

1 (Exalted Alluress or Herald of Slaanesh only)

#### Daemonic Gifts:

Aura of Acquiescence, Rending Claws.

#### Heralds of Slaanesh

A Herald of Slaanesh may take one of the following:

- Mount of Slaanesh .....15 points
- Seeker Chariot .....30 points  
(the Herald replaces the Exalted Alluress)
- Exalted Seeker Chariot .....80 points  
(the Herald replaces the Exalted Alluress)

# ELITES

## FLAMERS OF TZEENTCH

**COST: 69 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Flamer of Tzeentch	2	4	4	4	2	4	2	10	-
Pyrocaster	2	4	4	4	2	4	3	10	-

**Unit Type:**  
Jump Infantry

**Number/squad:**  
3

**Daemonic Gifts:**  
Breath of Chaos,  
Warpfire.

**Special Rules:**  
Daemon.

**Options:**

- May include up to six additional  
Flamers of Tzeentch ..... 23 pts/model
- One Flamer may be upgraded  
to a Pyrocaster ..... 5 pts



## FAST ATTACK

### SCREAMERS OF TZEENTCH

**COST: 75 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Screamers	3	0	4	4	2	4	3	10	-

**Unit Type:**  
Jetbikes

**Number/squad:** 3

**Special Rules:**

Daemon, Slashing Attack,  
Lamprey's Bite.

**Options:**

- May include up  
to six additional  
Screamers..... 25 pts/model



### HELLFLAYERS OF SLAANESH

**COST: 60 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Exalted Alluress	5	0	3	3	1	5	4	10	-
<b>Armour</b>									
	BS	F	S	R	HP				
Hellflayer Chariot	0	11	11	10	2				

**Unit Type:**

Alluress: Infantry (Character)  
Hellflayer Chariot: Vehicle  
(Fast, Open-topped)

**Number/squad:**

1 Exalted Alluress  
1 Hellflayer Chariot

**Daemonic Gifts:**

Aura of Acquiescence, Rending Claws.

**Special Rules:**

Daemon, Fleet, Soulscent (Exalted Alluress only).