

# HEDONIC CRUSADE SLAANESH CULTIST ARMY LIST

## Forces

The Hedonic Crusade Slaanesh Cultist Army List uses the datasheets from the Hedonic Crusade Forces section.

## Using The Army List

The following army list allows you to field a Slaanesh Chaos Cult army based on the Hedonic Crusade launched by House Devine in the early part of the 41<sup>st</sup> Millennium.

The formations that may be taken in a Hedonic Crusade army are shown on the charts that follow. Hedonic Crusade formations come in two types: *House Devine Households* and *vassal formations*. Each House Devine Household you include in the army allows you to field any one vassal formation. In addition, the army has a Daemon Pool.

The charts below include the following information:

**Formation:** The name of the formation.

**Units:** The core units that make up the formation.

**Extras:** A formation may include any of the extra units listed in the “Extras” column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of that formation.

**Cost:** The points value of the formation.

## Special Rules

The *Fickle Masters* rule applies to the Hedonic Crusade Slaanesh Cultist army (see *Fickle Masters*). The *Summoned Units* rule applies to formations with Daemonic Pact (see *Summoned Units*). Certain units have special abilities described in *Augmented Summoning* (see *Augmented Summoning*) and *Daemonic Focus* (see *Daemonic Focus*).

## SPECIAL RULE

### *Hedonic Crusade Epic Tournament Special Rules*

All formations in a Hedonic Crusade Slaanesh Cultist army owe allegiance to Slaanesh and may summon the following daemons if they are unbroken and have *Daemonic Pact*:

Lesser Daemons	Summoning Points
Daemonettes	1
Fiends of Slaanesh	1
Steeds of Slaanesh	2
Greater Daemons	Summoning Points
Keeper of Secrets	8

## SPECIAL RULE

### *Fickle Masters*

The Chaos Powers are quick to punish or reward their champions. In the strategy phase if the Chaos player rolls a 6 they are rewarded for their tactical acumen with an additional 1D3 lesser daemons to add to the Daemon Pool (see *Summoned Units*). If the Chaos player rolls 1 their patron Powers withdraw their support and the Chaos player must remove D3 lesser daemons from the Daemon Pool. If the Chaos player has no remaining daemons in their Daemon Pool then there is no further effect.



## SPECIAL RULE

### *Summoned Units*

Each formation in a Chaos army owes allegiance to Chaos Undivided or one of the four chaos gods: Khorne, Nurgle, Slaanesh or Tzeentch. The Chaos player must declare each formation's allegiance before the battle, noting it down on their army list. Unbroken formations with Daemonic Pact are able to summon daemons with a similar allegiance to the battlefield from the Daemon Pool.

Daemons in the Daemon Pool are noted only as being lesser or greater daemons when they are purchased, they should be thought of as markers. The Chaos player must declare the number of lesser and greater daemons in the Daemon Pool in some fashion that is easily apparent to their opponent at all times. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons to the battlefield.

A formation may summon daemonic units from the Daemon Pool as part of its action before declaring which action it will carry out. The formation generates 2d3 summoning points that can be used to move daemons from the Daemon Pool to the battlefield where they are converted to actual daemonic units. The allegiance of the summoning formation determines which daemonic units it may summon, while the daemonic units available to summon (and their respective summoning point costs) are defined in the specific Chaos army lists. Summoning points must be used immediately or lost, but un-summoned daemons in the Daemon Pool remain to be summoned by other formations or on later turns.

Summoned daemonic units must be placed within 5cm of a unit from the formation that was there prior to summoning, you may not place a "chain" of summoned units. They also may not be placed in enemy zone of control or in impassable terrain. Finally, an army may only have one greater daemon with a given allegiance on the battlefield at any one time. Summoned daemonic units count as part of the formation that summoned them while they remain on the battlefield.

Daemonic units that are destroyed are removed from play and not put back into the Daemon Pool. If a formation with daemonic units is broken then all the daemonic units are removed from play as well. If a formation with daemonic units loses an assault (see Work Out Result) the extra hits it suffers occur before it becomes broken and the daemonic units are removed from play. Also note that daemonic units *do* count towards the "For each kill you have inflicted during the assault" assault modifier of your opponent.

In the End phase, after all rally tests, all summoned daemonic units are converted back into daemon markers and returned to the Daemon Pool. Note that this may lead to the formation breaking. War Engine units that are returned to the Daemon Pool keep their current DC and do not heal back to full DC. If they are summoned again they will have the same DC they had before being returned to the Daemon Pool.





## HEDONIC CRUSADE SLAANESH CULTIST ARMY LIST

Hedonic Crusade Slaanesh Cultist armies have a strategy rating of 2. Ravisher and Painlord formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

HOUSE DEVINE HOUSEHOLDS			
FORMATION	UNITS	EXTRAS	COST
Knight Household	Any three of the following units: Hell-Knight, Hell-Slicer	Add up to three Hell-Knights or Hell-Slicers for +65 points each Replace any number of Hell-Knights with an equal number of Hell-Scourges for +15 points each Add one Voluptuary character for +25 points or one Arch-Hedonist per army for +150 points	250 points
Hell-Strider Household	Three Hell-Striders	Add up to three Hell-Striders for +50 points each Add one Voluptuary character for +25 points	150 points

VASSAL FORMATIONS			
<i>(Any one Vassal formation may be fielded per each House Devine Household formation.)</i>			
FORMATION	UNITS	EXTRAS	COST
Cultists	One Demagogue or Chaos Marine Aspiring Champion and any eleven of the following units: Cultists, Mutants.	Add up to eight Cultists or Mutants for +10 points each Add just enough Land Transporters to transport the entire formation for +10 points each Add Daemonic Pact to the formation and one Lesser Daemon to the Daemon Pool for +25 points Add one Icon Bearer character for +25 points Add up to three Debasers for +50 points each	175 points
Debasers	Four Debasers	Add up to two Debasers for +50 points each	275 points
Noise Marines	Six Noise Marines, one with a Chaos Lord or Sorcerer Lord character	Add three Chaos Rhinos for +25 points Add Daemonic Pact to the formation and one Lesser Daemon to the Daemon Pool for +25 points Add one Icon Bearer character for +25 points Add one Champion of Slaanesh character for +50 points Add up to three Debasers for +50 points each	275 points

CHAOS NAVY AND WAR ENGINE FORMATIONS					
<i>(Up to a third of the points available may be spent on these formations.)</i>					
CHAOS NAVY			CHAOS WAR ENGINES		
FORMATION	UNITS	COST	FORMATION	UNITS	COST
Hell Blades	Three Hell Blades	200 points	Questor	One Questor Titan	275 points
Hell Talons	Two Hell Talons	225 points	Subjugator	One Subjugator Titan	225 points
			Ravisher	One Ravisher Titan	650 points
			Painlord	One Painlord Titan	800 points

DAEMON POOL	
UNIT	COST
Greater Daemon	+50 points each
Lesser Daemon	+15 points each



HEDONIC CRUSADE FORCES									
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Champion of Slaanesh	CH	n/a	n/a	n/a	n/a	Daemon Bolt	(15cm)	Small Arms, EA(+1), FS	<i>Augmented Summoning (+2D3), Invulnerable Save.</i>
Chaos Lord	CH	n/a	n/a	n/a	n/a	Daemon Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Commander, Invulnerable Save, Leader.</i>
Icon Bearer	CH	n/a	n/a	n/a	n/a	-			<i>Daemonic Focus, Invulnerable Save, Leader.</i>
Sorcerer Lord	CH	n/a	n/a	n/a	n/a	Warp Bolt	(15cm)	Small Arms, EA(+1), MW	<i>Commander, Invulnerable Save, Leader.</i>
Voluptuary	CH	n/a	n/a	n/a	n/a	-			<i>Commander, Leader.</i>
Chaos Marine Aspiring Champion	INF	15cm	4+	4+	4+	Autocannon Daemon Weapon	45cm (bc)	AP5+/AT6+ Assault Weapons, EA(+1), MW	<i>Commander, Invulnerable Save, Leader.</i>
Cultists	INF	15cm	-	5+	6+	Heavy Weapons	30cm	AP6+/AT6+	
Daemonettes	INF	20cm	4+	3+	-	-			<i>Expendable, First Strike, Invulnerable Save.</i>
Demagogue	INF	15cm	6+	5+	5+	Heavy Weapons Arcane Powers Daemon Weapon	30cm 30cm (bc)	AP6+/AT6+ MW6+ Assault Weapons, EA(+1), MW	<i>Augmented Summoning (+2D3), Invulnerable Save.</i>
Fiends of Slaanesh	INF	20cm	4+	3+	-	-			<i>Expendable, Infiltrator, Invulnerable Save.</i>
Mutants	INF	15cm	6+	4+	6+	Firearms	(15cm)	Small Arms	
Noise Marines	INF	15cm	4+	4+	3+	Blastmaster	30cm	AP5+/AT6+, D	<i>Fearless.</i>
Steeds of Slaanesh	INF	20cm	4+	3+	-	-			<i>Expendable, First Strike, Infiltrator, Invulnerable Save, Mounted.</i>
Land Transporter	LV	30cm	5+	6+	6+	Heavy Weapons	30cm	AP6+/AT6+	<i>Transport. May transport two infantry units without Jump Packs or Mounted.</i>
Chaos Rhino	AV	30cm	5+	6+	6+	Combi-Bolter	(15cm)	Small Arms	<i>Transport. May transport two infantry units (except Chaos Space Marine Terminators, Daemon Princes and Obliterators) without Jump Packs or Mounted.</i>
Debaser	AV	20cm	4+	4+	3+	Raucous Array Twin Blastmaster Twin Heavy Flamer Battle Claws	45cm 30cm 15cm (bc)	AP3+/AT4+/AA5+, IC AP4+/AT5+, D AP3+, IC Assault Weapons, EA(+1), MW	<i>Fearless, Infiltrator, Invulnerable Save, Walker.</i>
Hell-Strider	AV	30cm	5+	6+	5+	Twin Lascannon Multi-melta	45cm 15cm and (15cm)	AT4+ MW5+ Small Arms, MW	<i>Fearless, Invulnerable Save, Walker.</i>
Arch-Hedonist	WE	30cm	4+	3+	5+	Thermal Lance	30cm and (15cm)	MW4+, FwA Small Arms, , MW	<i>Damage Capacity 2, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Supreme Commander, Walker. Critical Hit Effect: Destroyed.</i>
Hell-Knight	WE	30cm	5+	6+	5+	Battle Claws Thermal Lance	(bc) 30cm and (15cm)	Assault Weapons, EA(+1), MW MW4+, FwA Small Arms, , MW	<i>Damage Capacity 2, Fearless, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.</i>
Hell-Scourge	WE	30cm	5+	6+	3+	Castigator Cannon	45cm	3× AP3+/AT5+, FwA	<i>Damage Capacity 2, Fearless, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.</i>
Hell-Slicer	WE	30cm	5+	3+	5+	Battle Cannon Battle Claws	75cm (bc)	AP4+/AT4+, FwA Assault Weapons, EA(+1), MW	<i>Damage Capacity 2, Fearless, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.</i>
Keeper of Secrets	WE	20cm	4+	3+	4+	Gaze of Slaanesh Lash of Torment	30cm and (15cm) (bc)	3× MW4+ Small Arms, EA(+1), FS, MW Assault Weapons, EA(+1), FS, MW	<i>Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.</i>

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Painlord Titan	WE	20cm	4+	3+	3+	0–1× Energy Whip	(bc)	Assault Weapons, EA(+2D3), FS, MW	Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. Armed with either an Energy Whip or a Plasma Cannon. May step over units and pieces of terrain that are lower than the unit’s knees and less than 2cm wide. Critical Hit Effect: The unit’s plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.
						0–1× Plasma Cannon	60cm	3× MW2+, FwA, Slw	
						Volcano Cannon	90cm	MW2+, FwA, TK(D3)	
						Cacophonous Exhibition	60cm	6BP, FxF, D	
Questor Titan	WE	35cm	5+	5+	3+	2× Castigator Cannon	45cm	3× AP3+ /AT5+	Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit’s knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can’t move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.
						2× Battle Cannon	75cm	AP4+ /AT4+	
Ravisher Titan	WE	25cm	4+	3+	3+	0–1× Close Combat Weapon	(bc)	Assault Weapons, EA(+3), TK(D3)	Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. Armed with either a Close Combat Weapon or a Plasma Cannon. May step over units and pieces of terrain that are lower than the unit’s knees and less than 2cm wide. Critical Hit Effect: The unit’s plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.
						0–1× Plasma Cannon	60cm	3× MW2+, FwA, Slw	
						Melta Cannon	30cm	MW2+, FwA, TK(D3)	
						and Gatling Blaster	(15cm) 60cm	Small Arms, , EA(+1), TK(D6) 4× AP4+ /AT4+, FxF	
Subjugator Titan	WE	35cm	5+	3+	5+	2× Battle Cannon	75cm	AP4+ /AT4+	Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit’s knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can’t move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.
						2× Hellblades	(bc)	Assault Weapons, EA(+1), TK(D3)	
Hell Blade	AC	Fighter	6+	n/a	n/a	2× Reaper Autocannon	15cm	AP4+ /AT6+ /AA5+, FxF	
Hell Talon	AC	Fighter- Bomber	5+	n/a	n/a	Bombs	15cm	2BP, FxF, IC	
						Twin Lascannon	30cm	AT4+ /AA4+, FxF	
						Havoc Launcher	45cm	AP5+ /AT6+, FxF	
SPECIAL RULE Augmented Summoning							SPECIAL RULE Daemonic Focus		
Some chaos units are noted as having Augmented Summoning (+x). Units with this ability add a number of summoning points equal to “x” when the formation they are in summons daemons (see Summoned Units). For example, a unit noted as having Augmented Summoning (+2D3) would allow a formation with a Daemonic Pact to roll 4D3 for summoning points as opposed to the usual 2D3.							Certain Chaos units are noted as having Daemonic Focus. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with daemonic Focus may not be used to keep summoned units in play if the formation is broken.		