

# Emperor's Children Experimental Army List Version 1.0

## EC1.0 The Emperor's Children

### Slaanesh

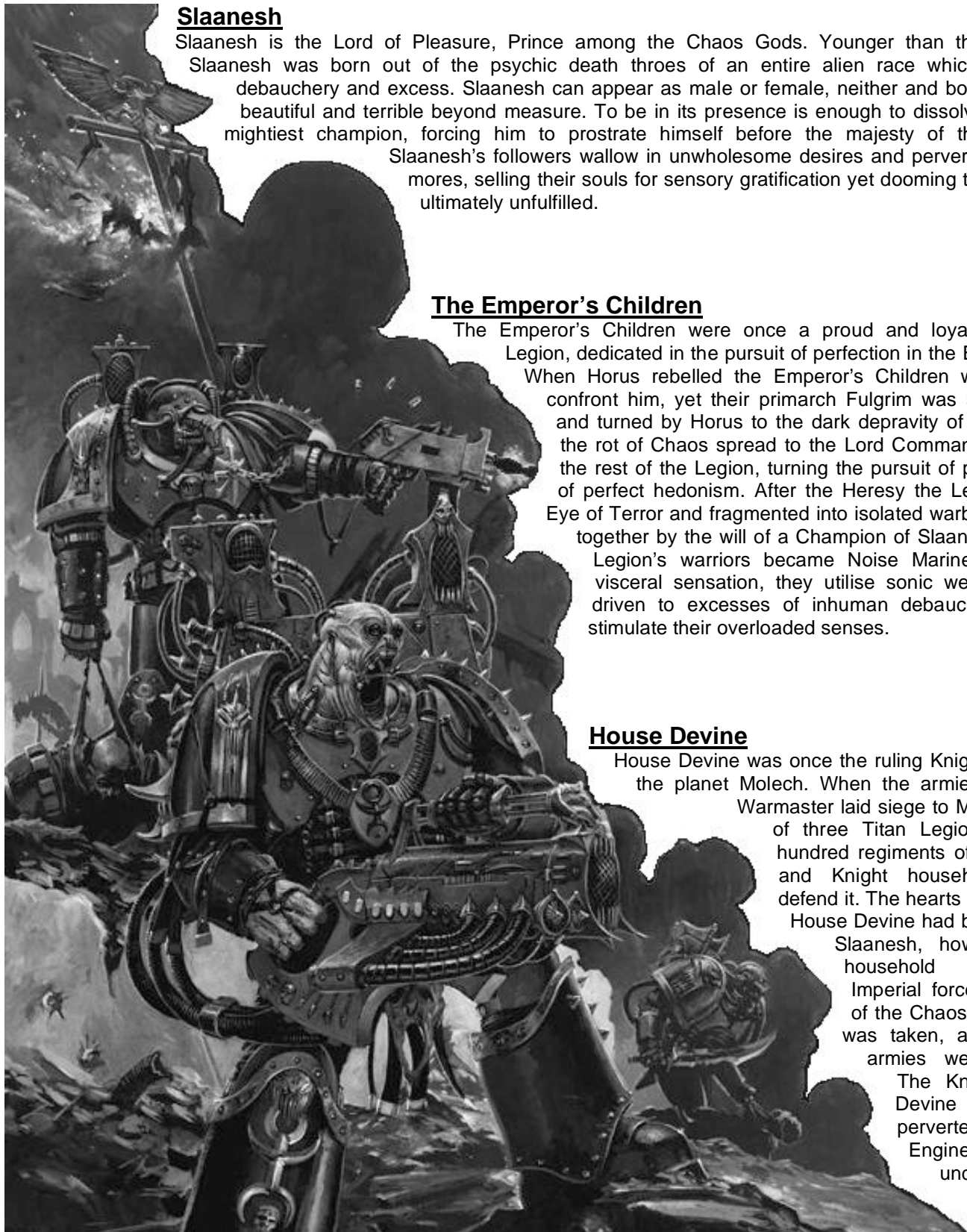
Slaanesh is the Lord of Pleasure, Prince among the Chaos Gods. Younger than the other deities, Slaanesh was born out of the psychic death throes of an entire alien race which devolved into debauchery and excess. Slaanesh can appear as male or female, neither and both, but is always beautiful and terrible beyond measure. To be in its presence is enough to dissolve the will of the mightiest champion, forcing him to prostrate himself before the majesty of the Dark Prince. Slaanesh's followers wallow in unwholesome desires and perversion of all social mores, selling their souls for sensory gratification yet dooming themselves to be ultimately unfulfilled.

### The Emperor's Children

The Emperor's Children were once a proud and loyal Space Marine Legion, dedicated in the pursuit of perfection in the Emperor's name. When Horus rebelled the Emperor's Children were the first to confront him, yet their primarch Fulgrim was swiftly corrupted and turned by Horus to the dark depravity of Slaanesh. Soon the rot of Chaos spread to the Lord Commanders and swiftly the rest of the Legion, turning the pursuit of perfection to that of perfect hedonism. After the Heresy the Legion fled to the Eye of Terror and fragmented into isolated warbands, each held together by the will of a Champion of Slaanesh. Most of the Legion's warriors became Noise Marines – cravers of visceral sensation, they utilise sonic weaponry and are driven to excesses of inhuman debauchery to try and stimulate their overloaded senses.

### House Devine

House Devine was once the ruling Knight household on the planet Molech. When the armies of the Traitor Warmaster laid siege to Molech, the might of three Titan Legions and over a hundred regiments of Imperial Guard and Knight households stood to defend it. The hearts and minds of the House Devine had been seduced by Slaanesh, however, and the household betrayed the Imperial forces at the height of the Chaos assault. Molech was taken, and the Imperial armies were slaughtered. The Knights of House Devine are now perverted into Daemon Engines that march under the banners of Slaanesh.



## **EC1.1 Emperor's Children Special Rules**

The following special rules apply to Emperor's Children formations and units.

### **EC1.1.1 Initiative & Strategy Rating**

*All Emperor's Children, Daemon and Slaanesh Titan Legion formations have an initiative rating of 1+. Chaos Navy formations have an initiative rating of 2+. Emperor's Children armies have a strategy rating of 3.*

Slaanesh is a capricious and whimsy master. In the strategy phase if the Chaos player rolls a 6 they are rewarded for their dedication with an additional 1D3 daemons to add to the Daemon Pool (see EC1.1.3). If the Chaos player rolls 1 their patron Power withdraws its support and the Chaos player must remove 1D3 daemons from the Daemon Pool. If the Chaos player has no remaining daemons in their Daemon Pool then there is no further effect.

### **EC1.1.2 Factions**

All Emperor's Children are followers of Slaanesh.

### **EC1.1.3 Summoned Units**

Certain units may be summoned to appear at the start of an Emperor's Children formation's action through the use of the Daemonic Pact upgrade. Formations that purchase the Daemonic Pact as an upgrade (see the army list below) are capable of summoning daemons to the battlefield. In order to have daemons to summon players must purchase a single Daemon Pool from which all formations with the Daemonic Pact upgrade will summon from. Players should either write down the contents of their Daemon pool or use tokens to indicate the number of each type of Daemon they have available. The Chaos player's opponent is always able to view the number of daemons (and their type) remaining in the Daemon Pool. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons onto the board.

At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the Daemon pool. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit will be listed on its data sheet, but as a rule of thumb Greater Daemons cost eight summoning points and all other units one summoning point each). Summoning points must be used to summon daemonic units from the Daemon Pool and are brought into play immediately. If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the Daemon Pool. Formations that have not bought a Daemonic Pact may not summon daemons.

Summoned units must be set up with their entire base within 5cm of any unit from their formation, apart from other summoned units that have already been placed (i.e. you cannot place a 'chain' of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain. The types of units that can be summoned by the Emperor's Children are: *Keeper of Secrets; Greater Daemon of Slaanesh; Daemonettes; Daemonic Beasts.*

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. The only exception to the normal rules is that the loss of a summoned unit does not cause a blast marker to be placed on the formation. They are otherwise counted as normal units, and are included when working out if a formation outnumbers an opponent in an assault or is broken by blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers to the result dice roll.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the rally phase, after a formation has attempted to rally, all summoned units in the formation vanish back to the warp and are removed from play unless the formation has a unit with Daemonic Focus (see EC1.1.5 below). Summoned units that are removed from play in this manner are not put back into the Daemon Pool. Note that this may lead to the formation breaking if the number of Blast Markers on the formation is greater than the number of units left in play after the summoned units have been removed. Any summoned units will vanish back to the warp when a formation breaks.

Players are allowed to only summon one Greater Daemon to the battle at a time. So if you have already summoned one Keeper of Secrets you are not allowed to summon another until that first Greater Daemon has been removed from play.

### **EC1.1.4 Augment Summoning**

Some Chaos units are noted as having Augment Summoning (+x). Units with this ability add a number of summoning points equal to "x" when the formation they are in summons daemons (see EC1.1.3 Summoning Units). For example, a unit noted as having Augment Summoning (+2D3) would allow a formation with a Daemon Pack to roll 4D3 for Summoning Points as opposed to the usual 2D3.

### **EC1.1.5 Daemonic Focus**

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.

## EC2.0 Emperor's Children Units

### Emperor's Children Lord

Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Daemon Weapon	Base Contact	Assault Weapons	MW, Extra attack (+1)	
Warp Bolt	(15cm)	Small Arms	MW, Extra attack (+1)	

**Notes:** Emperor's Children Lords are one of three types, Lord Commander, Sorcerer Lord and Slaanesh Warlord. All are **Characters** and have the **Leader** and **Invulnerable Save** abilities. Lord Commanders have the **Commander** ability and the Daemon Weapon, above. Sorcerer Lords have the Warp Bolt weapon. One (and only one) Lord per army *must* be a Slaanesh Warlord, and has the **Supreme Commander** ability and the Daemon Weapon.

### Emperor's Children Noise Marines

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	3+
Weapon	Range	Firepower	Notes	
Sonic Blasters	(15cm)	Small Arms		
Blastmaster	30cm	AP5+/AT6+	Disrupt	

**Notes:** *Fearless*

### Emperor's Children Noise Marine Havocs

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	2+
Weapon	Range	Firepower	Notes	
Sonic Blasters	(15cm)	Small Arms		
2x Blastmaster	30cm	AP5+/AT6+	Disrupt	

**Notes:** *Fearless*

### Emperor's Children Bikers

Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Sonic Blasters	(15cm)	Small Arms		

**Notes:** *Fearless, Mounted*

### Emperor's Children Possessed

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	-
Weapon	Range	Firepower	Notes	
Rending Talons	Base Contact	Assault Weapons	Extra attack (+1)	

**Notes:** *Fearless, First Strike, Invulnerable Save*

## Emperor's Children Chosen

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	2+
Weapon	Range	Firepower	Notes	
Sonic Blasters	(15cm)	Small Arms	Disrupt MW, Extra attack (+1)	
2x Blastmaster	30cm	AP5+/AT6+		
Power Weapons	Base Contact	Assault Weapons		
<b>Notes:</b> <i>Fearless, Reinforced Armour, Teleport, Thick Rear Armour</i>				

## Debaser

The Debaser is a Defiler dedicated by the Emperor's Children to the service of Slaanesh, armed with devastating sonic weaponry.

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Ultrasonic Disruptor	45cm	AP4+/AT6+/AA5+	Disrupt First Strike, Ignore Cover, Extra attack (+1) MW, Extra attack (+1)	
Blastmaster	30cm	AP5+/AT6+		
Death Wailer	(15cm)	Small Arms		
Battle Claws	Base Contact	Assault Weapons		
<b>Notes:</b> <i>Fearless, Invulnerable Save, Walker.</i>				

## Emperor's Children Predator

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Blastmaster	30cm	AP5+/AT6+	Disrupt Extra attack (+1)	
Twin Sonic Blasters	(15cm)	Small Arms		
<b>Notes:</b> <i>Fearless</i>				

## Emperor's Children Land Raider

As Chaos Land Raiders with the *Fearless* ability. May transport one *Emperor's Children Chosen* unit, or two of the following units: *Emperor's Children Noise Marines*, *Emperor's Children Havocs*, *Emperor's Children Possessed*.

## Emperor's Children Rhino

As Chaos Rhino with the *Fearless* ability. May transport two of the following units: *Emperor's Children Noise Marines*, *Emperor's Children Havocs*, *Emperor's Children Possessed*.

## Other Units

The following units are identical to those in the Black Legion army list (section BL2.0): *Chaos Dreadnoughts*, *Chaos Champion*, *Daemon Prince*, *Defiler*, *Dreadclaws*, *Icon bearer*, *Daemonettes*, *Keeper of Secrets: Greater Daemon of Slaanesh*, *Banelord Titan*, *Ravager Titan*, *Swiftdeath Interceptor*, *Helltalon fighter-bomber*, *Devastation Class Cruiser*, *Despoiler Class Battleship*

The following units are identical to those in the Lost and the Damned army list (section LD3.1): *Daemon Knights*, *Subjugators*, *Questors*



## **EC3.0 Emperor's Children Chaos Space Marine Army List**

### **EC3.1 Using the Army List**

Emperor's Children Marines are organised around core formations called companies or retinues which are supported by smaller formations of specialised troops. Each formation is made up of four or more units, and may also include a number of extra units called upgrades. The chart below shows the company, support formations, what units comprise the detachment, what upgrades are allowed, and its points cost. Each upgrade that is taken adds to the cost of the company or detachment, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taking for, and sometimes take the form of additional units for the detachment. Each upgrade may be taken once per formation.

Emperor's Children armies may be supported by Slaanesh Titans, Chaos Navy and Spacecraft. Up to a third of the points available to the army may be spent on these formations.



## Emperor's Children Formations

Formation type	Core Units	Upgrades Allowed	Points Cost
<i>Emperor's Children Retinue</i>	One Emperor's Children Lord character upgrade and six Emperor's Children Noise Marine and/or Possessed units.	Dreadnoughts, Degraders, Doom Sirens, Dreadclaws, Chaos Champion, Daemonic Pact, Daemon Prince, Icon Bearer, Transport	300 points
<i>Emperor's Children Havoc Company</i>	One Emperor's Children Lord character upgrade and six Emperor's Children Havoc units.	Dreadnoughts, Degraders, Doom Sirens, Dreadclaws, Chaos Champion, Daemonic Pact, Daemon Prince, Icon Bearer, Transport	400 points
<i>Emperor's Children Bike Company</i>	One Emperor's Children Lord character upgrade and six Emperor's Children Bike units.	Daemonic Pact, Doom Sirens, Icon Bearer	350 points
<i>0-2 Emperor's Children Chosen Retinue</i>	One Emperor's Children Lord character upgrade and six Emperor's Children Chosen units.	Dreadnoughts, Degraders, Doom Sirens, Dreadclaws, Chaos Champion, Chaos Land Raiders, Daemonic Pact, Daemon Prince, Icon Bearer.	500 points
<i>Emperor's Children Armoured Company</i>	Six Emperor's Children Predators and/or Emperor's Children Land Raiders	Degraders, Warp Amp	50 points per Predator and 100 points per Land Raider
<i>Daemon Knights</i>	Six Daemon Knights		450 points
<i>Daemon Pool</i>	Lesser Daemon Greater Daemon		+20 points each +75 points each

## Slaanesh Titan Formations

Formation type	Units	Points Cost
<i>Painlord Titan</i>	One Banelord Titan	800 points
<i>Reviler</i>	One Ravager Titan	650 points
<i>Desecrator Pack</i>	One to two Subjugators and/or Questors	250 points each

## Chaos Navy and Spacecraft

Formation type	Units	Points Cost
<i>Swiftdeath</i>	Three Swiftdeath Interceptors	200 points
<i>Helltalon</i>	Two Helltalon Fighter-bombers	300 points
<i>Devastation</i>	One Devastation Class Cruiser	150 points
<i>Despoiler</i>	One Despoiler Class Battleship	250 points

## Emperor's Children Upgrades

Upgrade	Units	Points Cost								
<i>Dreadnoughts</i>	Add up to three Chaos Dreadnoughts	50 points each								
<i>Degraders</i>	Add up to three Defilers and/or Debasers	75 points each								
<i>Doom Sirens</i>	Add the following weapon to every infantry unit in the formation: <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <thead> <tr> <th style="width: 25%;">Weapon</th> <th style="width: 25%;">Range</th> <th style="width: 25%;">Firepower</th> <th style="width: 25%;">Notes</th> </tr> </thead> <tbody> <tr> <td>Doom Siren</td> <td>Base Contact</td> <td>Assault Weapons</td> <td>First Strike</td> </tr> </tbody> </table>	Weapon	Range	Firepower	Notes	Doom Siren	Base Contact	Assault Weapons	First Strike	75 points
Weapon	Range	Firepower	Notes							
Doom Siren	Base Contact	Assault Weapons	First Strike							
<i>Dreadclaws</i>	Equips the formation with Dreadclaw Assault Boats	30 points								
<i>Chaos Champion</i>	Adds a Chaos Champion to a unit in the formation	50 points								
<i>Chaos Land Raiders</i>	Add six Emperor's Children Land Raiders	600 points								
<i>Daemonic Pact</i>	Allows the formation to summon Daemons from the Daemon Pool	25 points								
<i>0-1 Daemon Prince</i>	Replace the unit in the formation that includes the Emperor's Children Lord character with the Daemon Prince unit. If the unit includes the Slaanesh Warlord, the Daemon Prince gains the <i>Supreme Commander</i> ability.	50 points								
<i>Icon Bearer</i>	Adds an Icon Bearer to a unit in the formation	50 points								
<i>Transport</i>	Add three Emperor's Children Rhinos and/or Emperor's Children Land Raiders.	20 points per Rhino and 100 points per Land Raider								
<i>Warp Amp</i>	Adds the Warp Amp upgrade to every unit in the formation. One unit in the formation counts as having the <i>Inspiring</i> ability (unit nominated by the Chaos player at the resolution step of an assault).	50 points								