Emperor's Children

Experimental Army List Version 2.1
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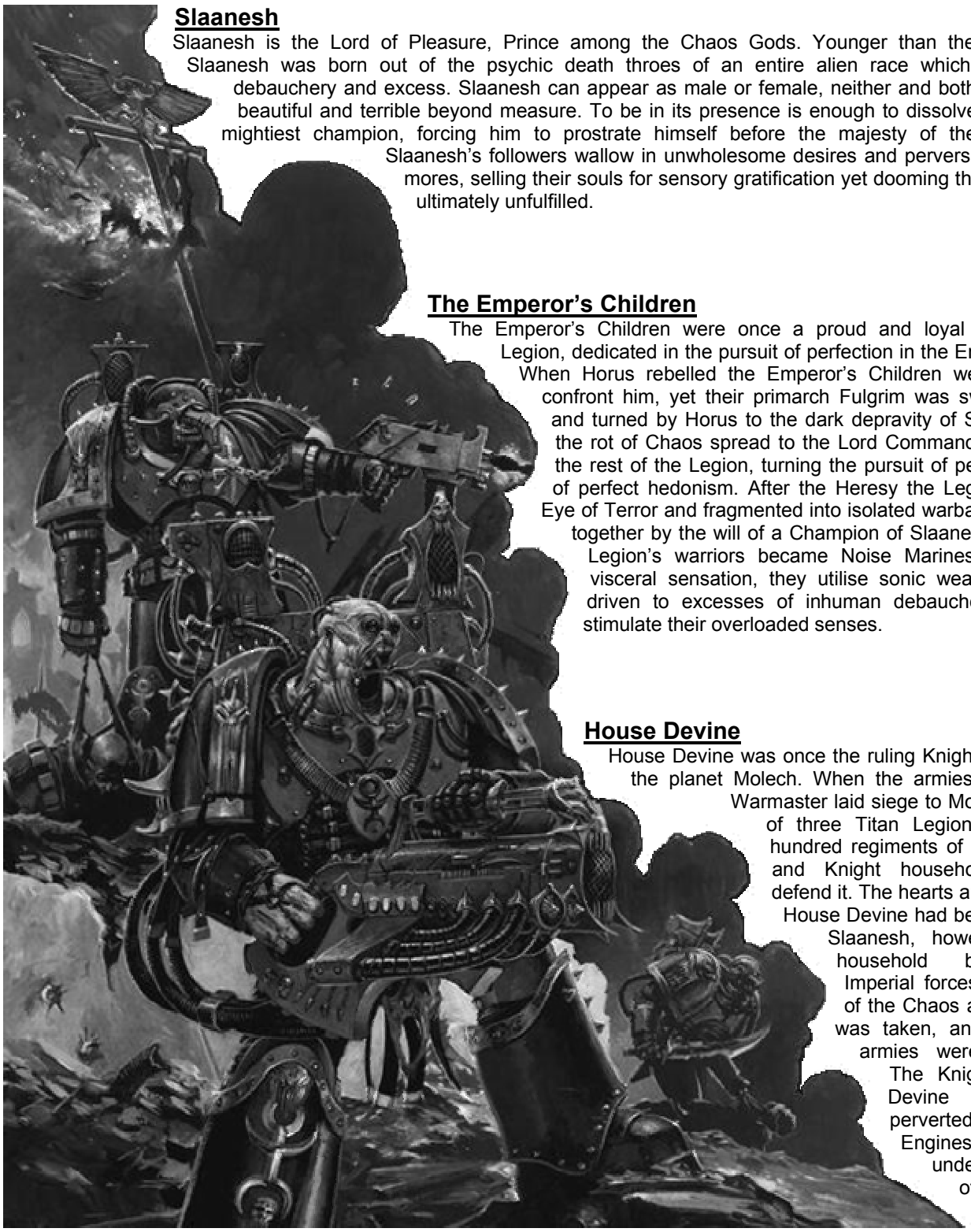
EC1.0 The Emperor's Children



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

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+.

EC1.1.2 Strategy Rating

Emperor's Children are devious and vicious opponents, as capable of surgical strikes as any other Space Marines. However, one battle is met, the Children of Fulgrim are unpredictable. They are capable of delivering a lightning assault with inhuman speed, but equally the warband may get distracted with captured foe, venting their sadistic desires on any civilians unfortunate enough to be in their way or simply enraptured by the cacophony of battle. As a consequence, Emperor's Children armies count as having a Strategy Rating of 4 for most purposes (such as deployment), but when rolling for priority in the Strategy Phase they count as having a Strategy Rating of D6. In effect, the Emperor's Children play will be rolling 2D6 and adding the scores together when rolling to see who goes first each turn.

EC1.1.3 Factions

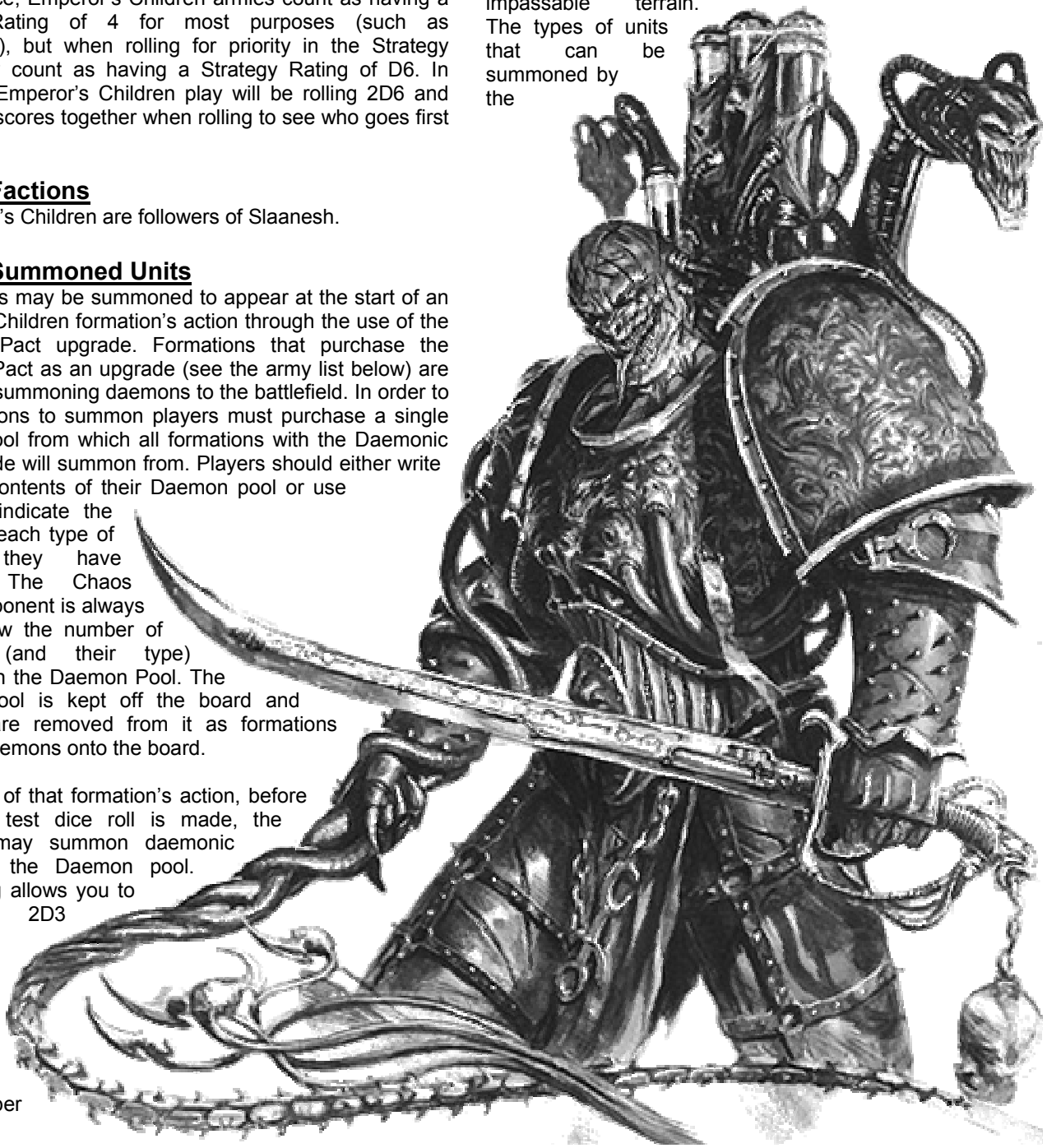
All Emperor's Children are followers of Slaanesh.

EC1.1.4 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 end of the rally phase, after formations have attempted to rally, all summoned units in the formation are removed from the board and placed back into the Daemon Pool unless the formation has a unit with Daemonic Focus (see EC1.1.6 below). Greater Daemons that are returned to the Daemon Pool keep the same DC they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same DC. Summoned units that are destroyed 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. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the Daemon Pool. 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.

EC1.1.5 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 EC1.1.4 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.

EC1.1.6 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
Lash of Torment	Base Contact	Assault Weapons	First Strike, Extra attack (+1)
Doom Siren	(15cm)	Small Arms	First Strike, Ignore Cover, 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 as well as the *Doom Siren* weapon. Lord Commanders have the ***Commander*** ability and the *Lash of Torment*, above. Sorcerer Lords grant the ***First Strike*** ability to all of the unit's attacks. One (and only one) Lord per army *must* be a Slaanesh Warlord, and has the ***Supreme Commander*** ability and the *Lash of Torment*.

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	
Doom Siren	(15cm)	Small Arms	First Strike, Ignore Cover, Extra attack (+1)

Notes: ***Fearless, Mounted***

Emperor's Children Raptors

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	3+	5+

Weapon	Range	Firepower	Notes
Doom Siren	(15cm)	Small Arms	First Strike, Ignore Cover, Extra attack (+1)
Chainswords	Base Contact	Assault Weapons	

Notes: ***Fearless, Jump Packs***

Emperor's Children Terminators

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	4+

Weapon	Range	Firepower	Notes
Sonic Blasters	(15cm)	Small Arms	
Doom Siren	(15cm)	Small Arms	First Strike, Ignore Cover, Extra attack (+1)
2x Blastmaster	30cm	AP5+/AT6+	Disrupt
Power Weapons	Base Contact	Assault Weapons	MW, Extra attack (+1)

Notes: ***Fearless, Reinforced Armour, Teleport, Thick Rear Armour***

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	2xAP5+/AT6+/AA5+	Disrupt
Blastmaster	30cm	AP5+/AT6+	Disrupt
Death Wailer	(15cm)	Small Arms	First Strike, Ignore Cover, Extra attack (+1)
Battle Claws	Base Contact	Assault Weapons	MW, Extra attack (+1)

Notes: ***Fearless, Invulnerable Save, Walker.***

Emperor's Children Predator

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	4+

Weapon	Range	Firepower	Notes
Blastmaster	30cm	AP5+/AT6+	Disrupt
Twin Sonic Blasters	(15cm)	Small Arms	Extra attack (+1)

Notes: ***Fearless***

Emperor's Children Land Raider

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

Emperor's Children Legionnaires

As Chaos Space Marines with the *Scout* ability. Note that these units are **not** *Fearless.*

Other Units

The following units are identical to those in the Black Legion army list (section BL2.0): *Chaos Dreadnought*, 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.*

*These units have optional alternate datafaxes detailed in section EC4.0.

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 Chaos Space Marines are organised around core formations called companies or retinues. Each Emperor's Children formation is made up of six 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. 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. Note that if an entry allows for an "and/or" choice of units, that means any combination of the two types of unit is acceptable providing the total number of units is as listed.

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**
Emperor's Children Retinue	One Emperor's Children Lord character upgrade and six Emperor's Children Noise Marine units.	Dreadnoughts, Daemon Engines, Dreadclaws, Chaos Champion, Daemonic Pact, Daemon Prince, Icon Bearer, Transport	275 points
Emperor's Children Havoc Company	One Emperor's Children Lord character upgrade and six Emperor's Children Havoc units.	Dreadnoughts, Daemon Engines, Dreadclaws, Chaos Champion, Daemonic Pact, Daemon Prince, Icon Bearer, Transport	350 points
Emperor's Children Bike Company	One Emperor's Children Lord character upgrade and six Emperor's Children Bike units.	Daemonic Pact, Icon Bearer	350 points
Emperor's Children Legionnaires	Six Emperor's Children Legionnaire units	Daemonic Pact, Dreadclaws, Transport.	250 points
0-2 Emperor's Children Terminator Retinue	One Emperor's Children Lord character upgrade and six Emperor's Children Terminators units.	Dreadnoughts, Daemon Engines, Dreadclaws, Chaos Champion, Chaos Land Raiders, Daemonic Pact, Daemon Prince, Icon Bearer.	500 points
0-1 Emperor's Children Raptor Cult	One Emperor's Children Lord character upgrade and six Emperor's Children Raptor units.	Daemonic Pact	325 points
Emperor's Children Armoured Company	Six Emperor's Children Predators and/or Emperor's Children Land Raiders	Daemon Engines	50 points per Predator and 100 points per Land Raider
Daemon Engine Pack	Six Defilers and/or Debasers		500 points
Daemon Knights	Six Daemon Knights		450 points
Daemon Pool	Lesser Daemon Greater Daemon		+20 points each +100 points each

Slaanesh Titan Formations		
Formation type	**Units**	**Points Cost**
Banelord Titan	One Banelord Titan	800 points
Ravager Titan	One Ravager Titan	650 points
Degrader Pack	One to two Subjugators and/or Questors	225 (Subjugator) 275 (Questor)

Chaos Navy and Spacecraft		
Formation type	**Units**	**Points Cost**
Swiftdeath	Three Swiftdeath Interceptors	200 points
Helltalon	Two Helltalon Fighter-bombers	300 points
Devastation	One Devastation Class Cruiser	150 points
Despoiler	One Despoiler Class Battleship	250 points

Emperor's Children Upgrades		
Upgrade	**Units**	**Points Cost**
Dreadnoughts	Add up to three Chaos Dreadnoughts	50 points each
Daemon Engines	Add up to three Defilers and/or Debasers	75 points each
Dreadclaws	Equips the formation with Dreadclaw Assault Boats	30 points
Chaos Champion	Adds a Chaos Champion to a unit in the formation	50 points
Chaos Land Raiders	Add six Emperor's Children Land Raiders	600 points
Daemonic Pact	Allows the formation to summon Daemons from the Daemon Pool	25 points
0-1 Daemon Prince	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 *Supreme Commander* ability.	50 points
Icon Bearer	Adds an Icon Bearer to a unit in the formation	50 points
Transport	Add three Emperor's Children Rhinos. Any number of rhinos may be exchanged for Emperor's Children Land Raiders for an additional +75 points each.	50 points (+75 per Land Raider)

EC4.0 Alternative Units

The following units may be used instead of their counterparts in the Army List, for the same points cost and options. They are more in character for an Emperor's Children army, but note that they may be less balanced.

The Painlord Titan may be used instead of a Banelord Titan.
The Reviler Titan may be used instead of a Ravager Titan.
The Emperor's Children Dreadnought may be used instead of a Chaos Dreadnought.
The Emperor's Children Daemon Prince may be used instead of a Daemon Prince.

Painlord Titan

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	2+

Weapon	Range	Firepower	Notes
Psi-pulse	45cm	MW3+	Titan Killer (D3), Fixed Forward
Tormentor	45cm	4x AP3+/AT5+	Disrupt, Forward Arc
Excruciator	45cm	3BP	Disrupt, Macro-weapon, Ignore Cover, Fixed Forward
Energy Whip	Base Contact	Assault Weapons	MW, Extra attack (+3)

Notes: 6 Void Shields. Damage Capacity 7. ***Walker, Reinforced Armour, Thick Rear Armour, Fearless.*** *May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.*

Critical Hit Effect: The Painlord is wounded and the daemon within screams in pain and pleasure, overloading its sonic weaponry with psychic feedback. The Titan immediately gains D3 Blast Markers, and any formation within 2D6cms also gains a Blast Marker.

Reviler Titan

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	4+	4+ (3+)	3+ (5+)

Weapon	Range	Firepower	Notes
Psi-pulse	45cm	MW3+	Titan Killer (D3), Fixed Forward Arc
0-2x Tormentor	45cm	4x AP3+/AT5+	Disrupt, Forward Arc
OR			
0-2x Hellblades	Base Contact	Assault Weapons	Extra attack (+1), Titan Killer (D3)

Notes: 4 Void Shields. Damage Capacity 5. ***Walker, Reinforced Armour, Fearless.***
May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

Critical Hit Effect: The Reviler is wounded and the daemon within screams in pain and pleasure, overloading its sonic weaponry with psychic feedback. The Titan immediately gains D3 Blast Markers, and any formation within 2D6cms also gains a Blast Marker.

Important Note: The Reviler may be armed with a Psi-pulse and two Tormentors OR a Psi-pulse and two Hellblades, no other combination. If the two Hellblade option is taken, the Close Combat and Firefight values are changed to 2+ and 5+ respectively (shown above in parentheses.)

Emperor's Children Dreadnought

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	4+

Weapon	Range	Firepower	Notes
Blastmaster	30cm	AP5+/AT6+	Disrupt
Doom Siren	Base Contact	Assault Weapons	First Strike, Extra attack (+1)
Power Fist	Base Contact	Assault Weapons	MW, Extra attack (+1)

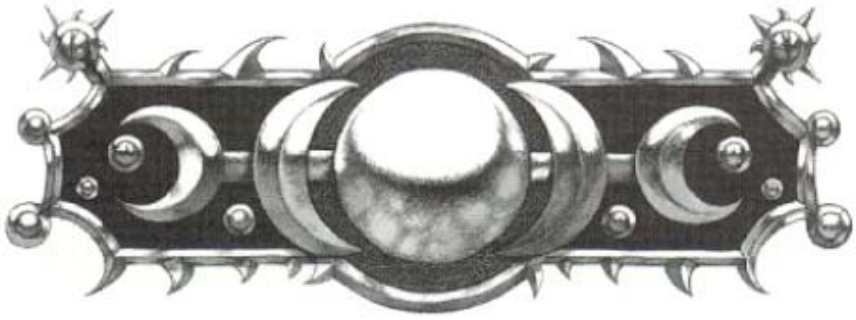
Notes: ***Fearless, Walker.***

Emperor's Children Daemon Prince

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm (30cm)	3+ (4+)	3+	3+

Weapon	Range	Firepower	Notes
Lash of Submission	Base Contact	Assault Weapons	MW, Extra attack (+1)
Wind of Chaos	(15cm)	Small Arms	Ignore Cover, Extra attack (+1)

Notes: ***Commander, Leader, Fearless, First Strike, Reinforced Armour, Teleport.*** *The Daemon Prince may have wings. If this option is taken he counts as having a* ***Jump Pack*** *and his speed is increased to 30cms. However his armour save is reduced to 4+ (the different values for wings are shown in parentheses, above).*



This list is in development. If you have any comments on the list, suggestions or playtest experiences, I'd love to hear them. You can reach me at lordinquisitor@yahoo.co.uk or post on the Specialist Games forum: http://forum.specialist-games.com.