

MACROMUNDA

EMPERORS CHILDREN

EMPERORS CHILDREN

HOUSE BOOK

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F A C T I O N

EMPERORS CHILDREN

The perfect strike, an instant before the answer

The Emperor's Children are the Slaanesh-sworn perfection of slaughter — the fastest, most precise warband among the Heretic Astartes, and the least able to stop. Every warrior moves a half-beat ahead of the answer, the killing stroke landed before a loyalist can raise a guard. Where other Legions grind, the Children dance: swiftest in Movement and surest in Initiative, striking first and striking cleanest, their bolt-drill and blade-work honed past mortal tolerance into something obscene. Their sonic weapons are the signature horror — shrieking guns that pulp armour and shatter nerve in the same breath, unmaking a firing line's courage as readily as its cover. Yet perfection is a hunger, and the Dark Prince's gift is a leash: the same excess that makes them peerless will not let them hold, halt, or spare. They fight to feel the fight, and each victory only sharpens the craving for the next. At the table this is a warband of first strikes and morale pressure — reach the enemy fast, break his will, and finish him before he recovers.

🦴 FACTION SPECIAL RULES

✂ CHAOS BOONS

GANG RULE

Chaos Boons. The Dark Prince rewards those who please him, and excellence in slaughter never goes unnoticed. After a fighter scores a notable kill or walks away from a battle that should have claimed it, the controlling player may roll on the Chaos Boons table for a gift of Slaanesh. The results run heavy toward the Legion's obsessions — a stolen increment of Movement or Initiative, an extra Attack, the quickening of an already-perfect killer — though the Prince's favour is fickle, and a roll may as readily twist flesh into a burden as a blessing. Boons accrue across a campaign, never bought but earned in blood, each one binding the warrior a little tighter to the pleasures that damn him. A fighter so gifted grows swifter and deadlier while slowly becoming something less his own.

✂ THE LONG WAR

GANG RULE

The Long War. Ten thousand years of hatred sharpen every trigger-pull. The Emperor's Children were among the first to turn on the Throne, and that treachery has curdled into a cold, practised loathing for everything the Imperium still holds. When a friendly fighter shoots at or fights a target drawn from the Imperium — above all the Astartes still loyal to the Corpse-Emperor — it may re-roll a single failed Hit roll during its activation. The hatred is patient and total, carried by every warrior in the warband rather than any one champion, so the re-roll is open to all, once each time a fighter acts. Against any other foe the old grudge sleeps and the re-roll does not apply; it is reserved for the war that has never ended and the enemy that began it.

🦴 ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
🔫 Autogun	8	18	+1	–	3	–	1	4+	Rapid Fire(1)
🔫 Boltgun	12	24	+1	–	4	–1	2	6+	Rapid Fire(1)

☛ Combi Bolter	12	24	+1	-	4	-1	2	6+	Rapid Fire(2)
☛ Autopistol	4	9	+1	-	3	-	1	4+	Pistol Rapid Fire(1)
☛ Bolt Pistol	4	12	+1	-	4	-1	2	6+	Pistol Rapid Fire(1)
☛ Hypersonic Pistol	6	12	-	-	4	-1	1	5+	Pinning Pistol
☛ Plasma Pistol	6	12	+1	-	5/7	-1/-2	2/3	5+	Overcharge Pistol Unstable
☛ Sonic Shriekers	4	9	+1	-	3	-	1	5+	Pinning Pistol
☛ Cacophonous Projector	12	24	-	-	4	-1	1	5+	Pinning Rapid Fire(2)
☛ Doom Siren	T	T	-	-	5	-3	1	5+	Template Terrifying (Nerve test)
☛ Sonic Blaster	12	24	-	-	4	-1	1	5+	Pinning Rapid Fire(2)
☛ Baleflamer	T	T	-	-	6	-2	2	5+	Blaze Template Unwieldy
☛ Blastmaster	18	36	-	-	6	-2	2	5+	Blast Pinning Unwieldy
☛ Demolisher Cannon	9	18	-	-	9	-3	D6	6+	Blast(5") Concussion Unwieldy
☛ Heavy Bolter	18	36	-	-	5	-2	2	6+	Rapid Fire(2) Unwieldy
☛ Predator Autocannon	24	48	-	-	8	-2	3	6+	Knockback Rapid Fire(1) Unwieldy
☞ Chainsword	E	-	-	-	+1	-1	1	-	Melee Parry Rending
☞ Combat Knife	E	-	-	-	+0	-	1	-	Backstab Melee
☞ Force Stave	E	-	-	-	+1	-1	2	-	Melee Power Psi
☞ Helderke Claws	-	E	-	-	+3	-2	3	-	Melee Rending Unwieldy
☞ Lightning Claws	E	-	-	-	+0	-2	1	-	Melee Paired(+1A) Rending
☞ Power Sword	E	-	-	-	+0	-2	1	-	Melee Parry Power
☞ Witstealer Sword	-	E	-	-	-	-2	1	-	Melee Parry Power Rending

✂ APOTHECARION VIALS

MEDICAL

COST 30

FEEL NO PAIN 6+ TO THE BEARER (THE HERETIC MENDS HIS OWN; NO AURA MEDIC)

Apothecarion Vials. Gene-vials and pain-balm drawn from the Legion's own corrupted apothecarion. The bearer gains a Feel No Pain 6+ save, shrugging off wounds that would fell a lesser body. This is a solitary mercy: the Heretic mends his own flesh and trusts no other hand to do it, so the vials aid only their carrier and offer no aura to the warriors around him.

✧ AUSPEX

ACCESSORY

COST 25

NEGATE AN ENEMY'S HIDDEN / INFILTRATED SETUP

Auspex. A scanner-array attuned to heat, movement, and the tell-tale shimmer of a hidden foe. A fighter carrying an auspex can strip away an enemy's concealment, negating a nearby opponent's hidden or Infiltrated setup and dragging it into the open before it can spring. Against ambush-hungry foes it is the difference between choosing the fight and being chosen by it.

✧ COMBAT SHIELD

FIELD ARMOUR

COST 40

5+ FIELD SAVE IN MELEE (THE HERETIC'S WARPLATE BUCKLER)

Combat Shield. A warplate buckler bolted to the forearm, its surface graven with profane sigils. The bearer gains a 5+ field save against attacks in melee, the shield turning a killing blow into a glancing scar. It is a duellist's tool, meant for the warriors who close and stay close — proof against the blade while leaving the gun-hand free.

✧ COMBAT STIMMS

CHEMS

COST 25

ONE-SHOT COMBAT SURGE

Combat Stimms. Frenzon and battle-chems held in a spring-loaded injector. Once per battle the bearer can trigger a surge of chemical fury, driving the body past its limits for a single burst of speed and aggression. The transhuman frame rarely needs such crutches, but a warband built on excess takes every heightening it can reach — the stimms are a one-shot indulgence, spent when the moment demands everything at once.

✧ DAEMONIC AMMUNITION

ACCESSORY

COST 25

PICK: DAEMONHELLS [RENDING] • WARP-FIRE [IGNORE COVER] • SCREAMING ROUNDS [PINNING]

Daemonic Ammunition. Rounds blessed in the warp and loaded for a particular cruelty. On taking the wargear the fighter fixes one pattern: daemonshells that tear with the Rending trait, warp-fire that ignores cover, or screaming rounds that carry the Pinning trait. The choice is bound to the fighter's malice — each pattern a different way to make the shot land worse than it should, and none of them clean.

✧ DAEMONIC IRON

BIONICS

COST 45

OFFSETS A LASTING INJURY — SOMETIMES THE METAL IS ALIVE

Daemonic Iron. Augmetic grafts forged from metal that remembers being alive. When a Lasting Injury would diminish this fighter, the daemonic iron offsets it, the graft writhing to knit what was broken back toward function. Sometimes the metal is alive in truth, whispering as it works — a bionic that pays for its service in the slow surrender of the flesh it replaces.

✧ FAMILIAR

STATUS/COMPANION

COST 35

A BOUND WARP-COMPANION — MINOR BUFF CARRIER BONDED TO A CHARACTER

Familiar. A bound warp-thing that scuttles at a character's heel, half-servant and half-parasite. Attached to a single character, the familiar carries a minor blessing into battle, its presence sharpening or shielding its master in some small way. It is a companion won through pacts, loyal only so long as the bargain holds and the master remains worth serving.

✧ ICON OF CHAOS

STATUS/COMPANION

COST 40

GANG TOTEM — RE-ROLL A NERVE TEST IN 6", MAX 1

Icon of Chaos. A Mark-graven standard raised to focus the warband's dread devotion. While a friendly fighter is within 6" of the icon bearer, it may re-roll a failed Nerve test, the sight of the totem steadying wavering resolve. Only a single such re-roll is offered at a time, and the warband raises but one icon — a rallying point that turns fear into fervour at the heart of the line.

✧ LEGION RELIC

STATUS/COMPANION

COST inherent

NAMED SIGNATURE RELIC; PER-LEGION DELTA

Legion Relic. The Emperor's Children carry a signature relic unique to the warband, a piece of infamy borne only by its foremost champion. Where a common armoury offers wares many hands might hold, this is singular — a named treasure of the Legion, its powers particular to the one warrior who wields it and set apart from any other fighter's gear. Its exact nature belongs to the champion who bears it.

✧ MARK CARAPACE

ARMOUR

COST inherent

4+ SAVE (MORTAL DEFAULT; THE CULTIST'S SILK-FLAK)

Mark of the Carapace. The mortal's harness: carapace plate and woven silk-flak worn by the Slaaneshi cultists who march in the transhumans' shadow. It grants a 4+ save, proof enough against shrapnel and small-arms without the bulk that would slow a body bred for speed. On a cultist it is finery and armour both, cut to flatter even as it protects.

✧ MARK POWER

ARMOUR

COST inherent

3+ SAVE (ASTARTES DEFAULT; ORNATE POWER ARMOUR)

Mark of Power. The standard warplate of the Heretic Astartes, ornate beyond any loyalist's tolerance and worked with sigils of the Dark Prince. It grants a 3+ save, the transhuman's baseline protection carried into every battle. Every Chaos Marine, Champion, and Lord of the Legion wears it — a second skin of gilded ceramite, beautiful and profane in equal measure.

✧ MARK TERMINATOR

ARMOUR

COST 130

2+ SAVE, +1 W, -1 IN MOVE, DEEP STRIKE, 5+ FIELD SAVE; UNLOCKS TERMINATOR WEAPONS

Mark of the Terminator. The heaviest war-plate the Legion fields, a sarcophagus of ancient armour worn only by its elite. It grants a 2+ save and an additional Wound, and lets its wearer arrive by Deep Strike, materialising from the warp in the midst of battle, while a 5+ field save turns aside blows that pierce the ceramite outright. The suit is ponderous, and Movement suffers for the mass — but it opens the terminator armoury, the heaviest weapons the warband can bring to bear. Even burdened, an armoured horror at the point of the assault.

✧ MUTATING GIFT

ACCESSORY

COST inherent

ONE-SHOT: GRANT A CHAOS BOON ROLL (FEEDS THE CHAOS BOONS REWARD LAYER)

Mutating Gift. A vial of raw warp-stuff, swallowed or injected to invite the Dark Prince's hand. Once, the bearer can spend the gift to roll on the Chaos Boons table, courting a mutation in the midst of a campaign rather than waiting on the fortunes of battle. It feeds straight into the boon-reward layer, trading certainty for the chance of a swifter, deadlier — or grotesquely twisted — future. A gamble taken only by those hungry enough to force the gods' attention.

✂ RAPTOR JUMP PACK

MOBILITY

COST 45

GAIN FLY + A JUMP MOVE (THE RAPTOR / WARP TALON ASSAULT-LEAP)

Raptor Jump Pack. A screaming assault-pack that hurls its wearer over the battlefield in a howling arc. The fighter gains the ability to Fly and to make a jump move, clearing terrain and closing on prey the way the Raptors and Warp Talons of the Legion do — from above, without warning. It turns a warrior into a diving predator, trading the safety of the ground for the terror of the pounce.

✂ SIGIL OF CORRUPTION

FIELD ARMOUR

COST 65

4+ INVULNERABLE FIELD SAVE (IGNORES AP)

Sigil of Corruption. A daemon-ward graven into plate and flesh, a pact rendered as protection. The bearer gains a 4+ invulnerable field save that holds regardless of a weapon's armour penetration, the warp itself turning aside what steel cannot. It is the ruinous powers made manifest as a shield — a gift bought with the soul, guarding the body its owner has already sold.

✂ TROPHY RACK

STATUS/COMPANION

COST 30

TERROR TOTEM — THE SPOILS OF THE LONG WAR

Trophy Rack. A frame of flayed spoils and broken loyalist heraldry, the harvest of ten thousand years of war. The bearer becomes a figure of dread, the grisly display pressing on the courage of any who face it — a walking monument to the Long War's cruelty. It offers no rally nor steadying grace, only fear: the promise of what defeat will make of the enemy.

✂ WARP STRIDE

MOBILITY

COST 35

SORCERER SHORT TELEPORT — A WARP-STEP REPOSITION

Warp-Stride. A sorcerous art that folds a short span of the battlefield into a single step through the immaterium. The bearer can vanish and reappear a short distance away, a warp-step reposition that carries it clear of a closing threat or into a killing angle. It is the Sorcerer's privilege, a blink through hell that puts the warrior exactly where the fight needs him.

☠ WEAPON TRAITS

✂ BACKSTAB

WEAPON TRAIT

Bonus when attacking a target that cannot see the attacker (rear/sneak) — extra Strength or to-hit. Skinblades, stilettos.

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ CONCUSSION

WEAPON TRAIT

The hit rattles the target: it counts as having **lower Initiative / is dazed** for reaction or knockdown purposes, making follow-up knockdowns/pinning easier. Maces, concussion weapons, some grav.

✂ KNOCKBACK

WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ MELEE

WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✂ PAIRED

WEAPON TRAIT

The weapon is one of a **matched pair**; wielding both grants an extra attack die in close combat (matched blades, twin chainswords).

✂ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can **force** the attacker to re-roll one successful hit dice (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂ POWER

WEAPON TRAIT

A power-field melee weapon. **Ignores** the target's armour save entirely (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X **additional** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂ RENDING

WEAPON TRAIT

On a **natural 6 to wound**, the attack improves: it gains additional AP and/or +1 Damage (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

⌘ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop **Flamer template** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

⌘ UNSTABLE

WEAPON TRAIT

Risky high-energy weapon (plasma overcharge style). On a particular Ammo/Firepower result the weapon misfires and can injure or knock out the wielder. The price you pay for plasma's punch.

⌘ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes **two hands** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

SKILLS

✧ BOLTER DISCIPLINE HERETIC ASTARTES SET

BOLTER DISCIPLINE

The Legion's mastery of the bolter predates its fall and outlasts its soul. When this fighter makes a Shoot (Basic) action with a bolt weapon against a target within half that weapon's Short range, it fires one additional shot, disciplined bursts stitched close and fast. The drill is the old Astartes rote, kept flawless where everything else has rotted — a killer's economy of aim that turns proximity into a hail of mass-reactive rounds.

✧ INFILTRATING TRAITORS HERETIC ASTARTES SET

INFILTRATING TRAITORS

Treachery is a craft the Emperor's Children practised before it had a name. During deployment, this fighter may be set up anywhere on the battlefield more than 6" from any enemy fighter and out of their line of sight, or may instead make a free move before the first round begins. A fighter that deploys this way may not charge in the first round. Long study of the Imperium's own methods lets these warriors slip into position unseen and open the killing before the enemy knows the battle has begun.

✧ VETERANS OF THE LONG WAR HERETIC ASTARTES SET

VETERANS OF THE LONG WAR

Ten millennia of war against the Throne have hammered hatred into skill. When this fighter shoots at or fights a target drawn from the Imperium or the loyalist Astartes, it may re-roll a single failed Hit roll, and may re-roll any natural 1s when rolling To Wound. Every scar is a lesson in how these enemies move and die, and the veteran spends that knowledge without hesitation — the loathing is old, exact, and lethally rehearsed.



EMPERORS CHILDREN • HOUSE DOSSIER

THE EMPEROR'S CHILDREN

Emperor's Children = the perfect strike, an instant before the answer

The Emperor's Children are the perfect strike, an instant before the enemy can answer — the fastest and most precise Heretics in the galaxy. Every fighter in the House moves and acts before its foe, striking first in melee whether it charged or merely waited, so the killing blow always lands a beat ahead of the reply. Their sonic arms are unlike any other legion's guns: they shatter nerve as readily as armour, breaking a squad's will in the same volley that breaks its bodies. Around their champions plays a maddening music that gnaws at courage; behind their line spills the summoned Swift Host, a blur of Daemonettes that fights as fast as they do. This is a House of virtuosi — speed wielded like a blade, noise wielded like a weapon, every engagement opened on its own terms. Its one weakness is the hunger that drives it: it cannot hold, cannot wait, and must always advance. It seeks not to endure a battle but to end one, perfectly, before it can begin in earnest.

• GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500
- ♦ Exactly 1 Leader (Emperor's Children Lord)
- ♦ 0-2 Champions (Blissful Champion / Sonic Sorcerer / Chirurgeon)
- ♦ Backbone (hard floor): Noise Marines + Slaaneshi Cultists $\geq$ Leaders + Champions (the strike must have a line behind it)
- ♦ 0-1 \$5c Vehicle (Helbrute / Defiler / Venomcrawler daemon-engines — resolved through the Ash-Wastes vehicle rules, \$Vehicles, not the Brute grid)
- ♦ Summoned Swift Host (Daemonettes) enters by Reputation via Sensorium Summons — see Alliances / Support, never a starting roster chassis

A starting Emperor's Children gang is built on 1,500 credits. The controlling player fields exactly one Leader — the Emperor's Children Lord — and may take up to two Champions from among the Blissful Champion, Sonic Sorcerer and Chirurgeon. Noise Marines form the sonic line and Slaaneshi Cultists the expendable screen; together these two must at least equal the number of Leaders and Champions, so the strike always has a line behind it. Up to one \$5c vehicle — a Helbrute, Defiler or Venomcrawler daemon-engine, reckoned through the Ash-Wastes vehicle rules (\$Vehicles) rather than the Brute grid — may anchor the roster. The summoned Swift Host is never a starting choice: its Daemonettes enter play through Sensorium Summons during a battle, called by Reputation rather than bought onto the roster. Every body carries Quicksilver and the right to the sonic arms, and every body labours under Excess — a gang that can dictate any tempo but its own.

🦴 GANG RULES

✂ EXCESS

GANG RULE

Excess: the hunger that grants the legion its speed will not let it rest. An Emperor's Children fighter cannot voluntarily stand still or hold an objective passively — each round, if it is able, it must move toward the nearest enemy. It may not dig in, wait out a threat, or anchor a position by choice; the compulsion drives it ever forward onto the foe. This is the counterweight to Quicksilver and the sonic gifts: a legion that can dictate every tempo but its own, that must always advance and can never hold. A patient enemy that refuses to die and refuses to be hurried can turn the hunger against it, drawing the perfect strike onto an anvil it cannot help but charge.

✂ QUICKSILVER — SUPERNATURAL SPEED AND REFLEXES

GANG RULE

Quicksilver: Emperor's Children fighters are the swiftest in the galaxy's wars — the Marine bodies move at 7" and act on an Initiative of 2+, the highest Move and Initiative any fighter can boast. More than raw pace, Quicksilver grants them the first blow: an Emperor's Children fighter fights first in melee even when it did not charge, striking before the enemy can answer whether it closed the distance or merely stood to receive the assault. The blade that comes back is always a beat too late. This edge compounds with the legion's other gifts — the free Move of Excess of Violence, the stolen activation of Disarming Allure — so the enemy never sets the pace of a fight. Every engagement opens on the legion's terms, at the legion's speed, an instant before the answer can come. It is the soul of the perfect strike.

✂ SONIC WEAPONRY — GUNS THAT SHATTER NERVE AS READILY AS ARMOUR

GANG RULE

Sonic Weaponry: alone among the Heretic Astartes, the Emperor's Children make war on the mind through the barrel of a gun. Their sonic arms — the sonic blaster, the blastmaster, the doom siren — do not merely wound; each is built to shatter nerve as readily as flesh, carrying Pinning or Terrifying so the target's courage breaks in the same instant as their body. Where every other legion's shooting can only kill, the legion's music makes the enemy flee. A firing line of these weapons turns suppression into a weapon of its own: fighters driven to the ground cannot act, and a broken squad routs before a single blade is drawn. It is the facet of the perfect strike that belongs to the legion alone — the sound that unmakes an army's will before its bodies.

✂ SYMPHONY OF PAIN

GANG RULE

Symphony of Pain: around every Emperor's Children Champion and Lord plays a sourceless, maddening music — a discord no ears can shut out. While an enemy fighter is within 3" of such a character, it suffers -1 to its Nerve and Cool, its composure gnawed away by sound that seems to come from nowhere and everywhere. The effect is passive and constant, needing no action to invoke; it simply surrounds the character wherever it goes. Massed with the legion's sonic shooting, the Symphony compounds the assault on morale until the enemy is as likely to break from terror as to fall from wounds. It is the presence of excess made audible, the herald of the strike.

FIGHTERS

EC LORD

LEADER

✖ 330 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	2+	2+	4	5	4	2+	4	4+	3+	4+	5+

SAVE 3+ POWER

SPECIAL RULES Quicksilver — supernatural speed and reflexes (*M7"/I2+, fights first even when it did not charge*)

Symphony of Pain (*carries the maddening music — enemies within 3" suffer -1 to Nerve/Cool*)

Excess (*cannot hold still — must move toward the nearest enemy each round*)

The Long War (*gang-wide hatred re-roll vs Imperium*) SEE SPECIAL RULES

Typed Effects

- 1
- re-roll Hit

PRIMARY

Agility

Combat

Leadership

Shooting

Heretic Astartes

SECONDARY

Cunning

Ferocity

Savant

STARTING GEAR Mark Power

FREE SKILL Excess Of Violence

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

✧ Hypersonic Pistol 55 credits

A Kakophoni hand-sonic — a Noise Marine's sonic-array crystal miniaturised onto a bolt-pistol frame (Codex: Emperor's Children, Noise Marine sonic weapons).

Plasma Pistol 70 credits

SPECIAL

Sonic Blaster 75 credits

✧ Cacophonous Projector 95 credits

A twin-linked escalation of the sonic blaster — the Kakophoni's massed-array projector, kitbashed from twinned sonic-blaster arrays (Codex: Emperor's Children, Noise Marine kakophoni).

Doom Siren 130 credits

CLOSE-COMBAT

Power Sword 45 credits

Lightning Claws 55 credits

✧ Witstealer Sword 60 credits

A Flawless Blade — the Witstealer duelling sword of Lucius's cult, kitbashed from a power-sword blade with a Slaaneshi living edge (Codex: Emperor's Children, Flawless Blades).

ARMOUR

Sigil Of Corruption 75 credits

Mark Terminator 130 credits

Mark Power

included

PERSONAL

Slaaneshi Stims 25 credits

STATUS

♣ *Daemonette Familiar*

40 credits

Built from a Daemonette/imp model as a bound familiar (Slaanesh daemon range) — the Emperor's Children character's seductive imp.

The Emperor's Children Lord is the fastest command body the legion fields — Move 7", Initiative 2+, and four Attacks at Weapon Skill 2+, sheathed in ornate power plate. Quicksilver lets it strike first in melee even against a foe it did not charge, so the killing blow lands an instant before the answer can come. Around it plays the Symphony of Pain: while an enemy fighter is within 3", it suffers -1 to its Nerve and Cool, its courage eaten by the sourceless music. The Lord opens with a bolt pistol and closes with a power sword, and its founding skill, Excess of Violence, frees a further Move each time it takes a foe Out of Action. The Long War drives it against the Imperium with hatred. Yet Excess never lets it rest — each round, if able, it must advance on the nearest enemy, unable to hold ground or wait. It leads from the front because it can lead from nowhere else.

BLISSFUL CHAMPION

CHAMPION

× 295 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	2+	3+	4	5	3	2+	4	5+	5+	5+	6+

SAVE 3+ POWER

SPECIAL RULES Quicksilver — supernatural speed and reflexes (*M7"/I2+, fights first, four Attacks*)

Symphony of Pain (*carries the maddening music — enemies within 3" suffer -1 to Nerve/Cool*)

Excess (*cannot hold still — must move toward the nearest enemy each round*)

The Long War (*gang-wide hatred re-roll vs Imperium*) SEE SPECIAL RULES

Typed Effects

- 1
- re-roll Hit

PRIMARY

Agility

Combat

Leadership

Heretic Astartes

SECONDARY

Cunning

Ferocity

Savant

Shooting

STARTING GEAR Mark Power

FREE SKILL Disarming Allure

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

✦ Hypersonic Pistol 55 credits

A Kakophoni hand-sonic — a Noise Marine's sonic-array crystal miniaturised onto a bolt-pistol frame (Codex: Emperor's Children, Noise Marine sonic weapons).

Plasma Pistol 70 credits

SPECIAL

Sonic Blaster 75 credits

✦ Cacophonous Projector 95 credits

A twin-linked escalation of the sonic blaster — the Kakophoni's massed-array projector, kitbashed from twinned sonic-blaster arrays (Codex: Emperor's Children, Noise Marine kakophoni).

CLOSE-COMBAT

Power Sword 45 credits

Lightning Claws 55 credits

✦ Witstealer Sword 60 credits

A Flawless Blade — the Witstealer duelling sword of Lucius's cult, kitbashed from a power-sword blade with a Slaaneshi living edge (Codex: Emperor's Children, Flawless Blades).

ARMOUR

Sigil Of Corruption 75 credits

Mark Power

included

PERSONAL

Slaaneshi Stims 25 credits

STATUS

✦ Daemonette Familiar 40 credits

Built from a Daemonette/imp model as a bound familiar (Slaanesh daemon range) — the Emperor's Children character's seductive imp.

The Blissful Champion is the legion's peerless duellist — four Attacks at Weapon Skill 2+, Move 7", Initiative 2+, and the right to fight first whether or not it charged. It exists to reach a chosen target and unmake it in a single flurry be-

fore the target can reply. Like the Lord it carries the Symphony of Pain, so every enemy within 3" sheds Nerve and Cool to the maddening music. It deploys with a bolt pistol and twin lightning claws, and its founding skill, Disarming Allure, lets it steal the initiative from an enemy about to act, activating first in a perfect, mocking interruption. The Long War sharpens it against the Imperium. Excess is the price: it cannot hold still, and each round it must move toward the nearest foe. The Chirurgeon specialist turns this same body toward flesh-craft, a different purpose on identical bone.

SONIC SORCERER

CHAMPION

× 250 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	3+	4	5	3	2+	2	5+	4+	4+	6+

SAVE 3+ POWER

SPECIAL RULES Quicksilver — supernatural speed and reflexes (M7"/I2+)

Excess (cannot hold still — Warp-stride is its one legal reposition, but the hunger still drives it forward)

The Long War (gang-wide hatred re-roll vs Imperium) SEE SPECIAL RULES

PSYKER (the legion's sole caster — manifests the Excesses of Slaanesh discipline and Smite)

A fighter with the **Psyker** keyword may manifest the Wyrd Powers of any psychic discipline it can draw upon. In the Emperor's Children the keyword belongs to the Sonic Sorcerer alone — no other warrior of the legion touches the warp — and through it the caster works the Excesses of Slaanesh and the universal witch-blast of Smite. Each working is attempted as a Wyrd power, and every one courts the price the warp exacts of those who call it. The powers come free at creation: the gift is baked into the Sorcerer's cost, not bought a working at a time. At the moment of manifestation the caster picks or rolls one power from the discipline it has mastered.

Typed Effects

- re-roll Hit

PRIMARY

Agility

Savant

Shooting

Excesses of Slaanesh

SECONDARY

Combat

Cunning

Leadership

Heretic Astartes

Smite

STARTING GEAR Mark Power

FREE SKILL Sensorium Summons

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

SPECIAL

Sonic Blaster 75 credits

✧ *Cacophonous Projector* 95 credits

A twin-linked escalation of the sonic blaster — the Kakophoni's massed-array projector, kitbashed from twinned sonic-blaster arrays (Codex: Emperor's Children, Noise Marine kakophoni).

CLOSE-COMBAT

Force Stave 45 credits

ARMOUR

Sigil Of Corruption 75 credits

Mark Power

included

PERSONAL

Slaaneshi Stims 25 credits

STATUS

✧ *Daemonette Familiar* 40 credits

Built from a Daemonette/imp model as a bound familiar (Slaanesh daemon range) — the Sonic Sorcerer's seductive imp.

The Sonic Sorcerer is the legion's psyker — a fast, precise caster at Move 7" and Initiative 2+, wielding the witchery of the Dark Prince alongside a sonic voice. It carries a force stave and a sonic blaster, and its founding discipline, Sensorium Summons, tears a rent through which the Swift Host spills: once per battle it calls a retinue of Daemonettes that arrive already in motion and fight under their own fight-first rules. As the legion's sole Psyker, it

draws upon the Excesses of Slaanesh — a discipline of sensation, speed and sonic overload — and the universal witch-blast of Smite, each power manifested as a Wyrld working that courts the warp's price. The Long War turns its malice on the Imperium. Excess grips even the caster — each round, if able, it must move toward the nearest enemy; a Warp-stride is its one sanctioned reposition, but the hunger still drives it forward. It is the thinnest of the command tier in raw melee, and leans on the summoned blur and its sonic shooting to decide a fight.

NOISE MARINE

GANGER

× 211 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	3+	4	5	3	2+	2	6+	5+	6+	7+

SAVE 3+ POWER

SPECIAL RULES Quicksilver — supernatural speed and reflexes (*M7"/I2+, fights first*)

Sonic Weaponry — guns that shatter nerve as readily as armour (*carries the sonic guns — shooting that pins and shatters nerve*)

Excess (*cannot hold still — must move toward the nearest enemy each round*)

The Long War (*gang-wide hatred re-roll vs Imperium*) SEE SPECIAL RULES

Typed Effects

- re-roll Hit

PRIMARY

Agility

Shooting

Heretic Astartes

SECONDARY

Combat

Cunning

Ferocity

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

✦ *Hypersonic Pistol* 55 credits

A Kakophoni hand-sonic — a Noise Marine's sonic-array crystal miniaturised onto a bolt-pistol frame (Codex: Emperor's Children, Noise Marine sonic weapons).

SPECIAL

Sonic Blaster 75 credits

✦ *Cacophonic Projector* 95 credits

A twin-linked escalation of the sonic blaster — the Kakophoni's massed-array projector, kitbashed from twinned sonic-blaster arrays (Codex: Emperor's Children, Noise Marine kakophoni).

Doom Siren 130 credits

HEAVY

Blastmaster 165 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

PERSONAL

Slaaneshi Stims 25 credits

The Noise Marine is the sonic line — the M7"/I2+ bulk of the legion at Toughness 5 and three Wounds, an Astartes body that outruns and out-initiates almost everything it faces. Quicksilver grants it the first blow in melee even unbidden by a charge. Its purpose is the gun no other legion fields: it carries a sonic blaster as standard, one of the weapons that damage flesh and shatter nerve alike, and may trade up to the blastmaster or doom siren for heavier suppression. A bolt pistol and chainsword serve when the range closes. The Long War drives it against the Imperium. Excess forbids it the patient gunline — each round, if able, it must advance on the nearest foe, firing as it comes rather than dug in. It is the workhorse of the Cacophony, and the line the strike is built upon.

STEED NOISE MARINE

GANGER

× 288 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
10"	3+	3+	4	5	4	2+	3	6+	5+	6+	7+

SAVE 3+ POWER

SPECIAL RULES Quicksilver — supernatural speed and reflexes (*M10"/I2+, fights first, with a rending charge*)

Sonic Weaponry — guns that shatter nerve as readily as armour (*may carry the sonic arms*)

Excess (*cannot hold still — must move toward the nearest enemy each round*)

The Long War (*gang-wide hatred re-roll vs Imperium*) SEE SPECIAL RULES

Typed Effects

- re-roll Hit

PRIMARY

Agility

Combat

Shooting

SECONDARY

Cunning

Ferocity

Heretic Astartes

STARTING GEAR Mark Power · Steed Of Slaanesh

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

✦ *Hypersonic Pistol* 55 credits

A Kakophoni hand-sonic — a Noise Marine's sonic-array crystal miniaturised onto a bolt-pistol frame (Codex: Emperor's Children, Noise Marine sonic weapons).

SPECIAL

Sonic Blaster 75 credits

✦ *Cacophonic Projector* 95 credits

A twin-linked escalation of the sonic blaster — the Kakophoni's massed-array projector, kitbashed from twinned sonic-blaster arrays (Codex: Emperor's Children, Noise Marine kakophoni).

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

ARMOUR

Mark Power

included

WARGEAR

Steed Of Slaanesh

included

PERSONAL

Slaaneshi Stims 25 credits

The Steed-mounted Noise Marine is the fastest fighter the legion fields — Move 10" astride a daemon-steed of Slaanesh, Initiative 2+, with an extra Wound and Attack over its dismounted kin and a rending charge that opens armour on the impact. Quicksilver lets it fight first whether or not it charged, and at that speed it dictates when and where every fight begins. It rides with a bolt pistol and a chainsword and may carry the lighter sonic arms as a mounted suppressor, though the blastmaster's Unwieldy weight has no place on a raider moving this fast. The Long War drives it against the Imperium. Excess suits it — it was never going to hold still — and each round, if able, it must advance on the nearest enemy. It is the raider that owns the open ground, the very tip of the perfect strike.

SLAANESHI CULTIST

JUVE

× 50 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	2+	1	7+	6+	7+	7+

SAVE 4+ FLAK

SPECIAL RULES Quicksilver — supernatural speed and reflexes (*M5"/I2+, though it lacks the Marine's fights-first*)

Excess (*cannot hold still — even the chaff hungers forward*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

SEE SPECIAL RULES

Typed Effects

- re-roll Hit

PRIMARY

Agility

Cunning

SECONDARY

Combat

Ferocity

Shooting

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Autogun 15 credits

PISTOL

Autopistol 10 credits

Sonic Shriekers 40 credits

CLOSE-COMBAT

Combat Knife 10 credits

ARMOUR

Mark Carapace

included

The Slaaneshi Cultist is the expendable line — a mortal screen bought cheap and hurled forward. It shares the legion's unnatural quickness at Initiative 2+, though at Move 5" and lacking the Marine's fights-first it is the slowest of the fast. A single Wound at Toughness 3 under flak plate makes it fragile; its worth is in numbers, screening the Astartes and swamping objectives the strike cannot pause to hold. It carries an autopistol and a combat knife, and may take the sonic shriekers to add a thin note of the legion's nerve-attack to the chaff. The Long War turns even the mortals against the Imperium. Excess drives it too — each round, if able, it must advance on the nearest enemy, hungering forward with the rest. It dies readily, and the legion spends it without a second thought.

VEHICLES

DEFILER

VEHICLE

✖ 400 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	9	8	7	8	6+	3+	4+	7+	5+	6+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Demolisher Cannon — Front arc (Crew)
- ♦ Reaper Autocannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Defiler is the fast daemon-engine centrepiece that crowns the Emperor's Children vehicle roster — a spider-limbed \$5c war-engine of bound Neverborn and blasphemous iron, no fighter but a Walker resolved through the Ash-Wastes vehicle rules. Thick front armour (Toughness 9 to the front, 8 flank, 7 rear) shields eight Hull Points under a Sv 3+ hull, and it is fast for its bulk: Movement 8" carries it at the head of the speed-legion rather than behind it. It hammers the board from three fixed Front hardpoints — a demolisher/battle cannon that flattens cover and cracks armour, a reaper autocannon that saws through lighter targets, and a great rending daemon-engine claw-fist that tears apart anything that closes. Facing matters: all three arms fire forward, so the Defiler must front its prey. Excess grips the bound daemon as surely as the smaller bodies — each round it must advance on the nearest enemy, hungering forward. The heaviest thing the legion fields and still under the 450 gatekeeper, its price is provisional — re-derived from durability, offence and mobility per \$5c, not ported from the Brute chassis it left behind; a bad Loss of Control roll can still wreck the whole engine.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELBRUTE

VEHICLE

✖ 300 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	3+	3+	6+	5+	6+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Lascannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Helbrute is the legion's mad walker — a sarcophagus-bound wreck of a fallen swordmaster, Crazy and hungry, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Sv 3+ dreadnought plate armours six Hull Points behind a front-weighted hull (Toughness 8 to the front, 7 to the flank, 6 to the rear), and it lurches forward at Movement 6" — quicker than a common Helbrute, for even the legion's captives cannot shake the hunger for speed, yet still the slow anchor of a roster that outruns everything. Its lascannon cracks armour at range while the great daemoniac fist tears apart whatever closes; both are fixed Front hardpoints, so the mad walker must face its prey to bring its arms to bear. Excess and its own madness point the same way — unable to hold or turn aside, it grinds toward the nearest enemy, its damage, handling and every catastrophic Loss of Control reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VENOMCRAWLER

VEHICLE

✖ 300 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	5+	4+	3+	7+	5+	6+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Reaper Autocannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Soul-Harvest: whenever this vehicle takes an enemy Out of Action, add 1 to the gang's next Sensorium Summons roll

The Venomcrawler is the fast summoning daemon-engine of the speed-legion — a low-slung spider-predator bred for the harvest that drinks the souls of the slain and feeds them to the rent, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. It is the quick hunter of the roster: Movement 8" and a nimble Hnd 5+ run it down on prey the heavier walkers could never catch, and its daemon-engine hull (Toughness 7 front, 6 flank, 6 rear over 6 Hull Points, Sv 4+) is glassier than the Helbrute or Defiler — it trades armour for speed. Two fixed Front hardpoints arm it: a reaper autocannon standing in for its twin excruciator cannons, and soulflayer possession-claws to tear apart what it catches. Its purpose survives the reclassification — the **Soul-Harvest**: whenever it takes an enemy Out of Action, add 1 to the gang's next Sensorium Summons roll, every kill fuel for the Swift Host it calls. Excess drives the bound daemon ever forward against the nearest enemy; its damage, handling and every Loss of Control are reckoned through the Ash-Wastes vehicle rules, and its re-derived price is provisional — priced from the profile, mobility and its two arms, not ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



PSYCHIC DISCIPLINES

✖ THE EXCESSES OF SLAANESH

PSYCHIC DISCIPLINE

The Excesses of Slaanesh are the witchery of the Sonic Sorcerer — the legion's single school of sorcery, sung rather than hurled. Where another warp-caster commands lightning and fire, the Sonic Sorcerer overwhelms the senses: he drowns nerve and reflex in an unbearable ecstasy of noise and speed, drags the enemy helpless into the dance, and pours screaming vigour into the brothers cutting beside him. Every power is a note in an endless symphony of excess, and every working courts the warp's price. The Emperor's Children field but one caster, no sorcerous cabal,

so this lone discipline is the whole of their psychic art. At creation a Sonic Sorcerer with access picks or rolls one power from the table below.

ROLL	POWER
1	Symphonic Scream. The Sonic Sorcerer looses a single shattering note, a scream pitched to unmake flesh and courage alike. A chosen enemy fighter within 12", and every other fighter within 2" of it, suffers an automatic hit at Strength 3, AP -1. Any fighter taken Out of Action by this power carries its terror further: every enemy within 3" of the fallen must immediately make a Nerve test, the shriek breaking the will as readily as it broke the body. It is the discipline's one direct assault, a burst of sound that spends the crowd's composure and its blood in the same breath.
2	Pavane of Slaanesh. The Sorcerer sets a maddening rhythm, and the enemy cannot help but dance to it. A chosen enemy fighter within 12", and every enemy within 1" of it, must immediately make a full Move toward the nearest Emperor's Children fighter, drawn helpless into the measure, and suffers -1 to Hit until the end of the round. It is a spread control, dragging a knot of foes out of position and blunting their aim as they come — distinct from the single-target sap of Sensory Overload, which drowns one fighter rather than herding many.
3	Hysterical Frenzy. The Sorcerer drives a chosen brother into a perfect, screaming excess of violence. While this power is sustained, the target friendly Emperor's Children fighter gains +1 Attack and re-rolls Wound rolls of 1 in melee, its blows falling faster and biting deeper for the rapture that grips it. It is the discipline's offensive buff, turning a duellist into something unstoppable for as long as the caster holds the working — and because it is continuous, it costs the Sorcerer its attention round after round, so it is spent on the fighter whose melee will decide the fight.
4	Sensory Overload. The Sorcerer floods a single foe with more sensation than any mind can hold. While the target enemy fighter within 12" remains in the Sorcerer's line of sight, it suffers -1 Weapon Skill and -1 Initiative, its senses drowned and its reflexes a half-beat too slow. It is a single-target line-of-sight sap, marking out one dangerous enemy and unmaking its edge for as long as the Sorcerer keeps it in view — distinct from the Pavane, which drags and blunts a whole knot at once rather than hollowing one fighter.
5	Delightful Agonies. The Dark Prince's gift turns pain to pleasure, and a wound worth minding becomes a wound worth savouring. While this power is sustained, the target friendly Emperor's Children fighter gains a Feel-No-Pain 5+, rolled after a failed save, capped at 4+ as elsewhere. It is the discipline's one defensive working, keeping a chosen fighter on its feet long past the point flesh should fail — and because it is continuous and single-target, holding it costs the caster its every action, so it is spent only on the model the legion most needs standing.
6	Intoxicating Aura. The Sorcerer wreathes itself in a maddening, intoxicating haze, a scent-lure and sound-shroud that no attacker can quite fix upon. While this power is sustained, enemies suffer -1 to Hit the Sorcerer with ranged and melee attacks alike. It is the caster's own protection, buying the fragile witch the survival its lean body cannot — distinct from the Symphony of Pain the Champions carry, which gnaws at enemy Nerve and Cool rather than turning their aim aside. Sustained, it costs the Sorcerer its attention, the price of keeping the shroud drawn close.



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	The Strike Before The Answer. Play this card before the battle. For the first round, every one of your fighters counts as having fought first in melee whether it charged or not, and wins Initiative ties automatically. Strike before the enemy has understood the battle has begun.	PRE-BATTLE
12	Quicksilver Swordsmen. Play this card before the battle. Choose up to three of your fighters; for this battle each counts as fighting first in melee even against another fights-first foe, and re-rolls 1s to hit. The finest blades of the legion, loosed together.	PRE-BATTLE
13	Endless Cacophony. Play this card before the battle. The wailing of your sonic arms never ceases: for this battle, any enemy fighter that ends its activation within 6" of two or more of your fighters suffers -1 to Nerve and Cool. There is no silence to gather nerve in.	PRE-BATTLE
14	Disorienting Display. Play this card before the battle. Your fighters move with such unnerving grace that the enemy cannot read them: each enemy fighter suffers -1 to its first Cool or Nerve test of the battle, unsettled before a shot is fired.	PRE-BATTLE
15	Pursuit Of Perfection. Play this card at any time. Choose one of your fighters; the next time it rolls to hit this round, it may re-roll the dice, chasing the perfect strike. It will not accept a flawed blow while a better one is still possible.	ANY
16	The Perfect Strike. Play this card when one of your fighters charges. If it takes its target Out of Action this round, it may immediately make a free 4" Move and counts that kill double toward your Crescendo of Excess. The strike rehearsed a thousand times, made real just once.	CHARGE
21	Crescendo Of Excess. Play this card at any time. Until the end of the round, every enemy your fighters take Out of Action counts double toward your Crescendo of Excess. Ride the killing rhythm while it lasts.	ANY
22	Blur Of Blades. Play this card when one of your fighters fights in melee. Its attacks become a single indistinct blur — it makes one additional Attack this round, and no enemy may make Reaction attacks against it until the combat is resolved.	MELEE
23	Sonic Overpressure. Play this card when one of your fighters shoots a sonic weapon. Its Pinning this round cannot be ignored by any special rule, and it affects the target and every enemy within 1" of it, the overpressure flattening the whole knot at once.	SHOOTING
24	First Among The Swift. Play this card before the battle. You may choose which gang takes the first turn this battle, regardless of any scenario rule — the legion is always the first to move, and the first to kill.	PRE-BATTLE
25	Mocking Interruption. Play this card when an enemy fighter within 6" of one of yours is about to activate. Your fighter steals the moment and activates first instead; the enemy's activation is spent watching. A perfect, mocking theft of the enemy's turn.	REACTION
26	Rapture Of Battle. Play this card when one of your fighters fights in melee. It is seized by rapture — for this round it makes its attacks at +1 Strength, lost in the ecstasy of the kill. It feels nothing now but the joy of the stroke.	MELEE
31	The Unbroken Note. Play this card when one of your fighters shoots a sonic weapon. If it takes an enemy Out of Action, it may immediately shoot the same weapon again at a new target — the note held unbroken from one kill to the next.	SHOOTING

32	Heedless Advance. Play this card at any time. One of your fighters may make an immediate free Move of up to its full Move toward the nearest enemy, ignoring Pinning and difficult terrain. Excess is not always a curse.	ANY
33	Cruel Precision. Play this card when one of your fighters fights in melee. It may re-roll all failed Wound rolls this round — every stroke seeks the one place that will hurt the most. Cruelty and craft are, to this legion, the same art.	MELEE
34	Symphony Rising. Play this card at any time. Until the end of the round, the range of every friendly Symphony of Pain aura increases to 6", the music swelling as one until it fills the battlefield.	ANY
35	Sensation Seekers. Play this card when one or more of your fighters charge. Each charging fighter adds +2" to its charge Move, hurling itself toward the enemy in search of the next sensation. Nothing is worth reaching but the fight.	CHARGE
36	The Swift Host Stirs. Play this card before the battle. Your Sensorium Summons may be used once more than normal this battle, and the summoned Daemonettes arrive with +1" to their Move. The Dark Prince's children are eager today.	PRE-BATTLE
41	Outpace The Volley. Play this card at any time in the enemy's turn. Choose one of your fighters targeted by shooting; it counts as being in partial cover for that attack, weaving through the fire too fast for the enemy to draw a clean bead.	ANY
42	Duellists Grace. Play this card when one of your fighters is targeted in melee. It gains +1 to hit and counts as fighting first this round, sidestepping the blow and answering it in the same motion. A true duellist is never where the enemy strikes.	MELEE
43	Screaming Charge. Play this card when one of your fighters charges. The scream of its approach breaks the enemy's nerve: the charged fighter must pass a Nerve test or be unable to make Reaction attacks against the charger this round.	CHARGE
44	Perfect Withdrawal. Play this card when one of your fighters is engaged in melee. It may immediately Retreat without the enemy making its free attack, slipping out of reach untouched to strike again on its own terms.	MELEE
45	The Faster Blade. Play this card before the battle. Choose one of your fighters; for this battle it always strikes first in melee and wins Initiative ties automatically. No blade in this fight is faster than its own.	PRE-BATTLE
46	Intoxicating Speed. Play this card at any time. Choose one of your fighters; until the start of your next turn it gains +2" to its Move and may not be slowed by any enemy rule or terrain. Speed is its own intoxicant.	ANY
51	Discordant Barrage. Play this card when one of your fighters shoots a sonic weapon. In addition to its normal effect, every enemy within 2" of the target must pass a Nerve test, the discord spreading well beyond the fighter it struck.	SHOOTING
52	Eternal Hunger. Play this card at any time. Choose one of your fighters; until the end of the round, each time it takes an enemy Out of Action it may immediately make a free 4" Move, even if it does not have Excess of Violence. The hunger will not be sated.	ANY
53	The Note That Shatters. Play this card when one of your fighters shoots a sonic weapon at a Pinned or Broken enemy. If the shot hits and that enemy then fails a Nerve test, it is taken Out of Action — the one note its nerve cannot survive.	SHOOTING

54	Lightning Reflexes. Play this card when an enemy targets one of your fighters. That fighter may immediately make a free 2" Move before the enemy's action resolves — often enough to break line of sight or leave a charge short. The blow lands where the fighter no longer is.	REACTION
55	Flawless Execution. Play this card when one of your fighters takes an enemy Out of Action in melee. It may immediately make one additional Attack against another enemy engaged with it — the killing stroke flowing without pause into the next.	MELEE
56	Whirl Of Talons. Play this card when one of your fighters fights in melee against two or more enemies. It may split its Attacks freely among them and makes one additional Attack — a whirl of blades no single foe can follow.	MELEE
61	The Dark Princes Eye. Play this card at any time. Choose one of your fighters; the Dark Prince watches it, and the next roll it makes this round may be re-rolled. To be seen is to be perfected — this once.	ANY
62	Relentless Cadence. Play this card when one of your fighters shoots a sonic weapon. It may shoot a second time this activation, keeping up an unbroken rhythm of fire. The music does not pause to reload.	SHOOTING
63	Come And Perfect Me. Play this card at any time. Choose one of your fighters; until the start of your next turn, any enemy that charges it suffers -1 to hit it in melee, drawn onto a blade that was waiting all along. Perfection welcomes the reckless.	ANY
64	Unbearable Beauty. Play this card when an enemy fighter within 6" of one of yours declares a charge against it. That enemy must pass a Cool test or its charge falters and ends 2" short, transfixed for an instant by a beauty it cannot bear to strike.	REACTION
65	The Last Sensation. Play this card when one of your fighters is taken Out of Action. Before it is removed, it may immediately make one final Attack, or a single shot, against an enemy in range — one last sensation seized on the threshold of death.	ANY
66	Apotheosis Of Speed. Play this card before the battle. Choose one fighter; for this battle it becomes the embodiment of the legion's speed, adding +2" to its Move and always fighting first, even against another fights-first foe. For one battle, it has transcended the merely swift.	PRE-BATTLE

ALLIANCES

THE KIN OF THE LONG WAR

ALLIANCE

WHO	another cult legion of the Long War — a Death Guard, World Eaters, Thousand Sons or other Heretic Astartes warband (generic, never a fixed named gang)
TERMS	campaign-only, looser war-pact between traitor legions who share the Long War but not a god: a limited mutual-aid arrangement struck for a phase — shared intelligence, a coordinated deployment, or a single borrowed fighter in a named battle. Never a combined roster; the cult legions trust one another only as far as the shared hatred of the Imperium reaches, and no further

The Emperor's Children keep no true friends among the traitor legions — only the kin of the Long War, a Death Guard, World Eaters or Thousand Sons warband that shares their hatred of the Imperium but not their god. In a campaign this pact is a limited, phase-long arrangement: shared intelligence on a contested world, a coordinated deployment, or a single fighter borrowed for one named battle. It never becomes a combined roster. The cult legions trust one another exactly as far as the shared hatred reaches, and no further — the Emperor's Children think every ally too slow, and every ally thinks them mad. When the Imperium is broken, or the spoils are counted, the pact ends as coldly as it was struck.

THE SWIFT HOST

ALLIANCE

WHO	a Slaanesh daemon gang — the Swift Host (slaanesh.md, any Slaanesh-aligned daemon warband the pact is struck with; generic, never a fixed named gang)
TERMS	campaign-only, phase-gated Dark-Prince's pact: once the campaign reaches its declared middle phase, while both gangs hold ground on the same world the Emperor's Children may summon the Swift Host via Sensorium Summons — a Daemonette retinue arrives and fights first under its own Quicksilver rules in a shared battle. No shared roster and no daemon fighters enter a normal battle list except by that summon; this is the Dark Prince lending his children a blade, not a combined gang

The truest allies the Emperor's Children have are not mortal at all. Once a campaign reaches its declared middle phase, and while both forces hold ground on the same world, the legion may summon the Swift Host — a Slaanesh daemon warband of Daemonettes — through Sensorium Summons. The retinue arrives mid-battle and fights first under its own Quicksilver rules, a warded blur of talons beside the mortal virtuosi. This is a pact with the Dark Prince, not a merger: no daemon fighter enters a normal battle list except by that summon, and there is no shared roster. It is the god lending his children a blade for as long as the sensation pleases him, and no longer.

FAVOURS

2D6

ROLL FAVOUR

PATRON

2	The Swift Host Answers. The Dark Prince's attention falls rarely and without warning, and when it does the Swift Host answers in force. Before your next battle, you may make one free Sensorium Summons that costs no action and does not count against your once-per-battle limit — a Daemonette retinue arrives at the moment of your choosing, fighting first under its own Quicksilver rules. The gift is capricious: it is granted this once, and the Dark Prince will not be asked twice.	THE DARK PRINCE AND THE SWIFT HOST (THE SLAANESH DAEMON-GARDEN THE EMPEROR'S CHILDREN SERVE — SLAANESH.MD)
4	Gift Of Speed. The Dark Prince quickens one of his chosen. Choose a fighter before the battle; for that battle it gains +1" to its Move and always counts as having fought first, even against another swift foe. Speed is the Dark Prince's simplest gift, and the one his children crave above all others.	THE DARK PRINCE AND THE SWIFT HOST (THE SLAANESH DAEMON-GARDEN THE EMPEROR'S CHILDREN SERVE — SLAANESH.MD)
5	The Perfect Blade. Choose a fighter before the battle. For that battle its melee attacks re-roll all failed Hits — the Dark Prince has honed its edge and its hand to a single flawless stroke. It will cut as though every blow were the only one that ever mattered.	THE DARK PRINCE AND THE SWIFT HOST (THE SLAANESH DAEMON-GARDEN THE EMPEROR'S CHILDREN SERVE — SLAANESH.MD)
6	Rapturous Frenzy. One fighter is seized by rapture before the battle. Choose it; for that battle, each time it takes an enemy Out of Action it gains an additional Attack until the end of the round, the killing joy feeding on itself. A fighter deep in the frenzy can carve a red path no line will hold.	THE DARK PRINCE AND THE SWIFT HOST (THE SLAANESH DAEMON-GARDEN THE EMPEROR'S CHILDREN SERVE — SLAANESH.MD)
7	Sonic Ascendancy. The Dark Prince amplifies his children's music. For the coming battle, every sonic weapon in your gang adds 3" to its range, and any Nerve test it forces is taken at -1. The whole warband becomes an instrument of the Dark Prince, and the enemy the strings it snaps.	THE DARK PRINCE AND THE SWIFT HOST (THE SLAANESH DAEMON-GARDEN THE EMPEROR'S CHILDREN SERVE — SLAANESH.MD)

8	Blessing Of Excess. The hunger is rewarded rather than punished. For the coming battle, whenever one of your fighters makes the free Move granted by Excess of Violence, it may move up to 6" instead of 4". The Dark Prince smiles on those who never stop, and lengthens their stride.	THE DARK PRINCE AND THE SWIFT HOST (THE SLAANESH DAEMON-GARDEN THE EMPEROR'S CHILDREN SERVE – SLAANESH.MD)
10	Daemonette Escort. A retinue of Daemonettes attends one of your characters as an honour-guard. Choose a Leader or Champion before the battle; a Daemonette escort deploys with it and fights at its side under its own Quicksilver rules, a warded blur of talons around your chosen. The escort departs when the battle ends, its sensation spent.	THE DARK PRINCE AND THE SWIFT HOST (THE SLAANESH DAEMON-GARDEN THE EMPEROR'S CHILDREN SERVE – SLAANESH.MD)
12	The Dark Princes Regard. The rarest and richest favour — the Dark Prince himself turns his gaze upon your gang. For the coming battle, choose any two lesser favours from this table and apply both, and one fighter of your choice gains a free Chaos Boon roll. To be regarded by the Dark Prince is the ultimate sensation, and the ultimate danger.	THE DARK PRINCE AND THE SWIFT HOST (THE SLAANESH DAEMON-GARDEN THE EMPEROR'S CHILDREN SERVE – SLAANESH.MD)

SUB-PLOTS

THE CRESCENDO OF EXCESS

SUB-PLOT

Reward: The Dark Prince acknowledges the tempo: one fighter gains a free Chaos Boon roll, OR the gang unlocks a one-off free Sensorium Summons in its next battle. Claimable once each time the threshold is crossed.

Every enemy your gang takes Out of Action with a not-yet-activated fighter is a speed-kill, banked across the whole campaign into your running Crescendo of Excess. When that count crosses a declared threshold, the Dark Prince acknowledges the tempo. Choose one: a single fighter takes a free Chaos Boon roll, or the gang unlocks a one-off free Sensorium Summons in its next battle. You may claim this once each time the threshold is crossed — and the hunger always wants the next one sooner.

✧ THE SEARCH FOR SENSATION

SUB-PLOT

Reward: The fighter may seek the ultimate duel: it gains a free advance from any skill set it can access, OR the gang may spend the milestone to court a Slaanesh relic (the Blissgiver or Intoxicating Elixir instanced to that fighter, priced per the §6.1 ruling). Claimable once each time a fighter crosses the milestone.

When one of your fighters crosses a declared experience or notable-kill milestone, it has become a virtuoso — a duellist who has sought and found ever-greater sensation, battle after battle. Choose one reward: the fighter takes a free advance from any skill set it can access, or the gang courts a Slaanesh relic for it, granting that fighter the Blissgiver or the Intoxicating Elixir. You may claim this once each time a fighter crosses the milestone. There is always a greater sensation, and the search never ends.

💀 LEGENDARY NAMES

✧ LUCIUS THE ETERNAL

EMPEROR'S CHILDREN LORD

XP cost (random): 6

XP cost (chosen): 12

This Lord is Lucius the Eternal, the perfect swordsman — the apex the legion aspires to and the doom it cannot outrun. Lucius always fights first, even against another fights-first foe, and re-rolls all failed Hits in melee; it carries the Lash of Torment, a master-crafted whip that reaches 2" further than any blade and grants a free 4" Move on every kill. When Lucius is taken Out of Action, its ruin becomes its rebirth: the fighter who dealt the killing blow must, at the start of the next battle, pass a Cool test or become Lucius reborn — the enemy gang permanently loses that fighter, and the Emperor's Children replace their Lord at no cost. Yet the Eternal craves the perfect duel above all victory. Each round, if able, it must issue a challenge to and charge the most dangerous enemy within reach, whatever the cost, and it may never be held in reserve. Its hunger for the flawless kill drags it into fights a wiser fighter would refuse.

✧ THE FLAWLESS

EMPEROR'S CHILDREN CHAMPION

XP cost (random): 5

XP cost (chosen): 10

This Champion is the Flawless, the virtuoso whose every kill must be perfect. The first time each battle it takes an enemy Out of Action, the whole gang gains a free Chaos Boon roll, and its Symphony of Pain aura swells to reach 6" instead of 3"; its melee attacks re-roll 1s To Wound. But the Flawless will not tolerate an imperfect kill. If it ever fights in melee during a round and fails to take an enemy Out of Action, it suffers -1 to all its rolls the following round, consumed by the shame of the imperfect stroke. Perfection is a standard it holds against itself as cruelly as against the enemy — and a canny foe learns to survive it simply by refusing to die cleanly.

✧ THE UNCAUGHT

ANY EMPEROR'S CHILDREN FIGHTER

XP cost (random): 5

XP cost (chosen): 9

This fighter is the Uncaught, the one no enemy could ever run down. It gains +1" to its Move, always counts as having fought first, and no enemy that ends an activation without reaching it may make a free Reaction attack against it that round; it may Retreat from melee without granting the enemy's free attack. But the legend is speed itself, and it scorns anything that would slow it. The Uncaught may never take the Terminator mark, may never carry an Unwieldy weapon, and must always end its activation having moved at least its full Move if able. To stand still, even for a moment, is a kind of death to it.

☠ TERRAIN

✧ THE PALACE OF EXCESS

TERRAIN

The Palace of Excess is a shrine of indulgence dragged onto the battlefield — a place of unbearable sensation the legion feeds upon and the enemy is unmade within. An Emperor's Children fighter that ends an activation within 2" of the Palace may re-roll its next Chaos Boon roll during this campaign event, and any speed-kill it scores within 3" of the shrine counts double toward the Crescendo of Excess. An enemy fighter that ends an activation within 2" must pass a Nerve test or lose its next action, undone by the sensation. It inspires the swift and unmans the slow, and belongs on any board the legion means to make its own.

✧ THE SONIC AMPLIFIER RUIN

TERRAIN

The Sonic-Amplifier Ruin is a shell of resonant architecture the legion fights within, turning the whole structure into a sounding-board for its sonic arms. An Emperor's Children fighter shooting a sonic weapon from within or adjacent to the ruin adds 3" to its range, and its Pinning affects every enemy within 2" of the target rather than the target alone. Any enemy fighter that ends an activation inside the ruin suffers -1 to Nerve and Cool as the resonance claws at its composure. It amplifies the cacophony into something no formation can hold together within.

SCENARIOS

THE PERFECT STRIKE

SCENARIO

ATTACKER	Emperor's Children (the raiding strike — it came to out-initiate the enemy, rack speed-kills at pace, and be gone before the district can answer)
DEFENDER	the opposing gang (which must weather the perfect strike, hold its ground, and grind the fast-but-shallow Emperor's Children hits into an attrition war they cannot win)
DEPLOY	the Emperor's Children deploy second and may Infiltrate a portion of the strike; the defender deploys first, holding the objectives and the ground it means to keep
OBJECTIVE	the Emperor's Children win by racking speed-kills at tempo and controlling the initiative — striking, killing, and withdrawing before the enemy can set its answer; the defender wins by absorbing the alpha, holding its ground, and dragging the battle long enough that the shallow strike runs out of bodies
VICTORY	the Emperor's Children win if, by the end of the game, they have taken more enemy fighters Out of Action than they have lost AND hold the initiative on the final round; the defender wins if it still holds the majority of the objectives with more standing fighters than the Emperor's Children, or takes the Emperor's Children Leader Out of Action
REWARDS	the Emperor's Children add every enemy taken Out of Action by a not-yet-activated fighter to their Crescendo of Excess and gain campaign renown scaled to it, within the cap; the defender gains a reward for weathering the strike and holding the district
CONTROL TRACK	an Emperor's Children win advances its Control-Track claim on the contested district (the raid took what it came for); a defender win pushes the marker back, the perfect strike having shattered on a wall that would not break

ATTACKER & DEFENDER The Emperor's Children are the attacker — the raiding strike, come to out-initiate the enemy, rack speed-kills at pace, and be gone before the district can answer. The opposing gang is the defender, which must weather the perfect strike, hold its ground, and grind the fast-but-shallow Emperor's Children hits into an attrition war they cannot win.

DEPLOYMENT The defender deploys first, holding the objectives and the ground it means to keep. The Emperor's Children deploy second and may Infiltrate a portion of the strike.

THE OBJECTIVE The Emperor's Children win by racking speed-kills at tempo and controlling the initiative — striking, killing, and withdrawing before the enemy can set its answer. The defender wins by absorbing the alpha, holding its ground, and dragging the battle out long enough that the shallow strike runs out of bodies.

VICTORY The Emperor's Children win if, by the end of the game, they have taken more enemy fighters Out of Action than they have lost and still hold the initiative on the final round. The defender wins if it holds the majority of the objectives with more standing fighters than the Emperor's Children, or if it takes the Emperor's Children Leader Out of Action.

REWARDS The Emperor's Children add every enemy taken Out of Action by a not-yet-activated fighter to their Crescendo of Excess and gain campaign renown scaled to it, within the campaign cap. The defender gains a reward for weathering the strike and holding the district.

THE CONTROL TRACK An Emperor's Children victory advances their claim on the contested district — the raid took what it came for. A defender victory pushes the marker back, the perfect strike having shattered on a wall that would not break.

TACTICS The strike lives or dies on tempo. Excess forbids the Emperor's Children to wait, so the attacker must open at once, chain its kills forward, and hold the initiative to the final round. The defender's whole game is to refuse that pace, cluster tight, and make the raid pay a body for every body.

ATTACKER	Emperor's Children (the sonic assault — it came to break the enemy's nerve with the endless cacophony and rout it off the board before a single objective is contested)
DEFENDER	the opposing gang (which must hold its formation against the sonic suppression, keep its nerve under the Symphony, and refuse to break)
DEPLOY	the Emperor's Children deploy second in a broad sonic firing arc; the defender deploys first, clustered on the ground it must hold
OBJECTIVE	the Emperor's Children win by breaking the enemy's cohesion — routing or pinning enough fighters with sonic weapons and the Symphony of Pain that the defending gang cannot function; the defender wins by holding its formation intact and weathering the cacophony until the strike must close and expose itself
VICTORY	the Emperor's Children win if, at any point, more than half the surviving enemy fighters are Broken, fleeing or Pinned simultaneously, or if the defender fails a gang-wide Bottle test; the defender wins if it ends the game with a majority of its fighters standing and unbroken, or takes the Emperor's Children Leader Out of Action
REWARDS	the Emperor's Children gain campaign renown scaled to the number of enemy fighters routed or Pinned by sonic weapons, within the cap; the defender gains a reward for holding its nerve against the Symphony
CONTROL TRACK	an Emperor's Children win advances its Control-Track claim on the district (the cacophony cleared it); a defender win pushes the marker back, the enemy having stood firm through the noise

ATTACKER & DEFENDER The Emperor's Children are the attacker — the sonic assault, come to break the enemy's nerve with the endless cacophony and rout it off the board before a single objective is contested. The opposing gang is the defender, which must hold its formation against the sonic suppression, keep its nerve under the Symphony of Pain, and refuse to break.

DEPLOYMENT The defender deploys first, clustered on the ground it must hold. The Emperor's Children deploy second, spread in a broad sonic firing arc.

THE OBJECTIVE The Emperor's Children win by breaking the enemy's cohesion — routing or pinning enough fighters with sonic weapons and the Symphony of Pain that the defending gang can no longer function. The defender wins by holding its formation intact and weathering the cacophony until the strike must close and expose itself.

VICTORY The Emperor's Children win if, at any point, more than half the surviving enemy fighters are Broken, fleeing or Pinned at once, or if the defender fails a gang-wide Bottle test. The defender wins if it ends the game with a majority of its fighters standing and unbroken, or if it takes the Emperor's Children Leader Out of Action.

REWARDS The Emperor's Children gain campaign renown scaled to the number of enemy fighters routed or Pinned by sonic weapons, within the campaign cap. The defender gains a reward for holding its nerve against the Symphony.

THE CONTROL TRACK An Emperor's Children victory advances their claim on the district — the cacophony cleared it. A defender victory pushes the marker back, the enemy having stood firm through the noise.

TACTICS This is a battle of morale, not bodies. The attacker should mass its sonic arms, drive the enemy to ground with Pinning, and let the Symphony gnaw at any fighter that strays close. The defender must stay clus-

tered, steady its nerve, and force the swift line to abandon its range and commit to the blade.