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SYLL'ESSKE

THE VENGEFUL ALLEGIANCE





• READ THIS FIRST • À LIRE EN PREMIER • LEER ANTES DE MONTAR
• LIES DIES ZUERST • LEGGI PRIMA QUESTO

ENG BEFORE ASSEMBLING YOUR MINIATURES PLEASE READ THROUGH THE INSTRUCTIONS IN THIS BOOKLET CAREFULLY. A pair of plastic cutters is required to remove the plastic components in this kit from their frame. We advise using a mouldline scraping tool to clean up the parts. To assemble your model you will need plastic glue. Games Workshop sells Citadel Fine Detail Cutters, Citadel Mouldline Remover and Citadel Plastic Glue, but does not recommend these products for use by children under the age of 16 without adult supervision.

FRE AVANT D'ASSEMBLER VOS FIGURINES, VEUILLEZ LIRE ATTENTIVEMENT LES INSTRUCTIONS DE CE LIVRET. Une pince coupante est requise pour détacher chaque élément de sa grappe. Nous vous recommandons l'utilisation d'un grattoir pour ébarber les éléments. Pour l'assemblage, vous aurez également besoin de colle plastique. Games Workshop commercialise les Pinces de Précision Citadel, l'Ébarboir Citadel et la Colle Plastique Citadel, mais n'en recommande pas l'utilisation pour des enfants de moins de 16 ans sans la supervision d'un adulte.

SPA POR FAVOR, LEE CUIDADOSAMENTE ESTE LIBRETO DE INSTRUCCIONES ANTES DE EMPEZAR A MONTAR LAS MINIATURAS. Te harán falta unas tenazas para plástico a fin de separar las piezas de la matriz. También aconsejamos una herramienta para rebabas a fin de limpiar cada pieza. Para montar la miniatura necesitarás pegamento para plástico. Games Workshop vende Tenazas Citadel, Herramientas para rebabas Citadel y Pegamento para plástico Citadel, pero no recomienda estos productos a menores de 16 años sin la supervisión de un adulto.

GER VOR DEM ZUSAMMENBAU DER MINIATUREN BITTE DIE ANWEISUNGEN IN DIESER ANLEITUNG AUFMERKSAM DURCHLESEN. Du benötigst einen Kunststoffseitenschneider, um die Kunststoffbauteile aus dem Gussrahmen herauszutrennen, und Kunststoffkleber, um die Miniatur zusammenzubauen. Außerdem empfehlen wir, die Bauteile vorher mit einem Gussgratentferner zu säubern. Games Workshop bietet Präzisions-Kunststoffseitenschneider von Citadel sowie Citadel-Kunststoffkleber an, empfiehlt aber, dass Kinder unter 16 Jahren diese nur unter Aufsicht eines Erwachsenen benutzen.

ITA PRIMA DI ASSEMBLARE LE TUE MINIATURE LEGGI ATTENTAMENTE TUTTE LE ISTRUZIONI DI QUESTO LIBRETTO. Sono necessarie un paio di tronchesine per plastica per staccare i componenti dai loro sprue. Consigliamo di usare un attrezzo apposito per pulire i componenti. Per assemblare il modello avrai bisogno di colla per plastica. Games Workshop vende Tronchesine di precisione Citadel, Attrezzo per ripulire Citadel e Colla per plastica Citadel, ma non consiglia questi prodotti ad un pubblico minore di 16 anni senza la supervisione di un adulto.

• EXPLANATION OF SYMBOLS • EXPLICATION DES SYMBOLES
• EXPLICACIÓN DE SIMBOLOS • ERLÄUTERUNG DER SYMBOLE
• LEGENDA DEI SIMBOLI



- Special instruction - Please read
- Instructions spéciales - Lire attentivement
- Instrucción especial: Por favor, léela
- Besondere Anweisung - Bitte lesen
- Istruzioni speciali - Leggi attentamente



- Choice of parts
- Choix d'éléments
- Modelos de componentes
- Auswahl an Teilen
- Scelta di componenti



- Dry fit stage before gluing
- Tester avant de coller
- Comprobar el encaje antes de pegar
- Positionierung erst ohne Klebstoff ausprobieren
- Prova a secco prima di incollare



- Variant assembly
- Variante d'assemblage
- Variante de montaje
- Bauvariante
- Assemblaggio alternativo



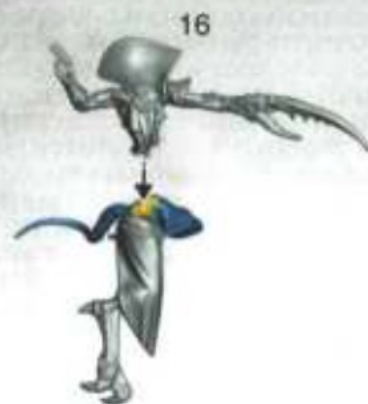
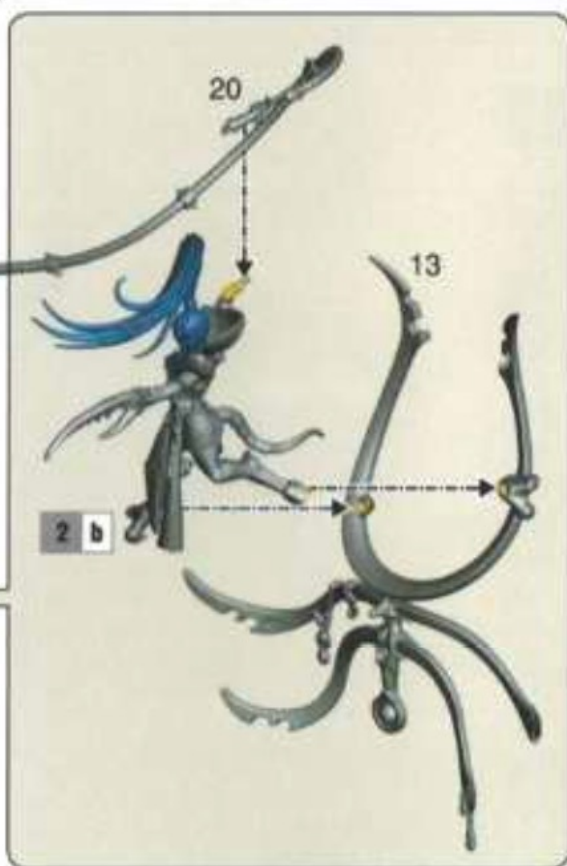
- Repeat process
- Répéter l'étape
- Repetir pasos
- Vorgang wiederholen
- Ripeti il processo



- Stage complete
- Étape terminée
- Paso completado
- Schritt abgeschlossen
- Fase completa

1 a**1 b****1 c****1 d**

Ø
50mm

2 a**2 b****2 c**



SYLL'ESKE

THE VENGEFUL ALLEGIANCE

Syll Lewdtongue has inspired thousands of warlords to acts of tyranny and misrule, but since uniting their powers with the megalomaniacal daemon monarch Esske, the Herald of Slaanesh has become a force of conquest like no other.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Axe of Dominion	2"	4	4+	3+	-2	D3
Scourging Whip	2"	8	3+	4+	-1	1

DESCRIPTION

Syll'Esske, the Vengeful Allegiance is a named character that is a single model. Syll is armed with a Scourging Whip.

COMPANION: Esske attacks with its Axe of Dominion. For rules purposes, Esske is treated in the same manner as a mount.

ABILITIES

Deadly Symbiosis: *When they attack, either Syll or Esske will strike first, creating openings that the other can take advantage of.*

When this model fights in the combat phase, you must pick either its Axe of Dominion or its Scourging Whip, and you can only make attacks with that weapon that phase. Then, after the players have picked any other units to fight, this model can pile in and attack with the other weapon, and you can re-roll hit rolls for attacks made with the other weapon in that phase.

Lithe and Swift: *Spurring one another on, Syll and their consort stride across the battlefield with uncanny swiftness.*

This unit can run and still charge later in the same turn.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase, and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Subvert spells.

Subvert: *Syll torments the foe with whispers and visions, distracting them from their duties.*

Subvert has a casting value of 7. If successfully cast, you can pick 1 enemy **HERO** within 18" of the caster that is visible to them. That **HERO** cannot use any command abilities until your next hero phase.

COMMAND ABILITIES

Regal Authority: *Syll's consort is revered as a mighty ruler by their followers.*

You can use this command ability at the start of the combat phase if this model is your general and is on the battlefield. If you do so, until the end of that phase, you can re-roll hit rolls of 1 for friendly **CHAOS SLAANESH** units while they are wholly with 18" of this model.

In addition, you can use this command ability at the start of the battleshock phase if this model is your general and is on the battlefield. If you do so, until the end of that phase, do not take battleshock tests for friendly **CHAOS SLAANESH** units while they are wholly with 18" of this model.

SYLL'ESKE

THE VENGEFUL ALLEGIANCE



NAME	M	WS	BS	S	T	W	A	Ld	St
Syll'Eske	9"	2+	2+	4	6	8	8	9	4+

Syll'Eske is a single model. Syll attacks with a scourging whip and Eske attacks with the Axe of Dominion. Only one of this model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Scourging whip (shooting)	6"	Assault D6	User	-2	1	The bearer can make attacks with this weapon whilst within 1" of an enemy unit, and attacks with this weapon can target enemy units within 1" of friendly units.
Axe of Dominion	Melee	Melee	+3	-3	3	-
Scourging whip (melee)	Melee	Melee	User	-1	1	Make D3 hit rolls instead of 1 for each attack made with this weapon.

ABILITIES

Daemonic, Quicksilver Swiftiness, Daemonic Ritual

Prince of Slaanesh: Re-roll hit rolls of 1 for friendly **SLAANESH DAEMON** units whilst they are within 6" of this model.

Locus of Slaanesh: Add 1 to the Strength characteristic of **SLAANESH DAEMON** units whilst they are within 6" of one or more models with this ability.

Deadly Symbiosis: The first time this model fights in each Fight phase, it can only make attacks with either its scourging whip or its Axe of Dominion. The first time this model finishes a consolidation move in each Fight phase, it can then choose a new target and resolve its close combat attacks again, but when it does so all of its attacks must be made with the other weapon (if this model charged this turn, these attacks can still only target units that it declared a charge against in the previous phase).

Regal Authority: You can re-roll Morale tests taken for friendly **SLAANESH DAEMON** units whilst they are within 6" of this model.

PSYKER

This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and two psychic powers from the Slaanesh discipline.

FACTION KEYWORDS

CHAOS, SLAANESH, DAEMON

KEYWORDS

CHARACTER, MONSTER, PSYKER, DAEMONETTE, HERALD OF SLAANESH, DAEMON PRINCE, SYLL'ESKE

UNIT	MODELS PER UNIT	POINTS PER MODEL (including wargear)
Syll'Eske, the Vengeful Allegiance	1	210

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following named characters is your Warlord, they must be given the associated Warlord Trait shown below.

NAMED CHARACTER	WARLORD TRAIT
Syll'Eske, the Vengeful Allegiance	Bewitching Aura