

# Fulgrim

POINTS: 725

The Emperor's Children Space Marine Legion was dispatched to pacify the rebel Warmaster Horus at the start of the Heresy, before the Emperor knew the full scale of Horus' abomination. At first Fulgrim, Primarch of the Emperor's Children, tried to negotiate with the Warmaster and dissuade him from his rebellion. While they parleyed Fulgrim was corrupted by the Warmaster. A tendril of power from the Chaos God Slaanesh insinuated itself in to Fulgrim's mind and began to slowly bend him to the will of the Lord of Pleasure. Fulgrim resisted staunchly at first but little by little his fortitude was eroded away as his enhanced senses were stimulated beyond endurance and whispered promises awoke unspoken desires. Eventually Fulgrim's mighty will was broken and he joined Horus, surrendering to the hedonistic pleasures of Slaanesh. As Fulgrim delved deeper into depravity the Emperor's Children followed him into heresy.

In the was against the Imperium Fulgrim led the Emperor's Children in an orgy of destruction against the undefended civilian populations of a dozen systems, slaughtering and enslaving millions in pursuit of their pleasures. When the Warmaster was slain by the Emperor Fulgrim fled to the Eye of Terror with the remaining Emperor's Children.

Centuries of worship have changed Fulgrim beyond all recognition. Serpent bodied and many armed, Fulgrim has been twisted into a monstrous daemonic creature. Despite his monstrous appearance, Fulgrim radiates a strange beauty and physical attraction, captivating and colored soporific musk billow around Fulgrim wherever he goes, weakening the will and awakening disturbing desires in those who breathe the heady musk.



The Daemon Primarch of the Emperor's Children, Fulgrim, is more daemon than man now. Those that look upon him are filled with a combination of lust and revulsion. If you catch his unnatural scent, you may find yourself unable to act with aggression towards him. Contact the Ordo Malleus at the first sign of this creature!

FULGRIM, DAEMON PRIMARCH OF THE EMPEROR'S CHILDREN										
	Points	WS	BS	S	T	W	I	A	Ld	Save
Fulgrim	725	10	5	8	8	5	6	5+3	10	2+/4+

**Unit Type:** Fulgrim is a Monstrous Creature.  
**Number/Squad:** Unique  
**Daemonic Gifts:** His patron, Slaanesh, has deliciously rewarded Fulgrim. He brandishes a *Lash of Agony* and the *Many Swords of Fulgrim*, and injects himself with *Combat Drugs*. He exudes *Soporific Musk* and the *Allure of Fulgrim*.

SPECIAL RULES

**Lash of Agony:** A long barbed lash seeped in the blood of six hundred and sixty six of Slaanesh's faithful; Fulgrim's whip reduces the number of attacks of all enemy models locked in combat with him by 1, to a minimum of 1. Alternately, he may choose one model in base contact with him and lower its attacks by D6 to a minimum of 0.

**Many Swords of Fulgrim:** Slaanesh has gifted Fulgrim with several additional arms, each of which carries a beautiful and deadly sword. He attacks with all of these weapons in an intricate martial display, as dazzling as it is potent. The Many Swords are poisoned (never requiring worse than a 4+ to wound) and count as three additional close combat weapons (bonuses included in profile). Any to-hit roll of 6 generates another attack for the Primarch, resolved immediately. Any to-wound roll of 6 ignores Invulnerable Saves.

**Combat Drugs:** The Emperor's Children Chaos Space Marine Legion, since their fall, have been free experimenters with any process or drug that they may use to improve their battlefield experience or capabilities. The Daemon Primarch Fulgrim has distilled the warp essence of a hundred Eldar warriors into a potent cocktail that enables him to push his reaction time to the limit of his being. At the start of any assault phase, Fulgrim may activate his Combat Drug injector and take a Leadership test. If he passes his test, Fulgrim may double his base number of attacks. Note that this will take his total number of attacks above the normal limit of 10! If he fails, he takes a wound with no saves allowed.

**Allure of Fulgrim:** Fulgrim uses the psychic power *Lash of Submission* with a range of 36".

**Sorcerer:** Fulgrim is a master sorcerer with a direct connection to the Warp. He has the psychic powers *Gift of Chaos*, *Doom Bolt*, and *Lash of Submission*. He automatically passes all psychic tests.

**Soporific Musk:** At the start of his movement phase, if Fulgrim is not locked in close combat he may activate his Soporific Musk. While this power is active, all enemy models are overwhelmed by feelings of great affection toward the Daemon Primarch. No enemy model may launch an assault with Fulgrim as the target unit. The power lasts until the start of Fulgrim's next movement phase and is canceled if Fulgrim elects to shoot or assault an enemy model.

**Serpentine Body:** The lower portion of Fulgrim's body has been transformed into that of a large serpent or Steed of Slaanesh, granting him the ability to move as *Cavalry*. He has also been gifted with huge, silken wings. As such he may move as if he has a Jump Pack in the movement phase, and may assault 12" in the assault phase. If he chooses to move more than 6" in both the movement and assault phases, roll a D6. On a result of a 1, Fulgrim will take a wound as if passing through Dangerous Terrain. In any turn in which he moves more than 6" during the movement phase, he may not *Fleet*. Fulgrim may *Deep Strike* and may *Hit & Run*.

**Primarch:** The presence of a Daemon Primarch on the battlefield is an inspiring sight to all of Slaanesh's warriors. He makes all friendly models with the Mark of Slaanesh within 24" Fearless. Noisemarines and daemons of Slaanesh starting their movement phase within this 24" range are *Fleet of Foot*. When playing any mission with objectives, Fulgrim himself counts as an objective for his side while alive and for the enemy's side if he is killed