

## SLAANESH'S LASH (Pleasurelord Titan)

**POINTS 3500**

Constructed long before the Horus Heresy at the Mechaicus foundries of Mars, the Warlord titan that would be known as Slaanesh's Lash began its days as Imperius Malleus (the Imperial Hammer), a counterpart to the loyal titan Bonitus Filius. It fell to chaos, along with the rest of the Burning Hand Titan Legion, and accepted the power of Slaanesh into its circuitry and

energy cores; the princeps and servitors getting absorbed into the monstrosity's systems. The whole titan legion was commandeered by the Daemon Primarch Fulgrim of the Emperor's Children towards the end of the Horus Heresy, and has served as his personal strike force in the thousands of years since.

WS	BS	S	FRONT	ARMOUR SIDE	REAR	I	A
2	4	10	14	14	13	1	3

**UNIT:** 1 Warlord Titan

**TYPE:** Super-heavy Walker

**STRUCTURE POINTS:** 9

**VOID SHIELDS:** 6

**WEAPONS AND EQUIPMENT:**

- Volcano Cannon
- Daemon Quake Cannon
- Carapace Double-Barreled Turbo Laser Destructor
- Carapace Apocalypse Missile Launcher
- Nine Autocannon Batteries
- Chin-mounted Assault Cannon
- Searchlight

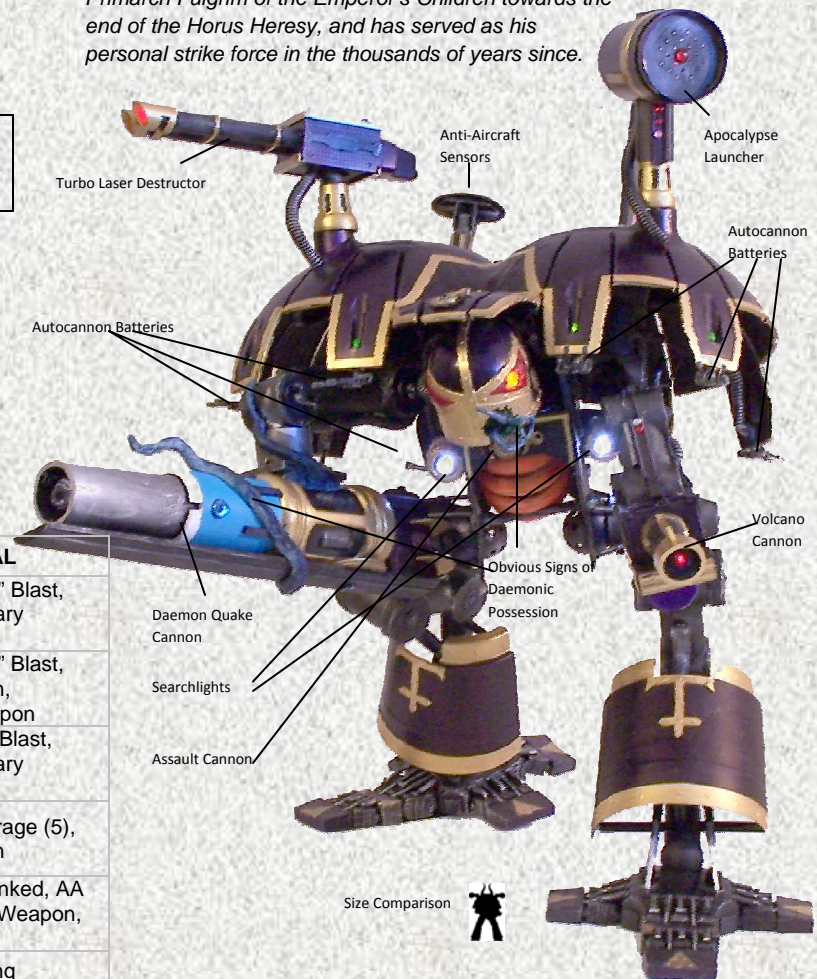
WEAPON	RANGE	STR	AP	SPECIAL
<b>Volcano Cannon</b>	240"	D	2	Ordinance 1, 10" Blast, Destroyer, Primary Weapon
<b>Daemon Quake Cannon</b>	G 24" – 360"	9	3	Ordinance 2, 10" Blast, Primary Weapon, Possessed Weapon
<b>Double-Barreled Turbo Laser Destructor</b>	24" – 96"	D	2	Ordinance 2, 5" Blast, Destroyer, Primary Weapon
<b>Apocalypse Missile Launcher</b>	G 24" – 360"	7	3	Apocalypse Barrage (5), Primary Weapon
<b>Autocannon Battery</b>	48"	7	4	Heavy 2, Twin-linked, AA Mount, Primary Weapon, Weapon Battery
<b>Assault Cannon</b>	24"	6	4	Heavy 4, Rending

### SPECIAL RULES:

**Pleasurelord:** Slaanesh's Lash is a Pleasurelord Titan, possessed by a host of daemonic entities. It ignores all Driver Stunned and Gun Crew Stunned results on the Super Heavy Damage Table. A Pleasurelord Titan counts as a Warp Rift for any friendly daemons of Slaanesh (i.e. they do not have to be assigned before the game).

Such is the ecstasy of being near the titan that all enemy units with models within 24" of Slaanesh's Lash must take a Leadership test at the start of their movement phase to avoid being overcome by pleasurable sensations. Any unit that fails this test may not move, shoot, or initiate an assault this turn (although they will fight back as normal). This is not a morale test, so Fearless models still must test. Units with the Necron or Aegis (Grey Knights) special rules are immune to the effects, while Eldar test at -2 to their leadership.

**Weapon Battery:** After near-destruction of the titan at the hands of a superior Eldar air host, the Daemon Primarch Fulgrim ordered the installation of an impressive anti-aircraft weapon system on Slaanesh's Lash. The nine twin-linked



autocannons arrayed on the titan's carapace are fired as individual weapons, but are destroyed by a single Weapon Destroyed result on the Super Heavy Damage Table and saved by a single Primary Weapon save.

**Possessed Weapon:** The Quake Cannon on Slaanesh's Lash is possessed by a particularly strong greater daemon. The beast provides the weapon with a limitless amount of warp-spawned ammunition and allows the weapon to operate long after all support systems have been severed. If the weapon is ever destroyed, it is possible that it may still be able to fire. At the start of every one of its shooting phases after its destruction, roll a D6. On a result of 5+, the weapon may be fired as normal for that turn. If the Pleasurelord is destroyed, the weapon will finally stop working. (*Just barely!*)

**Reactor Meltdown:** If the Pleasurelord suffers an Apocalyptic Explosion result on the Catastrophic Damage Chart, its reactor goes nuclear! This is the same as an Apocalyptic Explosion, except that the range is 6D6", and models within range suffer a Destroyer hit.