

FANE OF SLAANESH

A Fane of Slaanesh is a focus of worship wrought in precious metal. Around it are laid offerings to the Dark Prince, but in truth it is one of his most exalted greater daemons that peers through. Those whose offerings meet with the creature's approval are rewarded highly – but those who offend are justly punished.

DESCRIPTION

A Fane of Slaanesh is a single terrain feature. It is an obstacle.

SCENERY RULES

Power of Slaanesh: *A Fane of Slaanesh channels arcane power to the Dark Prince's sorcerers, while filling their foes with dread.*

If you spend depravity points to summon a unit to the battlefield, and that unit is set up wholly within 12" of this terrain feature, you receive D3 depravity points after that unit has been set up.

Damned Conduit: *Slaanesh's minions can make sacrifices at a Fane of Slaanesh to gain martial prowess.*

At the start of your hero phase, you can pick 1 friendly **CHAOS SLAANESH HERO** within 6" of this terrain feature to make a sacrifice. If you do so, that **HERO** suffers 1 mortal wound, and you must roll a dice. On a 1, nothing happens. On a 2+ you can re-roll hit rolls for attacks made by that **HERO** until your next hero phase.

If that **HERO** has an artefact of power, they can sacrifice that instead of suffering 1 mortal wound. If they do so, that artefact of power can no longer be used (if a weapon was picked when the artefact of power was selected, that weapon reverts to normal). However, on a roll of 2+, you can re-roll hit rolls for attacks made by that **HERO** for the rest of the battle instead of only until your next hero phase.