

Court of the Profane Pleasures

Note: These rules are free and not official and they are not related to any Games Workshop product. The Rules were created by Tuomas Pirinen and have been completed by him for the unofficial Mordheim world tournament 2025 with the help of the Morhdeim Italia facebook group team. For the event specific unofficial models were created by Grimforge and you can find them here <https://www.kickstarter.com/projects/grimforge/damned-ruins-the-curse-and-the-courts>

When the Shadowlord demanded fealty from the hidden Chaos Cultists of Mordheim, most bend their knee willingly and eagerly. However, within the upper echelons of the Ostermark's nobility there are those who were corrupted by the Lord of Pleasure long before the coming of the Comet. Once the Cataclysm hit, these depraved cultists rose from their hiding places, revelling in their depravity. They now hunt for captives to be used in forbidden rituals in the catacombs below the city. They drug and lobotomise captives to be used and discarded at their whim. Above ground, they hunt for more flesh to be brought into the agonizing embrace of Slaanesh.

Special Rules

Corruption of the Mind and Flesh

Whenever an enemy model, be it Hero or a Henchman of the opponents of the Warband or one of their own models dies, the Warband may opt to perform an obscene ritual to attach a part of the dying warrior into one of the Slaaneshi Beastmen, Cultist or the Slaaneshi Hounds: arm, leg, head or strips of muscle, for example. You can take one stat of the fallen warrior and replace it with the same stat of the Beastman, Cultist or Hound. We encourage players to convert the model to represent the corrupted creature with appropriate new body parts. This ritual costs 1 Wyrdstone, and 1 Hero cannot search for Rare items at the market while performing the ritual.

Mutations: Any Hero may buy one of the following Mutations when you recruit them (*see Cults of Possessed Rules for Mutations*):

- Extra arm
- Tentacle
- Great Claw

Choices of Warriors

A Court of profane Pleasures warband must include a minimum of three models. You have 500 gold crowns available to spend to recruit your warband. The maximum number of warriors is 15, though some items like the Halfling Cookbook may increase this number.

Heroes: Each Court of profane Pleasures warband must have at least one Hero to act as a leader. Choose any of your Heroes as the Leader who benefits from the rules for Leader. You can only ever hire 1 of each type of Hero.

Whipmaster: Your Warband may include a single Whipmaster.

Danseuse: Your Warband may include a single Danseuse

Flesh Merchant: Your Warband may include a single Flesh Merchant.

Priest of Obscene: Your Warband may include a single Priest of Obscene

Devout: Your Warband may include a single.

Slaaneshi Chaos Hounds: Your warband may include up to 3 Slaaneshi Chaos Hounds.

Slaaneshi Beastman: Your warband may include up to 3 Slaaneshi Beastman.

Cultists: You may include up to 5 Cultists.

Wretches: You may include any number of Wretches.

Starting Experience:

The Whipmaster starts with 8 experience.

The Danseuse starts with 8 experience.

The Flesh Merchant starts with 8 experience

The Devout starts with 8 experience

The Priest of obscene starts with 6 experience

Henchmen start with 0 experience.

Court of Profane Pleasures Equipment list

The following lists are used by The Cursed Cavalcade to pick their equipment.

COURT OF PLEASURES EQUIPMENT LIST	WRETCHES EQUIPMENT LIST
Hand-to-hand Combat Weapons	This list is for Thralls only.
Dagger1st free/2 GC	Hand-to-hand Combat Weapons
Sword 10 GC	Dagger (1st is not free).....2 GC
Mace 3 GC	Mace 3 GC
Hedonist Whip (Heroes only).....15 GC	Sword 10 GC
Slaaneshi Man-Catcher.....30 GC	Spear 10 GC
(Whipmaster only)	
Double-handed Weapon..... 15GC	Missile Weapons
	Short bow 10 GC
Missile Weapons	
Bow 15 GC	Armor
Pistol 15 GC	Shield 5 GC
(30 for a brace)	Buckler..... 5 GC
Long Rifle 200 GC	
Crossbow Pistol 35 GC	
Armor	
Light Armor 20 GC	
Shield 5 GC	
Buckler..... 5 GC	
Helmet10 GC	
Miscellaneous Equipment	
Crimson Shade.....35 GC	

Court of Profane Pleasures Special weapons, armor and equipment

Slaaneshi Man-Catcher

30 Gold Crowns

Availability: Rare 10, Whipmaster only

Range	Strength	Special Rules
Close Com	As user +1	Requires two hands, Lock

Melee +1 S. Requires two hands

Lock: If it hits and causes an unsaved wound, do not roll on the injury chart. Instead, the enemy is knocked down, and cannot stand up as long as it is in melee combat with the wielder. The target cannot move away from the combat, unless magic is used. The wielder can move (and drags the enemy with them) as long as they are not engaged in combat with any other model.

Man-Catcher does not work on large creatures such as Ogres, or Steeds such as Horses. If you switch weapons while using the Man-Catcher, the opponent can then stand up as normal in their recovery phase. At the end of the battle, the target model is captured as a result of 61 of Serious Injury chart result if still pinned down by the Man-Catcher. This happens even if it is a Henchman.

Hedonist whip

15 Gold Crowns

Availability: Common, Heroes only.

Range	Strength	Special Rules
Close Com	As user	Cannot be parried, whipcrack

Cannot be parried: The hedonist whip is a flexible weapon and the zealots of dark prince use it with great expertise. Attempts to parry its strikes are futile. A model attacked by a hedonist whip may not make parries with swords or bucklers)

Whipcrack: when the wielder charges they gain +1A for that turn. This bonus attack is added after any other modifications. When the wielder is charged they gain +1A that they may only use against the charger. This additional attack will 'strike first'. If the wielder is simultaneously charged by two or more opponents, they will still only receive a total of +1A. If the wielder is using two whips at the same time, then they get +1A for the additional hand weapon, but only the first whip gets the whipcrack +1A.

Heroes

You must choose any 1 Hero to act as a Leader.

0-1 Slaaneshi Whipmaster

70 Gold Crowns to hire

Whipmasters are experts at applying pain and pleasure on their enemies and their own depraved companions in equal measure. Pain and Pleasure are closely intertwined, and both are held as holy in the eyes of Slaanesh.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	4	1	8

Weapons/Armor: Whipmaster may be equipped from the Court of Pleasures Equipment list.

SPECIAL RULES

Agony and Ecstasy: The Whipmaster who is armed with a **Hedonist Whip** may decide to use one of its attacks to scourge one friendly model within 3". This attack automatically hits and has +1 on its rolls to wound. Roll for any injuries as standard. As a reward for such a pious act of devotion, Slaanesh rewards the Whipmaster with a surge of ecstasy that makes the Whipmaster all but invulnerable. The Whipmaster doubles its Toughness. Take a Leadership test at the start of each new turn of the Slaaneshi player. On a failure, this effect ends, though it can be re-activated.

Pain and Pleasure: Whenever the Whipmaster suffers an unsaved wound, they will be subject to the rules of *Frenzy* until the end of their next turn -this Frenzy is not negated by being *Knocked Down* or *Stunned*.

0-1 Slaaneshi Danseuse

70 Gold Crowns to hire

These dervishes of depravity dance and carouse in honor of Slaanesh in the streets of Mordheim. Their enthralling moves often freeze even hardened warriors while they slowly slice their enchanted victims to quivering shreds.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	7

Weapons/Armor: Danseuse may buy equipment from the Court of Pleasures Equipment list. Danseuse may never wear armor.

SPECIAL RULES

Strange Allure: An enemy wishing to attack a Danseuse in melee combat or with a missile attack must pass a Ld test to do so before making its attacks. On a failure, the model must re-roll any successful hits.

0-1 Slaaneshi Flesh Merchant

65 Gold Crowns to hire

Flesh Merchants are tasked with selling, trading and using the poor unfortunates that are captured or lured into the service of the Prince of Chaos.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	4	3	1	3	1	7

Weapons/Armor: Flesh Merchant may buy equipment from the Court of Pleasures Equipment list.

SPECIAL RULES

Pound of Flesh: Before the battle, you may decide to give one of the Wretches to the Flesh Merchant to carry as a “meat shield” as part of the Merchant’s Equipment. When the Flesh Merchant suffers a wound for any reason, you may elect to let the slave take the hit instead. In this case the Slave is taken Out of Action and removed from the game. The Wretch can make its normal Attacks in melee if used as a Meat Shield.

The model does not have a base of its own, and cannot be targeted by enemy attacks. If the Merchant dies, the Wretch is lost with it.

Cruel Fate: Any captives the Warband gains through combat results or exploration can be turned into Wretches at no cost. This is achieved via lobotomy, torture and other acts of depravity.

0-1 Slaaneshi Priest of Obscene

50 Gold Crowns to hire

Priests of Slaanesh practice corrupt and profane magic and rituals. They often cut themselves in order to bring themselves to the brink of ecstasy that powers their sorcery.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	4	1	8

Weapons/Armor: The Priest of Obscene may buy equipment from the Court of Pleasures Equipment list.

SPECIAL RULES

Flesh reserve: Flesh reserve: Before the battle, you may decide to give one of the Wretches to the Priest to carry as a “sacrificial pawn” as part of the Priest’s Equipment. When the Priest fail to cast a spell can choose to sacrifice the Wretch to reroll the spell roll. The Wretch can make its normal Attacks in melee until it’s alive. The model does not have a base of its own and cannot be targeted by enemy attacks. If the Priest dies, the Wretch is lost with it

Wizard: The Priest of Obscene is a Wizard and uses Chaos Rituals Spell list.

0-1 Slaaneshi Devout

65 Gold Crowns to hire

Devout are possessed by Slaanesh to the level that their flesh molds according to the whims of the Prince of Corruption. Their physical form flickers between the extremes of feminine and masculine.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

(Special, see below)

Weapons/Armor: The Devout may buy equipment from the Court of Pleasures Equipment list.

SPECIAL RULES

Fluctuating Form: At the beginning of the battle, and every turn in the Recovery phase, if not engaged in close combat, you may choose whether the Devout manifests in male or female aspect. If you choose male, the Devout gains +1 WS, S, A, and T. If you choose female aspect, you gain +1 BS, +2 I, +2 Ld and +2 M.

Immune to Psychology: The Devout is immune to Psychology and all alone tests.

Genchmen

0-3 Slaaneshi Chaos Hounds

15 Gold Crowns to buy

Hounds of Slaanesh are sinuous, lithe and beautiful, yet unsettling and repulsive to see at the same time.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	4	0	4	3	1	3	1	3

Weapons/Armor: None. Chaos Hounds cannot use equipment, weapons or armour.

SPECIAL RULES

Animal: Chaos Hounds are animals and never gain any experience.

0-3 Slaaneshi Beastmen

35 Gold Crowns to buy

Beastmen of Slaanesh tend to be more agile and slight of build than those of other Chaos gods, and they exhibit more humanlike-qualities than full Gors.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	3	3	4	1	4	1	6

Weapons/Armor: Beastmen may buy equipment from the Court of Pleasures Equipment list.

Slaaneshi Wretches

10 Gold Crowns to buy

Your Warband may include any number of Wretches -humans enslaved by the false promises of the Prince of Chaos. They live to sacrifice their lives for the Prince of Chaos.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	5

Weapons/Armor: May buy equipment from the Wretched Equipment list.

SPECIAL RULES

Slaves to Darkness: Wretches are Immune to all psychology and All Alone tests if within 6" of a friendly Hero. Wretches can't become heroes, if you roll the *The Lad's Got Talent* roll again on the chart, if you score again *The Lad's Got Talent* result the model receives a SERIOUS INJURY like if it was an hero (roll it immediately).

0-5 Cultist

25 gold crowns to buy

Members of the pleasure court offer his body to the prince of corruption. Their lustful deeds and the use of drugs have driven them to the brink of insanity.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armor: The cultist may be equipped from the Court of Pleasures Equipment list.



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