

Meet Your Quota!
While this model's unit is not Battle-shocked, add 1 to the Objective Control characteristic of models in that unit.

Joely Outtypes
While this model is leading a unit, add 1* to the Move characteristic of models in that unit and you can re-roll Advance moves made for it.

Murderer's Cowl
This unit is eligible to shoot and declare a charge in a turn in which it Advanced.

Restless Pre-seeker
You can re-roll Advance and Charge rolls made for this unit.

Rider of the Immaterial Winds
Once per battle, at the end of your opponent's turn, if this model's unit is not within Engagement Range of one or more enemy units, you can remove that unit from the battlefield and place it into Strategic Reserves.

Death's heads BLAST LETHAL HITS									
R	A	BS	S	AP	D				
12"	D3	3+	4+	0	1				
VERWUNDET	2+	3+	4+						
T1-2	T3	T4	T5	T6	T7				
Disgusting sneezes POISON TORRENT									
R	A	BS	S	AP	D				
6"	D6	N/A	3+	0	1				
VERWUNDET	2+	3+	4+						
T1	T2	T3	T4	T5	T6				
Infernal cannon RAPID FIRE T3									
R	A	BS	S	AP	D				
24"	3+	3+	5+	-1	2				
VERWUNDET	2+	3+	4+						
T1-2	T3-4	T5	T6	T7	T8				
Infernal cannon LETHAL HITS									
R	A	BS	S	AP	D				
24"	3+	2+	5+	-1	2				
VERWUNDET	2+	3+	4+						
T1-2	T3-4	T5	T6	T7	T8				
Infernal cannon PRECISION									
R	A	BS	S	AP	D				
24"	3+	2+	5+	-1	2				
VERWUNDET	2+	3+	4+						
T1-2	T3-4	T5	T6	T7	T8				

[illegible]

Acidic maw		DEVASTATING WOUNDS				EXTRA ATTACKS	
Melee	2	4+	7	-4	3		
VERMUNDEN	2+	3+	4+	5+	6+		
	T1-3	T4-6	T7	T8-13	T14+		
Attendant's helblades		EXTRA ATTACKS					
Melee	4	5	5	-2	2		
VERMUNDEN	2+	3+	4+	5+	6+		
	T1-2	T3-4	T5	T6-9	T10+		
Blade of blood							
Melee	5	2+	6	-1	2	3	
VERMUNDEN	2+	3+	4+	5+	6+		
	T1-3	T4-5	T6	T7-11	T12+		
Bladed axe		EXTRA ATTACKS					
Melee	6	3+	6	-1	2		
VERMUNDEN	2+	3+	4+	5+	6+		
	T1-3	T4-5	T6	T7-11	T12+		
Close combat weapon		PSYCHIC					
Melee	3	4+	4	-1	1	1	
VERMUNDEN	2+	3+	4+	5+	6+		
	T1-2	T3	T4	T5-7	T8+		
Diseased claws and teeth		LETHAL HITS					
Melee	3	4+	5	0	1		
VERMUNDEN	2+	3+	4+	5+	6+		
	T1	T2	T3	T6-9	T14+		
Foul balesword		LETHAL HITS					
Melee	4	3+	5	-2	2		
VERMUNDEN	2+	3+	4+	5+	6+		
	T1-2	T3-4	T5	T6-9	T10+		
Four mouthparts		EXTRA ATTACKS				LETHAL HITS	
Melee	4	5	5	-1	2		
VERMUNDEN	2+	3+	4+	5+	6+		
	T1-2	T3-4	T5	T6-9	T10+		
Juggernaut's bladed horn		EXTRA ATTACKS				LANCE	
Melee	4	4+	6	-1	1		
VERMUNDEN	2+	3+	4+	5+	6+		
	T1-3	T4-5	T6	T7-11	T12+		
Lashing tongue		EXTRA ATTACKS				LETHAL HITS	
Melee	2	4+	4	0	1		
VERMUNDEN	2+	3+	4+	5+	6+		
	T1-2	T3	T4	T5-7	T8+		
Ravaging claws		DEVASTATING WOUNDS					
Melee	6	2+	4	-1	1		
VERMUNDEN	2+	3+	4+	5+	6+		
	T1-2	T3	T4	T5-7	T8+		
Screamer bites		EXTRA ATTACKS					
Melee	6	4+	6	-2	2		
VERMUNDEN	2+	3+	4+	5+	6+		
	T1-3	T4-5	T6	T7-11	T12+		

Collar of Khorne
This model has the Feel No Pain 3+ ability against **Psychic** Attacks.

Gloom Rot
Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.

Swallow Energy
Models in this unit have the Feel No Pain 4+ ability against mortal wounds and **Psychic** Attacks.

Razing Warframe
Blazing warframes equipped by models in this unit have the [Hazardous] ability.

Discordant Disruption Unit
While an enemy Psylinker is within 12' of this model, **Psychic Weapons** equipped by models in this unit have the [Hazardous] ability.

Font of Unreality
Each time an attack is allocated to a friendly Daemnon unit within 5' of this model, subtract 1 from the Hit Roll.

Infernal Attendants
While this model is within 3' of this one or more friendly Daemnon Infantry units, models have the Lone Operative ability.

Keep Counting!
Melee weapons equipped by models in this unit have the [Sustained Hits 1] ability.

Malefic Decree
Each time an attack is made against this unit, subtract 1 from the Hit Roll.

Rage-fueled Strength
Each time a model in this unit makes an attack, add 1 to the Wound roll.

Sadistic Savagery
Melee weapons equipped by models in this unit have the [Sustained Hits 1] ability.

Deadly Dismale D0 This ability always takes the form **Deadly Dismale X**.

DEADLY Each time an attack is made with a [DEADLY] weapon, if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizon.

DEADLY Each time an attack is made with a [DEADLY] weapon, if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizon.

Feel No Pain This ability always takes the form **Feel No Pain X**.

Scouts R This ability always takes the form **Scouts R**.

The Shadow of Chaos If your Army Faction is a LEGIONS DAEMONICA, certain areas of the battlefield are considered to be within your army's Shadow of Chaos, as follows:

Your deployment zone.

Warp Rifts Each time a LEGIONS DAEMONICA Unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos, it gains:

EXTRA This ability always takes the form [ANTI-X] V.

BLAST Each time you launch an attack with an [ASSAULT] weapon can shoot using assault shooting (10.05).

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (round down).

DEVASTATING WEAPONS Each time an attack made with a [DEVASTATING WEAPONS] weapon results in a critical wound, the attack sequence for that attack ends and the target is destroyed.

EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

EXTRA WEAPONS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of models in that unit that are made with a [EXTRA WEAPONS] weapon. If the attacking model's unit made a charge move this turn, add 1 to the wound roll.

LETHAL HITs Each time an attack made with a [LETHAL HITs] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

PISSTOL [PISSTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more models with this ability:

PSYCHIC Each time an attack is made with a [PSYCHIC] weapon, you can ignore any of all modifiers to that attack's BS or WS characteristic; and any of all modifiers to the hit roll.

RAPID FIRE This ability always takes the form [RAPID FIRE] X.

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

1x Imortal Chamber [Cruelty]

Attendant's Death's heads, Digusting skulls, Infernal carnal, Lashes of torment. ~ Arcane Fireball - focused whistler, ~ Arcane Fireball - whistful, Acidic maw, Alexander's Hellblades, Blade of blood, Bladed axe, Close combat weapon, Diseased claws and teeth, Foul bawledrow, Foul mounthairs, Juggerna's blade maw, Lashing tongue, Ravaging claws, Screamer bites, Seeker tongues, Tiny bawledrow, Tiny corrupted staff, ~ Hellefegged weapons - strike, ~ Hellefegged weapons - sweep

- ~ This model can be equipped with 1x Infernal carnal
- ~ This model can be equipped with up to 2 of: Hellefegged weapons, Acidic maw, Diseased claws and teeth, Foul bawledrow, Foul mounthairs, Tiny bawledrow, Tiny corrupted staff
- ~ This model can be equipped with one of: Infernal carnal, Lashes of torment.
- ~ This model can be equipped with one of: Infernal carnal, Arcane Fireball.

Antfether

This model can be attached to the following unit: Screamers