CODEX

CHAOS - CHAOS DAEMONS

classic2

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FRAKTIONSREGELN

THE SHADOW OF CHAOS

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

WARP RIFTS

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

UEBERSICHT

Blood Legion

Fury's Cage, Slaughterthirst (Aura), Brazenmaw, Gateway Unto Damnation

Cavalcade of Chaos

Soul-shattering Charge, Apocalyptic Steeds

Daemonic Incursion

A'rgath, the King of Blades, The Everstave, The Endless Gift, Soulstealer, Spite Made Manifest, Geller Breach

Legion of Excess

False Majesty (Aura), Dreaming Crown (Aura), Soul Glutton, Avatar of Perfection

Lords of the Warp

Swollen with Power

Plague Legion

Maggot Maws, Font of Spores (Aura), Cankerblight (Aura), Droning Shroud (Aura)

Scintillating Legion

Infernal Puppeteer, Inescapable Eye, Improbable Shield (Aura), Neverblade

Shadow Legion

Leaping Shadows, Mantle of Gloom (Aura), Fade to Darkness, Malice Made Manifest

Warptide

Bane-forged weapons, Soul-hungry Slaughterers

CHAOS - CHAOS DAEMONS · DETACHMENT

BLOOD LEGION

2 DP · PURGE THE FOE

ENHANCEMENTS

Fury's Cage — **20 pts**

LEGIONES DAEMONICA KHORNE MONSTER model only. Each time the bearer is selected to fight, it can use this Enhancement. If it does, the bearer suffers D3+1 mortal wounds, and until the end of the phase, each time it makes an attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

Slaughterthirst (Aura) — **25 pts**

LEGIONES DAEMONICA KHORNE model only. While a friendly LEGIONES DAEMONICA KHORNE unit (excluding MONSTERS) is within 6" of the bearer, weapons equipped by models in that unit have the [LANCE] ability.

Brazenmaw — **15 pts**

LEGIONES DAEMONICA KHORNE model only. Add 2 to Charge rolls made for the bearer's unit.

Gateway Unto Damnation — **10 pts**

LEGIONES DAEMONICA KHORNE MONSTER model only. The bearer's Deadly Demise ability inflicts mortal wounds on a D6 roll of 2+ instead of on a 6. In addition, if the bearer has destroyed one or more enemy units this battle, the bearer has the Deadly Demise D3+3 ability, instead of any other Deadly Demise ability on its datasheet.

DETACHMENT-REGEL

In your opponent's movement phase, each time an enemy unit (excluding Aircraft) ends a move within 8" of one or more Legiones Daemonica Khorne units from your army, one of those Legiones Daemonica Khorne units can make a surge move of up to D6".

STRATAGEMS

2 CP — BLOOD LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

FOOLS' FLIGHT

When: Your opponent's Movement phase, when an enemy unit ends a fall-back move.
Target: One friendly unengaged LEGIONES DAEMONICA KHORNE unit that is within 6" of that enemy unit.
Effect: Declare a charge with your unit. When selecting charge targets, you can only select enemy units that made a fall-back move this phase and are within the maximum distance.

1 CP — BLOOD LEGION – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

SHEATHED IN BRASS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Legiones Daemonica Khorne unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, models in your unit have a Save characteristic of 3+.

1 CP

BLOOD LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

SKULLS BEGET BLOOD

When: Your Shooting phase.
Target: One Legiones Daemonica Khorne Infantry or Legiones Daemonica Khorne Mounted unit from your army (excluding units that Fell Back this turn) that is not within Engagement Range of one or more enemy units.
Effect: Select one enemy unit that is not within Engagement Range of one or more units from your army and is within 8" of and visible to your unit. Roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

1 CP

BLOOD LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

BLOOD BEGETS SKULLS

When: Your Charge phase.
Target: One Legiones Daemonica Khorne unit from your army that has not been selected to charge this phase.
Effect: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP

BLOOD LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

GORE-HUNGRY ONSLAUGHT

When: Your Movement phase or your Charge phase.
Target: One Legiones Daemonica Khorne unit from your army.
Effect: Until the end of the phase, each time a model in your unit makes a move, it can move through terrain features.

1 CP

BLOOD LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

WRATH UNDENIABLE

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Legiones Daemonica Khorne unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time a model in your unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

CHAOS - CHAOS DAEMONS · DETACHMENT

CAVALCADE OF CHAOS

1 DP · DISRUPTION

ENHANCEMENTS

Soul-shattering Charge — **10 pts**

When this unit is selected to fight, if this unit made a charge move this turn, you can use this ability. If you do, when determining which models in this unit can fight, friendly models that are within 3" of enemy units engaged with this unit can target those enemy units,

Apocalyptic Steeds — **10 pts**

This unit has +1" M.

DETACHMENT-REGEL

If a friendly LEGIONES DAEMONICA MOUNTED unit made a fall-back move this turn, that move does not prevent that unit from being eligible to shoot/eligible to declare a charge.

STRATAGEMS

2 CP — CAVALCADE OF CHAOS STRATAGEM · WAHAPEDIA — MOVEMENT

FROM BEYOND THE VEIL

When: End of the Movement phase, from the start of the battle.
Target: One friendly LEGIONES DAEMONICA MOUNTED unit in strategic reserves.
Effect: Your unit can make an ingress move.

1 CP — CAVALCADE OF CHAOS STRATAGEM · WAHAPEDIA — MOVEMENT

INESCAPABLE MANIFESTATIONS

When: Your opponent's Movement phase, when a unit is selected to make a fall-back move, if that unit is engaged with a friendly LEGIONES DAEMONICA MOUNTED unit.
Target: That LEGIONES DAEMONICA MOUNTED unit.
Effect: When an enemy unit engaged with your unit is selected to make a fall-back move, that enemy unit must use the desperate escape mode. If that enemy unit is battle-shocked, -1 from those hazard rolls.

1 CP — CAVALCADE OF CHAOS STRATAGEM · WAHAPEDIA — MOVEMENT

WARP-RIDERS

When: Your Movement phase, when a friendly LEGIONES DAEMONICA MOUNTED unit is selected to move.
Target: That LEGIONES DAEMONICA MOUNTED unit.
Effect: Your unit has MOBILE.

CHAOS - CHAOS DAEMONS · DETACHMENT

DAEMONIC INCURSION

3 DP · TAKE AND HOLD

ENHANCEMENTS

A'rgath, the King of Blades — **20 pts**

Khorne Legiones Daemonica model only. Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. While the bearer is within your army's Shadow of Chaos, add 2 to the Attacks and Strength characteristics of the bearer's melee weapons instead.

The Everstave — **25 pts**

Tzeentch Legiones Daemonica model only. Add 1 to the Strength characteristic of the bearer's ranged weapons and increase the Range characteristic of such weapons by 3". While the bearer is within your army's Shadow of Chaos, add 2 to the Strength characteristic of the bearer's ranged weapons and increase the Range characteristic of such weapons by 6" instead.

The Endless Gift — **30 pts**

NURGLE LEGIONES DAEMONICA model only. The bearer has the Feel No Pain 5+ ability.

Soulstealer — **15 pts**

SLAANESH LEGIONES DAEMONICA model only. Each time the bearer destroys an enemy model with a melee attack, roll one D6, adding 1 to the result if the bearer is within your army's Shadow of Chaos. On a 4+, the bearer regains 1 lost wound.

Spite Made Manifest — **0 pts**

Each time an enemy unit is selected to fight, melee weapons equipped by models in that unit have the [HAZARDOUS] ability while targeting the bearer's unit.

Geller Breach — **0 pts**

Al the start of the first battle round, the bearer's unit can make a Normal move of up to 6".

DETACHMENT-REGEL

LEGiONES DAEMONiCA units from your army can perform one of the following Tactical Manoeuvres in a turn in which they Advanced or Fell Back: Secure Site; Set To Defend; Set Overwatch.

STRATAGEMS

1 CP — DEMONIC INCURSION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — COMMAND

CORRUPT REALSPACE

When: Start of any Command phase.
Target: One LEGIONES DAEMONICA unit from your army that is within range of an objective marker you control.
Effect: That objective marker is said to be Corrupted and remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn. In addition, while an objective marker is Corrupted and under your control, the area of the battlefield within 6" of that objective marker is considered to be within your army's Shadow of Chaos.

1 CP — DEMONIC INCURSION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

DENIZENS OF THE WARP

When: Your Movement phase.
Target: One LEGIONES DAEMONICA unit from your army that is arriving using the Deep Strike ability this phase.
Effect: Your unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy models.

1 CP — DAEMONIC INCURSION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

INSUBSTANTIAL ENTITIES

When: Your Movement phase.
Target: One LEGIONES DAEMONICA unit from your army that has not been selected to move this phase.
Effect: The next time your unit is selected to move this phase, models in that unit can move through Walls and closed Hatchways as if they were not there, but when doing so, no model can move more than 6".
Restriction: You can only use this Stratagem once.

1 CP — DEMONIC INCURSION – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

DAEMONIC INVULNERABILITY

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One LEGIONES DAEMONICA unit from your army that was selected as the target of one or more of that enemy unit's attacks.
Effect: Until the end of the phase, each time an invulnerable saving throw is made for a model in your unit, re-roll a saving throw of 1.

1 CP — DEMONIC INCURSION – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

DRAUGHT OF TERROR

When: Your Shooting phase or the Fight phase.
Target: One LEGIONES DAEMONICA unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, improve the Armour Penetration characteristic of weapons equipped by models in that unit by 1. In addition, until the end of the phase, each time such a weapon targets a unit that is Battle-shocked, you can re-roll the Wound roll.

1 CP — DAEMONIC INCURSION – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

INCORPOREAL TERRORS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One LEGIONES DAEMONICA unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

1 CP — DAEMONIC INCURSION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — CHARGE

UNREAL SPEED

When: Your Charge phase.
Target: One INfANTRY LEGIONES DAEMONIcA unit from your army.
Effect: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced or Fell Back.

1 CP — DEMONIC INCURSION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — CHARGE

WARP SURGE

When: Your Charge phase.
Target: One LEGIONES DAEMONICA unit from your army that is within your army's Shadow of Chaos.
Effect: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP — DAEMONIC INCURSION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — FIGHT

PARTING BLOWS

When: Fight phase, just after an enemy unit has selected its targets.
Target: One LEGIONES DAEMONIcA unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6: on a 4+, do not remove it from play. That destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP — DEMONIC INCURSION – BATTLE TACTIC STRATAGEM · WAHAPEDIA — ANY

THE REALM OF CHAOS

When: End of your opponent's turn.
Target: Up to two LEGIONES DAEMONICA units from your army that are within your army's Shadow of Chaos, or one other LEGIONES DAEMONICA unit from your army.
Effect: Place your unit in strategic reserves. Your unit must make an ingress move in your next Movement phase (including in your first turn).
Restriction: You cannot target units that are within Engagement Range of one or more enemy units with this Stratagem.

CHAOS - CHAOS DAEMONS · DETACHMENT

LEGION OF EXCESS

2 DP · PRIORITY ASSETS

ENHANCEMENTS

False Majesty (Aura) — 30 pts

LEGIONES DAEMONICA SLAANESH model only. While a friendly LEGIONES DAEMONICA SLAANESH unit (excluding MONSTERS) is within 6" of the bearer, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Dreaming Crown (Aura) — 30 pts

LEGIONES DAEMONICA SLAANESH model only. While a friendly LEGIONES DAEMONICA SLAANESH unit (excluding MONSTERS) is within 6" of the bearer, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

Soul Glutton — 10 pts

LEGIONES DAEMONICA SLAANESH MONSTER model only. At the end of the Fight phase, if one or more enemy models were destroyed this phase as a result of one or more of the bearer's attacks, it can use this Enhancement. If it does, it regains up to D3 lost wounds.

Avatar of Perfection — 15 pts

LEGIONES DAEMONICA SLAANESH MONSTER model only. At the start of each phase, if there are no other friendly units within 6" of the bearer, you can: re-roll Advance rolls made for the bearer; re-roll Charge rolls made for the bearer; ignore any or all modifiers to its Move characteristic and to any Advance and/or Charge rolls made for the bearer.

DETACHMENT-REGEL

LEGIONES DAEMONICA SLAANESH units from your army are eligible to declare a charge in a turn in which they Fell Back.

STRATAGEMS

1 CP — LEGION OF EXCESS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — COMMAND

SENSORY EXCRUCIATION

When: Your Command phase.
Target: One Legiones Daemonica Slaanesh Monster unit from your army that is on the battlefield.
Effect: Each unit on the battlefield that is within your army's Shadow of Chaos must take a Battle-shock test, subtracting 1 from that test if they are Below Half-strength. Designer's Note: This Stratagem forces all friendly and enemy units alike within your army's Shadow of Chaos to take a Battle-shock test. This can allow a Chaos Daemons player to heal units from their army through the Daemonic Manifestation army rule, at the risk of causing some of their own units to become Battle-shocked.

1 CP — LEGION OF EXCESS – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

OVERWHELMING EXCESS

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Legiones Daemonica Slaanesh unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

1 CP — LEGION OF EXCESS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

RAPTUROUS AGONY

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly LEGIONES DAEMONICA SLAANESH unit (excluding MONSTER/ VEHICLE units).
Target: That LEGIONES DAEMONICA SLAANESH unit.
Effect: Attacks that target your unit with a S greater than your unit's T have -1 to wound rolls.

1 CP

LEGION OF EXCESS – BATTLE TACTIC STRATAGEM · WAHAPEDIA

CHARGE

CAVALCADE OF BLADES

When: Your Charge phase, just after a Legiones Daemonica Slaanesh unit from your army ends a Charge move.
Target: That LEGIONES DAEMONICA SLAANESH unit.
Effect: Select one enemy unit within Engagement Range of your unit, then roll one D6 for each model in your unit that is within Engagement Range of that enemy unit, or roll six D6 instead if your unit is a MONSTER unit: for each 4+, that enemy unit suffers 1 mortal wound.

1 CP

LEGION OF EXCESS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

PHANTASMAL LONGING

When: Your Movement phase or your Charge phase.
Target: One Legiones Daemonica Slaanesh unit from your army.
Effect: Until the end of the phase, each time a model in your unit makes a move, it can move through terrain features.

2 CP

LEGION OF EXCESS – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

ARCHAGONISTS

When: Fight phase.
Target: One Legiones Daemonica Slaanesh Monster unit or up to two Legiones Daemonica Slaanesh units (excluding Monsters) from your army that have not been selected to fight this phase.
Effect: Until the end of the phase, each time a model in one of those units makes an attack, add 1 to the Wound roll.

CHAOS - CHAOS DAEMONS · DETACHMENT

LORDS OF THE WARP

1 DP · TAKE AND HOLD

ENHANCEMENTS

Swollen with Power — **10 pts**

This model has +2 W.

DETACHMENT-REGEL

Friendly LEGIONES DAEMONICA CHARACTER models (excluding MONSTER models) have +1 Ld and OC.

STRATAGEMS

1 CP — LORDS OF THE WARP STRATAGEM · WAHAPEDIA — SHOOTING

BILIOUS BLESSING

When: Start of your Shooting phase.
Target: One friendly LEGIONES DAEMONICA CHARACTER NURGLE unit (excluding MONSTER units).
Effect: Select one visible enemy unit within 8" of your unit and roll seven D6: For each 4+, that enemy unit suffers 1 mortal wound

1 CP — LORDS OF THE WARP STRATAGEM · WAHAPEDIA — CHARGE

CALL TO MURDER

When: Fight phase, when a friendly LEGIONES DAEMONICA KHORNE CHARACTER unit (excluding MONSTER units) that made a charge move this turn is selected to fight.
Target: That LEGIONES DAEMONICA CHARACTER KHORNE unit.
Effect: Your unit's melee attacks have +1 A.

1 CP — LORDS OF THE WARP STRATAGEM · WAHAPEDIA — SHOOTING

SKIRLING MAGICKS

When: Your Shooting phase, when a friendly LEGIONES DAEMONICA CHARACTER TZEENTCH unit (excluding MONSTER units) is selected to shoot.
Target: That LEGIONES DAEMONICA CHARACTER TZEENTCH unit.
Effect: Your unit's ranged attacks have [LETHAL HITS].

1 CP — LORDS OF THE WARP STRATAGEM · WAHAPEDIA — FIGHT

CARNIVAL OF EXCESS

When: Fight phase, when an enemy unit has fought.
Target: One friendly LEGIONES DAEMONICA CHARACTER SLAANESH unit (excluding MONSTER units) that has not been selected to fight this phase.
Effect: Your unit has Fights First and must be the next unit you select to fight.

CHAOS - CHAOS DAEMONS · DETACHMENT

PLAGUE LEGION

2 DP · TAKE AND HOLD

ENHANCEMENTS

Maggot Maws — 15 pts

LEGIONES DAEMONICA NURGLE model only. In your Shooting phase, select one enemy unit within 6" of the bearer; that enemy unit must take a Battle-shock test. Then roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds. Each time the bearer uses this Enhancement, no mortal wounds are inflicted by your army's Daemonic Terror rule.

Font of Spores (Aura) — 20 pts

LEGIONES DAEMONICA NURGLE MONSTER model only. While a friendly LEGIONES DAEMONICA NURGLE unit is within 6" of the bearer, improve the Armour Penetration characteristic of weapons equipped by models in that unit by 1.

Cankerblight (Aura) — 15 pts

LEGIONES DAEMONICA NURGLE model only. Each time an enemy unit (excluding MONSTERS and VEHICLES) that is within 6" of the bearer fails a Battle-shock test, the bearer can use this Enhancement. If it does, one model in that unit is destroyed (chosen by its controlling player). Each time the bearer uses this Enhancement, no mortal wounds are inflicted by your army's Daemonic Terror rule.

Droning Shroud (Aura) — 35 pts

LEGIONES DAEMONICA NURGLE MONSTER model only. While a friendly LEGIONES DAEMONICA NURGLE unit is within 6" of the bearer, that unit can only be targeted by a ranged attack if the attacking model is within 18".

DETACHMENT-REGEL

While an enemy unit is within 9" of one or more LEGIONES DAEMONICA NURGLE units from your army, that enemy unit is within your army's Shadow of Chaos. In each player's Command phase, select one enemy unit within your army's Shadow of Chaos. That unit must take a Battle-shock test.

STRATAGEMS

2 CP — PLAGUE LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — COMMAND

FOETID RESURGENCE

When: Your Command phase.
Target: One LEGIONES DAEMONICA NURGLE unit from your army that is on the battlefield.
Effect: Return up to 1 destroyed model to your unit (excluding CHARACTER models) or up to D3 destroyed models instead (excluding CHARACTER models) if your unit is a BATTLELINE unit, with their full wounds remaining. If your unit is a MONSTER unit, one model in your unit regains up to D3+1 lost wounds instead.

1 CP — PLAGUE LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — COMMAND

PLAGUE OF WOES

When: Your opponent's Command phase, before selecting any targets for the Melancholic Miasma Detachment rule.
Target: One Legiones Daemonica Nurgle unit from your army.
Effect: Until the end of the phase, after an enemy unit takes a Battle-shock test as a result of the Melancholic Miasma Detachment rule, select one other enemy unit within 9" of your unit; that enemy unit must take a Battle-shock test.

1 CP

PLAGUE LEGION – BATTLE TACTIC STRATAGEM · WAHAPEDIA

MOVEMENT

MURKSHADOWS

When: Your Movement phase.
Target: One Legiones Daemonica Nurgle Infantry unit from your army.
Effect: Until the end of the phase, each time your unit makes a Normal move, add 5" to the Move characteristic of models in your unit.

1 CP

PLAGUE LEGION – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

FEVER VISIONS

When: Your Shooting phase or the Fight phase.
Target: One Legiones Daemonica Nurgle unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Hit roll. After your unit has finished making its attacks, select one enemy unit hit by one or more of those attacks; that enemy unit must take a Battle-shock test.

1 CP

PLAGUE LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

ROT AND RENEWAL

When: Your Movement phase or your Charge phase.
Target: One Legiones Daemonica Nurgle unit from your army.
Effect: Until the end of the phase, each time a model in your unit makes a move, it can move through terrain features.

1 CP

PLAGUE LEGION – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

SEEPING VIRULENCE

When: Fight phase.
Target: One Legiones Daemonica Nurgle unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, each time a model in that unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

CHAOS - CHAOS DAEMONS · DETACHMENT

SCINTILLATING LEGION

2 DP · PRIORITY ASSETS

ENHANCEMENTS

Infernal Puppeteer — **20 pts**

Legiones Daemonica Tzeentch Monster model only. In your Shooting phase, when this unit is selected to shoot, while an enemy unit is visible to a friendly LEGIONES DAEMONICA TZEENTCH unit, that enemy unit has +9" detection range until this unit has shot.

Inescapable Eye — **15 pts**

Legiones Daemonica Tzeentch model only. In your Command phase, if the bearer is on the battlefield, if your opponent has one or more Flux tokens, you gain one additional Flux token.

Improbable Shield (Aura) — **30 pts**

Legiones Daemonica Tzeentch model only. While a friendly Legiones Daemonica Tzeentch unit is within 6" of the bearer, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks and mortal wounds.

Neverblade — **25 pts**

Legiones Daemonica Tzeentch Monster model only. Improve the Strength characteristic of melee weapons equipped by the bearer by 2, improve the Attacks and Armour Penetration characteristics of melee weapons equipped by the bearer by 1, and each time the bearer makes a melee attack, add 1 to the Hit roll.

DETACHMENT-REGEL

You start the battle with three Flux tokens (we recommend using a dice to track how many Flux tokens you have). You can spend one Flux token just after an Advance roll, Hit roll, Wound roll, Damage roll, saving throw or Hazardous test is made for a LEGIONES DAEMONICA TZEENTCH model or LEGIONES DAEMONICA TZEENTCH unit from your army to re-roll the result of that roll, throw or test. Flux tokens can also be spent to enhance the effect of some Stratagems. Each time you spend a Flux token, reduce the number of Flux tokens you have by one and your opponent gains one Flux token.

Whenever your opponent has one or more Flux tokens, they can spend one Flux token after an Advance roll, Hit roll, Wound roll or saving throw is made for a model or unit from their army, to re-roll the result of that roll or throw. If they do, they reduce the number of Flux tokens they have by one and you gain one Flux token. This is ignored if your opponent has the Fates in Flux Detachment rule.

In your Command phase, if your opponent has one or more Flux tokens, you gain one Flux token.

Designer’s Note: *When using fast dice rolling, this rule can be used to spend any number of Flux tokens (up to the amount you have), to re-roll a number of dice up to the amount spent, after rolling multiple rolls or saving throws at once.*

STRATAGEMS

1 CP — SCINTILLATING LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

FICKLEFIRE

When: Your Shooting phase.
Target: One Legiones Daemonica Tzeentch unit from your army that is within Engagement Range of one or more enemy units.
Effect: Until the end of the phase, enemy units are not considered to be within Engagement Range of your unit for the purposes of selecting targets for, and resolving attacks with, ranged weapons. Until the end of the phase, each time an enemy model is destroyed while its unit is within Engagement Range of your unit, roll one D6: on a 5+, your unit suffers 1 mortal wound after the attacking unit has finished making its attacks.

1 CP — SCINTILLATING LEGION – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

PYROGENESIS

When: Your Shooting phase or the Fight phase.
Target: One Legiones Daemonica Tzeentch unit from your army that has not been selected to shoot or fight that phase.
Effect: Until the end of the phase, add 2 to the Strength characteristic of weapons equipped by models in your unit, or spend one Flux token and add 3 to the Strength characteristic of those weapons and improve the Armour Penetration characteristic of those weapons by 1 instead.

1 CP — SCINTILLATING LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — CHARGE

FATEBORNE NIGHTMARES

When: Your Movement phase or your Charge phase.
Target: One Legiones Daemonica Tzeentch unit from your army.
Effect: Until the end of the phase, each time a model in your unit makes a move, it can move through terrain features.

1 CP — SCINTILLATING LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — FIGHT

DELIRIUM UNMADE

When: End of your opponent's Fight phase.
Target: One Legiones Daemonica Tzeentch unit from your army that is not within Engagement Range of one or more enemy units. Alternatively, you can spend one Flux token when you use this Stratagem and target up to two LEGIONES DAEMONICA TZEENTCH units from your army instead (including those within Engagement Range of one or more enemy units).
Effect: Remove your units from the battlefield and place them into Strategic Reserves.

1 CP — SCINTILLATING LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — FIGHT

FLICKERING REALITY

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Legiones Daemonica Tzeentch unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Roll one D6, then you can spend one Flux token to re-roll the result: until the end of the phase, each time an attack targets your unit, on an unmodified Hit roll (after any re-roll) of that result, the attack sequence ends, even if the original Hit roll would have been a Critical Hit. Example: If you roll a 2 and choose to spend one Flux token to re-roll the result, and the re-roll is a 6, then until the end of the phase, each time an attack targets your unit, on an unmodified Hit roll of 6 the attack sequence ends, that attack fails to hit and no Critical Hit effects (e.g. Lethal Hits) are resolved.

1 CP — SCINTILLATING LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — ANY

IMPOSSIBLE ECLIPSE

When: Any phase.
Target: One Legiones Daemonica Tzeentch Monster unit from your army that is on the battlefield.
Effect: Select No Man's Land or your opponent's deployment zone, or spend one Flux token and select both. Until the end of the phase, the selected areas of the battlefield are within your army's Shadow of Chaos.

CHAOS - CHAOS DAEMONS · DETACHMENT

SHADOW LEGION

2 DP · PURGE THE FOE

ENHANCEMENTS

Leaping Shadows — 25 pts

Models in the bearer's unit have the Scouts 9" ability.

Mantle of Gloom (Aura) — 20 pts

While an enemy unit is within Engagement Range of the bearer's unit, subtract 1 from the Objective Control characteristic of models in that enemy unit.

Fade to Darkness — 30 pts

At the end of the Fight phase, if the bearer's unit destroyed one or more enemy units this phase and is not within Engagement Range of one or more enemy units, you can remove the bearer's unit from the battlefield and place it into Strategic Reserves.

Malice Made Manifest — 25 pts

At the start of the Fight phase, select one enemy unit within Engagement Range of the bearer's unit and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

DETACHMENT-REGEL

Abilities for this Detachment are linked to the relevant units.

STRATAGEMS

1 CP — SHADOW LEGION – BATTLE TACTIC STRATAGEM · WAHAPEDIA — COMMAND

DEATH DENIED

When: Your Command phase.
Target: One Shadow Legion unit from your army.
Effect: One model in your unit regains up to 3 lost wounds. In addition, If your unit has the Tzeentch keyword, return up to one destroyed model (excluding Character models) to your unit with its full wounds remaining.

2 CP — SHADOW LEGION – BATTLE TACTIC STRATAGEM · WAHAPEDIA — CHARGE

SHADE PATH

When: Start of your opponent's Charge phase.
Target: One friendly SHADOW LEGION unit.
Effect: Select one visible enemy unit within 12" of your unit. When that enemy unit declares a charge, that enemy unit has -1 to charge rolls. If your unit has Nurgle, that enemy unit must make a battle-shock roll.

1 CP — SHADOW LEGION – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

ENCROACHING DARKNESS

When: Your Shooting phase.
Target: Up to one Shadow Legion Heretic Astartes unit from your army and up to one Shadow Legion Legiones Daemonica unit from your army. You can only select units that arrived from Reserves this turn.
Effect: Until the end of the phase, weapons equipped by models in your selected units have the [IGNORES COVER] ability.

1 CP — SHADOW LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — FIGHT

BINDING SHADOW

When: End of your opponent's Fight phase.
Target: Up to one Shadow Legion Heretic Astartes unit from your army and up to one Shadow Legion Legiones Daemonica unit from your army. You can only select units that are not within Engagement Range of one or more enemy units.
Effect: Remove those selected units from the battlefield and place them into Strategic Reserves.

1 CP

SHADOW LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

CHANNELLED WRATH

When: Fight phase.
Target: One Shadow Legion unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] ability. If your unit has the Khorne keyword, until the end of the phase, improve the Armour Penetration characteristic of those weapons by 1 as well.

1 CP

SHADOW LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

ANY

SPITEFUL DEMISE

When: Any phase, just after a Shadow Legion unit from your army is destroyed, before removing the last model in that unit from the battlefield and before rolling any dice for the Deadly Demise ability.
Target: That SHADOW LEGION unit. You can use this Stratagem on that unit even though it was just destroyed.
Effect: Roll one D6 for each enemy unit that is within Engagement Range of the last model in your unit, adding 2 to the result if your unit has the Slaanesh keyword: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.

CHAOS - CHAOS DAEMONS · DETACHMENT

WARPTIDE

1 DP · RECONNAISSANCE

ENHANCEMENTS

Bane-forged weapons — **15 pts**

This unit's attacks have +1 S.

Soul-hungry Slaughterers — **10 pts**

When you target this unit with the Heroic Intervention/Fire Overwatch stratagem, that use is -1 CP.

DETACHMENT-REGEL

When a friendly LEGIONES DAEMONICA BATTLELINE unit is selected to make an advance move:

- That unit's ranged attacks have [ASSAULT] until the end of the turn.

- That move does not prevent that unit from being eligible to declare a charge.

STRATAGEMS

1 CP · WARPTIDE STRATAGEM · WAHAPEDIA · COMMAND

DAEMONIC INFESTATION

When: Your Command phase.
Target: One friendly LEGIONES DAEMONICA BATTLELINE unit (excluding PINK HORRORS units).
Effect: Your unit heals 3 wounds.

1 CP · WARPTIDE STRATAGEM · WAHAPEDIA · SHOOTING

INCORPOREAL ENTITIES

When: Your opponent's Shooting phase, when an enemy unit targets a friendly LEGIONES DAEMONICA BATTLELINE unit.
Target: That LEGIONES DAEMONICA BATTLELINE unit.
Effect: Ranged attacks that target your unit with a S greater than your unit's T have -1 to wound rolls.

1 CP · WARPTIDE STRATAGEM · WAHAPEDIA · SHOOTING

SOULSEEING

When: Start of your Shooting phase.
Target: One friendly LEGIONES DAEMONICA BATTLELINE unit.
Effect: Select one visible enemy unit within 12" of your unit. That enemy unit has +6" detection range.

AETAOS'RAU'KERES [LEGENDS]

315 PTS

M	T	Sv	W	LD	OC
12"	10	6+	24	6+	6

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Bolt of Tzeentch - focused witchfire HAZARDOUS PSYCHIC	24"	9	2+	10	-2	D3
➤ Bolt of Tzeentch - witchfire PSYCHIC	24"	9	2+	10	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of cataclysm PSYCHIC	Melee	6	3+	8	-2	3
Warpfire talons PSYCHIC	Melee	12	3+	4	-1	1

ABILITIES

Damaged: 1-8 wounds remaining
While this model has 1-8 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Emissary of the Great Mutator (Aura)
While a friendly TZEENTCH LEGIONES DAEMONICA unit is within 6" of this model, you can re-roll Battle-shock tests taken for that unit.

Master of Magicks (Psychic)
In your Shooting phase, select one of the following abilities: [IGNORES COVER]; [LETHAL HITS]; [SUSTAINED HITS D3]. Until the end of the phase, this model's ranged weapon has that ability.

WEAPON ABILITIES

Hazardous
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 [HAZARDOUS] weapons you selected in the Select Weapons step.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

AUFSTELLUNG

1x Aetaos'rau'keres [Legends]

Equipped with: ➤ Bolt of Tzeentch - focused witchfire, ➤ Bolt of Tzeentch - witchfire, Staff of cataclysm, Warpfire talons

KEYWORDS: Monster, Character, Epic Hero, Titanic, Towering, Fly, Psyker, Chaos, Daemon, Tzeentch, Aetaos'rau'keres, Tzeentch non-Battleline
FACTION KEYWORDS: Legiones Daemonica

AETAOS'RAU'KERES [LEGENDS]

315 PTS

M	T	Sv	W	LD	OC
12"	10	6+	24	6+	6

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Character, Epic Hero, Titanic, Towering, Fly, Psyker, Chaos, Daemon, Tzeentch, Aetaos'rau'keres, Tzeentch non-Battleline
FACTION KEYWORDS: Legiones Daemonica

AN'GGRATH THE UNBOUND [LEGENDS]

415 PTS

M	T	Sv	W	LD	OC
12"	11	4+	24	6+	6

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bloodlash	12"	9	2+	8	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Axe of Khorne - strike	Melee	8	2+	16	-4	D6+2
➤ Axe of Khorne - sweep	Melee	16	2+	10	-2	2

ABILITIES

Damaged: 1-8 wounds remaining
While this model has 1-8 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Emissary of the Blood God (Aura)
While a friendly KHORNE LEGIONES DAEMONICA unit is within 6" of this model, you can re-roll Battle-shock tests taken for that unit.

Relentless Carnage
At the end of the Fight phase, you can select one enemy unit within Engagement Range of this model and roll eight D6: for each 4+, that enemy unit suffers 1 mortal wound.

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

AUFSTELLUNG

1x An'ggrath the Unbound [Legends]

Equipped with: Bloodlash, ➤ Axe of Khorne - strike, ➤ Axe of Khorne - sweep

KEYWORDS: Monster, Character, Epic Hero, Titanic, Towering, Chaos, Daemon, Khorne, An'ggrath the Unbound, Khorne non-Battleline
FACTION KEYWORDS: Legiones Daemonica

AN'GGRATH THE UNBOUND [LEGENDS]

415 PTS

M	T	Sv	W	LD	OC
12"	11	4+	24	6+	6

INVULNERABLE SAVE 4+

CORE RULES

Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Character, Epic Hero, Titanic, Towering, Chaos, Daemon, Khorne, An'ggrath the Unbound, Khorne non-Battleline
FACTION KEYWORDS: Legiones Daemonica

BE'LAKOR

390 PTS

M	T	Sv	W	LD	OC
12"	11	3+	20	6+	5

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Betraying Shades - focused witchfire DEVASTATING WOUNDS HAZARDOUS IGNORES COVER PSYCHIC	18"	12	2+	6	-3	1
➤ Betraying Shades - witchfire DEVASTATING WOUNDS IGNORES COVER PSYCHIC	18"	9	2+	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ The Blade of Shadows - strike DEVASTATING WOUNDS	Melee	7	2+	14	-4	D6+1
➤ The Blade of Shadows - sweep SUSTAINED HITS 1	Melee	14	2+	8	-3	1

ABILITIES

Damaged: 1-6 wounds remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Disciples of Be'lakor
- This unit has the Dark Pacts army rule, and can use it as described in _Codex: Chaos Space Marines_, even though your Army Faction is not Heretic Astartes. If this unit is Be'lakor, it automatically passes the Leadership test required for Dark Pacts.

- Shadow Legion Heretic Astartes models in this unit have the Deep Strike ability.

Shadow Form
At the start of the battle round, select one Shadow Form ability. Until the end of the battle round, this model has that ability.

The Dark Master (Aura)
The area of the battlefield within 6" of this model is considered to be within your army's Shadow of Chaos.

SHADOW FORM

Wreathed in Shadows (Aura, Psychic)
While a friendly Legiones Daemonica unit or Shadow Legion unit is within 6" of this model, that unit can only be targeted by a ranged attack if the attacking model is within 18".

Pall of Despair (Aura, Psychic)
In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 9" of this model, that unit must take a Battle-shock test. For the purposes of this ability, if a unit has a Starting Strength of 1, it is considered to be below its Starting Strength while it has lost one or more wounds. In addition, for each enemy unit that fails a Battle-shock test within 9" of this model, this model regains up to D3 lost wounds.

Shadow Lord (Aura, Psychic)
While a friendly Legiones Daemonica or Shadow Legion unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

WEAPON ABILITIES

AUFSTELLUNG

1x Be'lakor (100mm)

Equipped with: ➤ Betraying Shades - focused witchfire, ➤ Betraying Shades - witchfire, ➤ The Blade of Shadows - strike, ➤ The Blade of Shadows - sweep

KEYWORDS: Monster, Character, Fly, Epic Hero, Psyker, Chaos, Daemon, Be'lakor, Shadow Legion, Undivided
FACTION KEYWORDS: Legiones Daemonica

BE'LAKOR

390 PTS

M	T	Sv	W	LD	OC
12"	11	3+	20	6+	5

INVULNERABLE SAVE 4+

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
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 [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

KEYWORDS: Monster, Character, Fly, Epic Hero, Psyker, Chaos, Daemon, Be'lakor, Shadow Legion, Undivided
FACTION KEYWORDS: Legiones Daemonica

BE'LAKOR

390 PTS

M	T	Sv	W	LD	OC
12"	11	3+	20	6+	5

INVULNERABLE SAVE 4+

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Monster, Character, Fly, Epic Hero, Psyker, Chaos, Daemon, Be'lakor, Shadow Legion, Undivided
FACTION KEYWORDS: Legiones Daemonica

BEASTS OF NURGLE

80–150 PTS

BEAST OF NURGLE

M	T	Sv	W	LD	OC
6"	9	6+	7	7+	3

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Putrid appendages DEVASTATING WOUNDS	Melee	6	4+	6	-1	2

ABILITIES

Gloam 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.

Grotesque Regeneration
At the end of each phase, if a Beasts of Nurgle model in this unit has lost any wounds but is not destroyed, that model regains all of its lost wounds.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

AUFSTELLUNG

1-2x Beast of Nurgle - Equipped with: Putrid appendages (60mm)

KEYWORDS: Beast, Chaos, Daemon, Nurgle, Beasts of Nurgle, Nurgle non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

BEASTS OF NURGLE

80–150 PTS

BEAST OF NURGLE

M	T	Sv	W	LD	OC
6"	9	6+	7	7+	3

INVULNERABLE SAVE 5+

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Beast, Chaos, Daemon, Nurgle, Beasts of Nurgle, Nurgle non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

BLOODCRUSHERS

95–210 PTS

BLOODCRUSHER

M	T	Sv	W	LD	OC
10"	7	3+	4	7+	2

INVULNERABLE SAVE 5+

BLOODHUNTER

M	T	Sv	W	LD	OC
10"	7	3+	4	7+	2

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hellblade	Melee	2	3+	5	-2	2
Juggernaut's bladed horn EXTRA ATTACKS LANCE	Melee	4	4+	6	-1	1

ABILITIES

Brass Stampede
Each time this unit ends a Charge move, select one enemy unit within Engagement Range of this unit and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers D3 mortal wounds.

Daemonic Icon
Models in the bearer's unit have a Leadership characteristic of 6+.

Instrument of Chaos
Add 1 to Charge rolls made for the bearer's unit.

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

WEAPON ABILITIES

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Lance
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

AUFSTELLUNG

2-5x Bloodcrusher - Equipped with: Hellblade, Juggernaut's bladed horn (90x52.5mm Oval Base)

1x Bloodhunter - Equipped with: Hellblade, Juggernaut's bladed horn (90x52.5mm Oval Base)

KEYWORDS: Mounted, Chaos, Daemon, Khorne, Bloodcrushers, Khorne non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

BLOODCRUSHERS

95–210 PTS

BLOODCRUSHER

M	T	Sv	W	LD	OC
10"	7	3+	4	7+	2

INVULNERABLE SAVE 5+

BLOODHUNTER

M	T	Sv	W	LD	OC
10"	7	3+	4	7+	2

INVULNERABLE SAVE 5+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Mounted, Chaos, Daemon, Khorne, Bloodcrushers, Khorne non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

BLOODLETTERS

110 PTS

BLOODLETTER

M	T	Sv	W	LD	OC
8"	4	7+	1	7+	2

INVULNERABLE SAVE 5+

BLOODREAPER

M	T	Sv	W	LD	OC
8"	4	7+	1	7+	2

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hellblade	Melee	2	3+	5	-2	2

ABILITIES

Bane of Cowards
Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of one or more units from your army with this ability Falls Back, models in that enemy unit must take Desperate Escape tests. When doing so, if that enemy unit is also Battle-shocked, subtract 1 from each of those Desperate Escape tests.

Daemonic Icon
Models in the bearer's unit have a Leadership characteristic of 6+.

Instrument of Chaos
Add 1 to Charge rolls made for the bearer's unit.

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

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

AUFSTELLUNG

9x Bloodletter - Equipped with: Hellblade (32mm)

1x Bloodreaper - Equipped with: Hellblade (32mm)

KEYWORDS: Infantry, Battleline, Chaos, Daemon, Khorne, Bloodletters, Khorne Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

BLOODLETTERS

110 PTS

BLOODLETTER

M	T	Sv	W	LD	OC
8"	4	7+	1	7+	2

INVULNERABLE SAVE 5+

BLOODREAPER

M	T	Sv	W	LD	OC
8"	4	7+	1	7+	2

INVULNERABLE SAVE 5+

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Battleline, Chaos, Daemon, Khorne, Bloodletters, Khorne Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

BLOODMASTER

65 PTS

M	T	Sv	W	LD	OC
8"	4	5+	4	7+	1

INVULNERABLE SAVE 4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blade of blood	Melee	5	2+	6	-2	3

ABILITIES

CORE - Leader

A Gory Path
Each time this model's unit Consolidates, it can move up to 6" instead of up to 3".

Bloodmaster
While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Wound roll.

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

Leader
This model can be attached to the following unit:

- BLOODLETTERS

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

AUFSTELLUNG

1x Bloodmaster (40mm)

Equipped with: Blade of blood

KEYWORDS: Infantry, Character, Chaos, Daemon, Khorne, Bloodmaster, Khorne non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

BLOODMASTER

65 PTS

M	T	Sv	W	LD	OC
8"	4	5+	4	7+	1

INVULNERABLE SAVE 4+

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaos, Daemon, Khorne, Bloodmaster, Khorne non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

BLOODTHIRSTER

320 PTS

M	T	Sv	W	LD	OC
12"	11	3+	18	6+	5

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bloodflail DEVASTATING WOUNDS	12"	1	2+	16	-3	D6+1
Hellfire breath IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Lash of Khorne	12"	6	2+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Axe of Khorne - strike	Melee	8	2+	14	-4	D3+1
➤ Axe of Khorne - sweep	Melee	16	2+	8	-2	1
➤ Great axe of Khorne - strike	Melee	7	2+	16	-4	D6+2
➤ Great axe of Khorne - sweep	Melee	14	2+	10	-2	2

ABILITIES

Daemon Lord of Khorne (Aura)
While a friendly Khorne Legiones Daemonica unit is within 6" of this model, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

Damaged: 1-6 wounds remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Greater Daemon of Khorne (Aura)
While a friendly Khorne Legiones Daemonica unit is within 6" of this model, that unit is within your army's Shadow of Chaos.

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

Relentless Carnage
At the end of the Fight phase, you can select one enemy unit within Engagement Range of this model and roll eight D6: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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

AUFSTELLUNG

1x Bloodthirster (120x92mm Oval Base)

Equipped with: Bloodflail, Hellfire breath, Lash of Khorne, ➤ Axe of Khorne - strike, ➤ Axe of Khorne - sweep, ➤ Great axe of Khorne - strike, ➤ Great axe of Khorne - sweep

Wargear Options:
- This model can replace its Great axe of Khorne with Axe and flail or Axe and lash.

KEYWORDS: Monster, Character, Fly, Chaos, Daemon, Khorne, Bloodthirster, Khorne non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

BLOODTHIRSTER

320 PTS

M	T	Sv	W	LD	OC
12"	11	3+	18	6+	5

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Character, Fly, Chaos, Daemon, Khorne, Bloodthirster, Khorne non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

BLUE HORRORS

125 PTS

BLUE HORROR

M	T	Sv	W	LD	OC
6"	3	7+	1	8+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Coruscating Blue flames PISTOL PSYCHIC	18"	2	4+	3	-1	1
Coruscating Yellow flames (ref. only) PISTOL PSYCHIC	18"	2	5+	2	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blue claws	Melee	1	5+	3	0	1
Yellow claws (ref. only)	Melee	2	5+	2	0	1

ABILITIES

Exploding Horrors
Each time this unit is selected to fight, you can select one enemy unit within Engagement Range of it, then select one or more Brimstone Horror models in this unit. For each Brimstone Horror model you select, roll one D6: on a 4+, that model is destroyed and that enemy unit suffers 1 mortal wound.

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

Split
Each time a Blue Horror model in this unit is destroyed, after the attacking unit has finished making its attacks, if this unit is not destroyed, roll one D6 for that model. On a 4+, add one Brimstone Horror model to this unit.

Sullen Malevolence (Aura)
While an enemy unit is within 6" of this unit, if this unit contains one or more Blue Horror models, worsen the Leadership characteristic of models in that enemy unit by 1.

WEAPON ABILITIES

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

AUFSTELLUNG

10x Blue Horror - Equipped with: Coruscating Blue flames, Blue claws (25mm)

Blue Horror KEYWORDS: Blue
KEYWORDS: Infantry, Battleline, Chaos, Daemon, Tzeentch, Tzeentch Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

BLUE HORRORS

125 PTS

BLUE HORROR

M	T	Sv	W	LD	OC
6"	3	7+	1	8+	1

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Blue Horror KEYWORDS: Blue
KEYWORDS: Infantry, Battleline, Chaos, Daemon, Tzeentch, Tzeentch Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

BURNING CHARIOT

115 PTS

M	T	Sv	W	LD	OC
12"	8	7+	9	7+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Fires of Tzeentch - blue fire IGNORES COVER PSYCHIC	18"	3	3+	9	-3	3
➤ Fires of Tzeentch - pink fire IGNORES COVER PSYCHIC TORRENT	12"	2D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Flamer mouths	Melee	6	4+	5	0	1
Screamer bites ANTI-MONSTER 4+ ANTI-VEHICLE 4+ EXTRA ATTACKS	Melee	6	3+	6	-2	2

ABILITIES

Eldritch Flames (Psychic)
In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, that unit cannot have the Benefit of Cover.

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

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

AUFSTELLUNG

1x Burning Chariot (120x92mm Oval Base)

Equipped with: ➤ Fires of Tzeentch - blue fire, ➤ Fires of Tzeentch - pink fire, Flamer mouths, Screamer bites

KEYWORDS: Chaos, Daemon, Burning Chariot, Fly, Tzeentch non-Battleline, Shadow Legion, Tzeentch, Mounted
FACTION KEYWORDS: Legiones Daemonica

BURNING CHARIOT

115 PTS

M	T	Sv	W	LD	OC
12"	8	7+	9	7+	3

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Chaos, Daemon, Burning Chariot, Fly, Tzeentch non-Battleline, Shadow Legion, Tzeentch, Mounted
FACTION KEYWORDS: Legiones Daemonica

CHANGECASTER

60 PTS

M	T	Sv	W	LD	OC
6"	3	6+	3	7+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Arcane Fireball - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	18"	3	3+	6	-2	D3
➤ Arcane Fireball - witchfire PSYCHIC	18"	3	3+	5	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Herald combat weapon PSYCHIC	Melee	3	4+	4	-1	1

ABILITIES

CORE - Leader

Changecaster
While this model is leading a unit, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

Storm of Mutating Sorcery (Psychic)
In your Shooting phase, after this model has shot, select one enemy Infantry unit hit by one or more of those attacks. That unit must take a Battle-shock test.

Leader
This model can be attached to the following units:

- PINK HORRORS
- BLUE HORRORS

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Hazardous
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 [HAZARDOUS] weapons you selected in the Select Weapons step.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

AUFSTELLUNG

1x Changecaster (32mm)

Equipped with: ➤ Arcane Fireball - focused witchfire, ➤ Arcane Fireball - witchfire, Herald combat weapon

KEYWORDS: Infantry, Character, Psyker, Chaos, Daemon, Tzeentch, Changecaster, Tzeentch non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

CHANGECASTER

60 PTS

M	T	Sv	W	LD	OC
6"	3	6+	3	7+	1

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Psyker, Chaos, Daemon, Tzeentch, Changecaster, Tzeentch non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

CONTORTED EPITOME

115 PTS

M	T	Sv	W	LD	OC
9"	6	5+	8	7+	2

INVULNERABLE SAVE 4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Coiled tentacles EXTRA ATTACKS	Melee	D6	4+	5	-1	2
Ravaging claws DEVASTATING WOUNDS	Melee	8	2+	4	-1	1

ABILITIES

CORE - Leader

Horrible Fascination (Psychic)
At the start of your opponent's Shooting phase, one PSYKER model from your army with this ability can use it. If it does, select one enemy unit within 12" of and visible to that PSYKER model and roll one D6: on a 1, that PSYKER model suffers D3 mortal wounds; on a 2-5, until the end of the phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll; on a 6, that enemy unit is not eligible to shoot this phase.

Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

Swallow Energy (Psychic)
While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against mortal wounds and Psychic Attacks.

Leader
This model can be attached to the following unit:

- DAEMONETTES

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

AUFSTELLUNG

1x Contorted Epitome (75x42mm Oval Base)

Equipped with: Coiled tentacles, Ravaging claws

KEYWORDS: Infantry, Character, Psyker, Chaos, Slaanesh, Contorted Epitome, Slaanesh non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

CONTORTED EPITOME

115 PTS

M	T	Sv	W	LD	OC
9"	6	5+	8	7+	2

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Fights First

While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Psyker, Chaos, Slaanesh, Contorted Epitome, Slaanesh non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

DAEMON PRINCE OF CHAOS

165 PTS

M	T	Sv	W	LD	OC
8"	10	2+	10	6+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernal cannon	24"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Hellforged weapons - strike	Melee	6	2+	8	-2	3
➤ Hellforged weapons - sweep	Melee	14	2+	6	0	1

ABILITIES

Daemonic Lord
While this model is within 3" of one or more friendly Legiones Daemonica Infantry units, this model has the Lone Operative ability.

Prince of Darkness (Aura)
While a friendly LEGIONES DAEMONICA unit is within 6" of this model, models in that unit have the Stealth ability.

Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

Unholy Vigour
Once per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, this model has a 3+ invulnerable save.

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

AUFSTELLUNG

1x Daemon Prince of Chaos (60mm)

Equipped with: Infernal cannon, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

Wargear Options:
- This model can replace its Khorne with Nurgle, Slaanesh or Tzeentch.

KEYWORDS: Monster, Character, Chaos, Daemon, Daemon Prince of Chaos
FACTION KEYWORDS: Legiones Daemonica

DAEMON PRINCE OF CHAOS

165 PTS

M	T	Sv	W	LD	OC
8"	10	2+	10	6+	3

INVULNERABLE SAVE 4+

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Character, Chaos, Daemon, Daemon Prince of Chaos
FACTION KEYWORDS: Legiones Daemonica

DAEMON PRINCE OF CHAOS WITH WINGS

190 PTS

M	T	Sv	W	LD	OC
12"	9	2+	10	6+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernal cannon	24"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Hellforged weapons - strike	Melee	6	2+	8	-2	3
➤ Hellforged weapons - sweep	Melee	14	2+	6	0	1

ABILITIES

Harbinger of Death

Each time this model is selected to fight, select one of the following abilities. Until the end of the phase, this model's hellforged weapons have that ability:

- [LETHAL HITS]
- [PRECISION]
- [SUSTAINED HITS 1]

Malefic Destruction

Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of this model's hellforged weapons.

Seductive Gambit

Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

AUFSTELLUNG

1x Daemon Prince of Chaos with wings (60mm)

Equipped with: Infernal cannon, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

Wargear Options:

- This model can replace its Khorne with Nurgle, Slaanesh or Tzeentch.

KEYWORDS: Monster, Character, Chaos, Daemon, Daemon Prince of Chaos with wings, Fly
FACTION KEYWORDS: Legiones Daemonica

DAEMON PRINCE OF CHAOS WITH WINGS

190 PTS

M	T	Sv	W	LD	OC
12"	9	2+	10	6+	3

INVULNERABLE SAVE 4+

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Character, Chaos, Daemon, Daemon Prince of Chaos with wings, Fly
FACTION KEYWORDS: Legiones Daemonica

DAEMONETTES

100 PTS

ALLURESS

M	T	Sv	W	LD	OC
9"	3	7+	1	7+	2

INVULNERABLE SAVE 5+

DAEMONETTE

M	T	Sv	W	LD	OC
9"	3	7+	1	7+	2

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Slashing claws DEVASTATING WOUNDS	Melee	3	3+	4	-1	1

ABILITIES

Daemonic Icon
Models in the bearer's unit have a Leadership characteristic of 6+.

Horrifying Beauty
At the start of the Fight phase, each enemy unit within Engagement Range of one of more units from your army with this ability must take a Battle-shock test, subtracting 1 from the result if that enemy unit is Below Half-strength.

Instrument of Chaos
Add 1 to Charge rolls made for the bearer's unit.

Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x Alluress - Equipped with: Slashing claws (25mm)

9x Daemonette - Equipped with: Slashing claws (25mm)

KEYWORDS: Infantry, Battleline, Chaos, Daemon, Slaanesh, Daemonettes, Slaanesh Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

DAEMONETTES

100 PTS

ALLURESS

M	T	Sv	W	LD	OC
9"	3	7+	1	7+	2

INVULNERABLE SAVE 5+

DAEMONETTE

M	T	Sv	W	LD	OC
9"	3	7+	1	7+	2

INVULNERABLE SAVE 5+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Fights First

While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

KEYWORDS: Infantry, Battleline, Chaos, Daemon, Slaanesh, Daemonettes, Slaanesh Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

DAEMONIC CHARIOTEER [CRUCIBLE]

120 PTS

M	T	Sv	W	LD	OC
6"	7	6+	8	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Death's heads BLAST LETHAL HITS	12"	D3	4+	4	0	1
Disgusting sneezes PISTOL TORRENT	6"	D6	N/A	3	0	1
Infernal cannon RAPID FIRE 3	24"	3	3+	5	-1	2
Infernal cannon LETHAL HITS	24"	3	2+	5	-1	2
Infernal cannon PRECISION	24"	3	2+	5	-1	2
Infernal cannon	24"	3	3+	5	-2	2
Lashes of torment ANTI-INFANTRY 3+ ASSAULT PISTOL	6"	6	3+	4	0	1
➤ Arcane Fireball - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	18"	3	3+	6	-2	D3
➤ Arcane Fireball - witchfire PSYCHIC	18"	3	3+	5	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Acidic maw DEVASTATING WOUNDS EXTRA ATTACKS	Melee	2	4+	7	-4	3
Attendant's hellblades EXTRA ATTACKS	Melee	4	3+	5	-2	2
Blade of blood	Melee	5	2+	6	-2	3
Bladed axle EXTRA ATTACKS	Melee	6	3+	6	-1	2
Close combat weapon PSYCHIC	Melee	3	4+	4	-1	1
Diseased claws and teeth LETHAL HITS	Melee	3	4+	2	0	1
Foul balesword LETHAL HITS	Melee	4	3+	5	-2	2
Foul mouthparts EXTRA ATTACKS LETHAL HITS	Melee	2	4+	5	-1	2
Juggernaut's bladed horn EXTRA ATTACKS LANCE	Melee	4	4+	6	-1	1
Lashing tongue EXTRA ATTACKS LETHAL HITS	Melee	2	4+	4	0	1

AUFSTELLUNG

1x Daemonic Charioteer [Crucible]

Equipped with: Death's heads, Disgusting sneezes, Infernal cannon, Lashes of torment, ➤ Arcane Fireball - focused witchfire, ➤ Arcane Fireball - witchfire, Acidic maw, Attendant's hellblades, Blade of blood, Bladed axle, Close combat weapon, Diseased claws and teeth, Foul balesword, Foul mouthparts, Juggernaut's bladed horn, Lashing tongue, Ravaging claws, Screamer bites, Seeker tongues, Tiny balesword, Tiny corrupted staff, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

...argear Options:
...model can be equipped ...
...l cannon.
...

KEYWORDS: Character, Chaos, Daemon, Crucible, Mounted, Daemonic Charioteer, Shadow Legion, Non-Monster Character
FACTION KEYWORDS: Legiones Daemonica

DAEMONIC CHARIOTEER [CRUCIBLE]

120 PTS

M	T	Sv	W	LD	OC
6"	7	6+	8	7+	3

Ravaging claws DEVASTATING WOUNDS	Melee	6	2+	4	-1	1
Screamer bites EXTRA ATTACKS	Melee	6	4+	6	-2	2
Seeker tongues EXTRA ATTACKS LETHAL HITS	Melee	4	4+	4	0	1
Tiny balesword LETHAL HITS	Melee	3	4+	2	-2	2
Tiny corrupted staff LETHAL HITS	Melee	3	4+	4	-1	D3
➤ Hellforged weapons - strike	Melee	8	2+	8	-2	3
➤ Hellforged weapons - strike LETHAL HITS	Melee	7	2+	8	-2	3
➤ Hellforged weapons - strike PRECISION	Melee	6	2+	8	-2	3
➤ Hellforged weapons - strike DEVASTATING WOUNDS PSYCHIC	Melee	6	2+	8	-2	3
➤ Hellforged weapons - sweep	Melee	16	2+	8	-1	1
➤ Hellforged weapons - sweep LETHAL HITS	Melee	14	2+	6	-1	1
➤ Hellforged weapons - sweep	Melee	12	2+	6	0	1
➤ Hellforged weapons - sweep DEVASTATING WOUNDS PSYCHIC	Melee	12	2+	6	-1	1

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader, Leader

Blazing Warpfire
Ranged weapons equipped by models in this unit have the [**Assault**] ability

Bloodmarked
At the start of the Fight phase, select one enemy unit within 18" of and visible to this model. Until the end of the phase, each time a friendly Khorne unit makes an attack which targets that unit, improve the Strength, Armour Penetration and Damage characteristics of that attack by 1.

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

Discordant Disruption (Aura)
While an enemy Psyker unit is within 12" of this model, **Psychic** weapons equipped by models in that unit have the [**Hazardous**] ability.

Eldritch Flames
In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

Gloam 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.

Jolly Gutpipes
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.

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

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

Malefic Impact
Melee weapons equipped by models in this unit have the [**Lance**] ability.

KEYWORDS: Character, Chaos, Daemon, Crucible, Mounted, Daemonic Charioteer, Shadow Legion, Non-Monster Character
FACTION KEYWORDS: Legiones Daemonica

DAEMONIC CHARIOTEER [CRUCIBLE]

120 PTS

M	T	Sv	W	LD	OC
6"	7	6+	8	7+	3

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

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

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

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

Restless Prey-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.

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

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

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

Leader
This model can be attached to the following unit: Screamers

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models 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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
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 [**HAZARDOUS**] weapons you selected in the Select Weapons step.

KEYWORDS: Character, Chaos, Daemon, Crucible, Mounted, Daemonic Charioteer, Shadow Legion, Non-Monster Character
FACTION KEYWORDS: Legiones Daemonica

DAEMONIC CHARIOTEER [CRUCIBLE]

120 PTS

M	T	Sv	W	LD	OC
6"	7	6+	8	7+	3

Lance
Each time an attack is made with a [**LANCE**] 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.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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 CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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

KEYWORDS: Character, Chaos, Daemon, Crucible, Mounted, Daemonic Charioteer, Shadow Legion, Non-Monster Character
FACTION KEYWORDS: Legiones Daemonica

DAEMONIC CHARIOTEER [CRUCIBLE]

120 PTS

M	T	Sv	W	LD	OC
6"	7	6+	8	7+	3

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Character, Chaos, Daemon, Crucible, Mounted, Daemonic Charioteer, Shadow Legion, Non-Monster Character
FACTION KEYWORDS: Legiones Daemonica

DAEMONIC HERALD [CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
6"	3	7+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Death's heads BLAST LETHAL HITS	12"	D3	4+	4	0	1
Disgusting sneezes PISTOL TORRENT	6"	D6	N/A	3	0	1
Infernal cannon RAPID FIRE 3	24"	3	3+	5	-1	2
Infernal cannon LETHAL HITS	24"	3	2+	5	-1	2
Infernal cannon PRECISION	24"	3	2+	5	-1	2
Infernal cannon	24"	3	3+	5	-2	2
Lashes of torment ANTI-INFANTRY 3+ ASSAULT PISTOL	6"	6	3+	4	0	1
➤ Arcane Fireball - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	18"	3	3+	6	-2	D3
➤ Arcane Fireball - witchfire PSYCHIC	18"	3	3+	5	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Acidic maw DEVASTATING WOUNDS EXTRA ATTACKS	Melee	2	4+	7	-4	3
Attendant's hellblades EXTRA ATTACKS	Melee	4	3+	5	-2	2
Blade of blood	Melee	5	2+	6	-2	3
Bladed axle EXTRA ATTACKS	Melee	6	3+	6	-1	2
Close combat weapon PSYCHIC	Melee	3	4+	4	-1	1
Diseased claws and teeth LETHAL HITS	Melee	3	4+	2	0	1
Foul balesword LETHAL HITS	Melee	4	3+	5	-2	2
Foul mouthparts EXTRA ATTACKS LETHAL HITS	Melee	2	4+	5	-1	2
Juggernaut's bladed horn EXTRA ATTACKS LANCE	Melee	4	4+	6	-1	1
Lashing tongue EXTRA ATTACKS LETHAL HITS	Melee	2	4+	4	0	1

AUFSTELLUNG

1x Daemonic Herald [Crucible]

Equipped with: Death's heads, Disgusting sneezes, Infernal cannon, Lashes of torment, ➤ Arcane Fireball - focused witchfire, ➤ Arcane Fireball - witchfire, Acidic maw, Attendant's hellblades, Blade of blood, Bladed axle, Close combat weapon, Diseased claws and teeth, Foul balesword, Foul mouthparts, Juggernaut's bladed horn, Lashing tongue, Ravaging claws, Screamer bites, Seeker tongues, Tiny balesword, Tiny corrupted staff, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

Wargear Options:
- This model can be equipped with [illegible] infernal cannon.
- [illegible] can be equi[illegible]

KEYWORDS: Character, Infantry, Chaos, Daemon, Summoned, Daemonic Herald, Crucible, Shadow Legion, Non-Monster Character
FACTION KEYWORDS: Legiones Daemonica

DAEMONIC HERALD [CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
6"	3	7+	3	7+	1

Ravaging claws DEVASTATING WOUNDS	Melee	6	2+	4	-1	1
Screamer bites EXTRA ATTACKS	Melee	6	4+	6	-2	2
Seeker tongues EXTRA ATTACKS LETHAL HITS	Melee	4	4+	4	0	1
Tiny balesword LETHAL HITS	Melee	3	4+	2	-2	2
Tiny corrupted staff LETHAL HITS	Melee	3	4+	4	-1	D3
➤ Hellforged weapons - strike	Melee	8	2+	8	-2	3
➤ Hellforged weapons - strike LETHAL HITS	Melee	7	2+	8	-2	3
➤ Hellforged weapons - strike PRECISION	Melee	6	2+	8	-2	3
➤ Hellforged weapons - strike DEVASTATING WOUNDS PSYCHIC	Melee	6	2+	8	-2	3
➤ Hellforged weapons - sweep	Melee	16	2+	8	-1	1
➤ Hellforged weapons - sweep LETHAL HITS	Melee	14	2+	6	-1	1
➤ Hellforged weapons - sweep	Melee	12	2+	6	0	1
➤ Hellforged weapons - sweep DEVASTATING WOUNDS PSYCHIC	Melee	12	2+	6	-1	1

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader, Leader

Blazing Warpfire
Ranged weapons equipped by models in this unit have the [**Assault**] ability

Bloodmarked
At the start of the Fight phase, select one enemy unit within 18" of and visible to this model. Until the end of the phase, each time a friendly Khorne unit makes an attack which targets that unit, improve the Strength, Armour Penetration and Damage characteristics of that attack by 1.

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

Daemonic Locus
While this model is leading a unit, in your Command phase, you can return 1 destroyed Bodyguard model, or D3 destroyed models with the Battleline keyword, to that unit.

Discordant Disruption (Aura)
While an enemy Psyker unit is within 12" of this model, **Psychic** weapons equipped by models in that unit have the [**Hazardous**] ability.

Eldritch Flames
In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

Gloam 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.

Jolly Gutpipes
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.

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

KEYWORDS: Character, Infantry, Chaos, Daemon, Summoned, Daemonic Herald, Crucible, Shadow Legion, Non-Monster Character
FACTION KEYWORDS: Legiones Daemonica

DAEMONIC HERALD [CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
6"	3	7+	3	7+	1

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

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

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

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

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

Restless Prey-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.

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

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

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

Leader
This model can be attached to the following unit: Screamers

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models 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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

KEYWORDS: Character, Infantry, Chaos, Daemon, Summoned, Daemonic Herald, Crucible, Shadow Legion, Non-Monster Character
FACTION KEYWORDS: Legiones Daemonica

DAEMONIC HERALD [CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
6"	3	7+	3	7+	1

Hazardous
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 [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Lance
Each time an attack is made with a [**LANCE**] 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.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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 CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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

KEYWORDS: Character, Infantry, Chaos, Daemon, Summoned, Daemonic Herald, Crucible, Shadow Legion, Non-Monster Character
FACTION KEYWORDS: Legiones Daemonica

DAEMONIC HERALD [CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
6"	3	7+	3	7+	1

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Character, Infantry, Chaos, Daemon, Summoned, Daemonic Herald, Crucible, Shadow Legion, Non-Monster Character
FACTION KEYWORDS: Legiones Daemonica

EPIDEMIUS

80 PTS

M	T	Sv	W	LD	OC
5"	5	6+	8	7+	2

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Balesword and nurgling attendants LETHAL HITS	Melee	D6+3	3+	5	-2	2

ABILITIES

CORE - Leader

Blessed by the Plague God
While this model is leading a unit, models in that unit have a 4+ invulnerable save.

Tally of Pestilence
Keep a tally of how many enemy models are destroyed by NURGLE LEGIONES DAEMONICA models from your army during the battle. At the start of your Command phase, if this tally is 7 or more, you gain 1CP and the tally is reset to 0.

Leader
This model can be attached to the following unit:

- PLAGUEBEARERS

WEAPON ABILITIES

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

AUFSTELLUNG

1x Epidemius (60mm)

Equipped with: Balesword and nurgling attendants

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Daemon, Nurgle, Epidemius, Nurgle non-Battleline, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

EPIDEMIUS

80 PTS

M	T	Sv	W	LD	OC
5"	5	6+	8	7+	2

INVULNERABLE SAVE

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Daemon, Nurgle, Epidemius, Nurgle non-Battleline, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

EXALTED FLAMER

65 PTS

M	T	Sv	W	LD	OC
9"	4	7+	6	7+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Fires of Tzeentch - blue fire IGNORES COVER PSYCHIC	18"	3	3+	9	-3	3
➤ Fires of Tzeentch - pink fire IGNORES COVER PSYCHIC TORRENT	12"	2D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Flamer mouths	Melee	4	4+	5	0	1

ABILITIES

CORE - Leader

Blazing Warpfire (Psychic)
While this model is leading a unit, ranged weapons equipped by models in that unit have the [ASSAULT] ability.

Flames of Change (Psychic)
In your Shooting phase, after this model has shot, select one enemy unit (excluding MONSTERS and VEHICLES) hit by one or more of those attacks, and roll one D6. On a 4+, until the end of your opponent's next turn, that enemy unit is aflame. While a unit is aflame, subtract 2" from its Move characteristic and subtract 2 from Advance and Charge rolls made for it.

Manifestation of Destruction
This model cannot be your Warlord and cannot be given Enhancements.

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

Leader
This model can be attached to the following unit:

- FLAMERS

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

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

AUFSTELLUNG

1x Exalted Flamer (75x42mm Oval Base)

Equipped with: ➤ Fires of Tzeentch - blue fire, ➤ Fires of Tzeentch - pink fire, Flamer mouths

KEYWORDS: Infantry, Character, Fly, Chaos, Daemon, Tzeentch, Exalted Flamer, Tzeentch non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

EXALTED FLAMER

65 PTS

M	T	Sv	W	LD	OC
9"	4	7+	6	7+	1

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Fly, Chaos, Daemon, Tzeentch, Exalted Flamer, Tzeentch non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

EXALTED SEEKER CHARIOT [LEGENDS]

115 PTS

M	T	Sv	W	LD	OC
14"	6	5+	12	7+	5

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lashes of torment ANTI-INFANTRY 3+ ASSAULT PISTOL	6"	6	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Seeker tongues EXTRA ATTACKS LETHAL HITS	Melee	8	4+	4	0	1
Slashing claws DEVASTATING WOUNDS	Melee	14	3+	4	-1	1

ABILITIES

Infernal Engines of Torment
In the Fight phase, after this model has finished making its attacks, if one or more enemy units were destroyed as a result of those attacks, every enemy unit within 6" of this model must take a Battleshock test.

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

AUFSTELLUNG

1x Exalted Seeker Chariot [Legends]

Equipped with: Lashes of torment, Seeker tongues, Slashing claws

KEYWORDS: Mounted, Chaos, Daemon, Slaanesh, Exalted Seeker Chariot, Slaanesh non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

EXALTED SEEKER CHARIOT [LEGENDS]

115 PTS

M	T	Sv	W	LD	OC
14"	6	5+	12	7+	5

INVULNERABLE SAVE 4+

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Mounted, Chaos, Daemon, Slaanesh, Exalted Seeker Chariot, Slaanesh non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

FATESKIMMER

95 PTS

M	T	Sv	W	LD	OC
12"	7	6+	9	7+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Arcane Fireball - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	18"	3	3+	6	-2	D3
➤ Arcane Fireball - witchfire PSYCHIC	18"	3	3+	5	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Herald combat weapon PSYCHIC	Melee	3	4+	4	-1	1
Screamer bites ANTI-MONSTER 4+ ANTI-VEHICLE 4+ EXTRA ATTACKS	Melee	6	3+	6	-2	2

ABILITIES

CORE - Leader

Fateskimmer
While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

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.

Leader
This model can be attached to the following unit:

- SCREAMERS

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

AUFSTELLUNG

1x Fateskimmer (120x92mm Oval Base)

Equipped with: ➤ Arcane Fireball - focused witchfire, ➤ Arcane Fireball - witchfire, Herald combat weapon, Screamer bites

KEYWORDS: Mounted, Character, Fly, Psyker, Chaos, Daemon, Tzeentch, Fateskimmer, Tzeentch non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

FATESKIMMER

95 PTS

M	T	Sv	W	LD	OC
12"	7	6+	9	7+	3

INVULNERABLE SAVE 4+

Hazardous
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 [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Mounted, Character, Fly, Psyker, Chaos, Daemon, Tzeentch, Fateskimmer, Tzeentch non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

FECULENT GNARLMAW

100 PTS

M	T	Sv	W	LD	OC
-	9	4+	9	7+	0

ABILITIES

Diseased Cover
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.

Fortification
While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.

- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Gloam 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.

Shroud of Flies (Aura)
While a friendly NURGLE LEGIONES DAEMONICA unit is within 6" of this Fortification, models in that unit have the Stealth ability.

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

AUFSTELLUNG

1x Feculent Gnarlmaw (Hull)

KEYWORDS: Fortification, Chaos, Daemon, Nurgle, Feculent Gnarlmaw, Nurgle non-Battleline, Shadow Legion, Frame
FACTION KEYWORDS: Legiones Daemonica

FIENDS

90–190 PTS

FIENDS

M	T	Sv	W	LD	OC
12"	5	7+	4	7+	2

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Barbed tail and dissecting claws DEVASTATING WOUNDS	Melee	5	3+	5	-2	2

ABILITIES

Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

Soporific Musk
Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of one or more units from your army with this ability Falls Back, models in that enemy unit must take Desperate Escape tests. When doing so, if that enemy unit is also Battle-shocked, subtract 1 from each of those Desperate Escape tests.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

3-6x Fiends - Equipped with: Barbed tail and dissecting claws (75x42mm Oval Base)

KEYWORDS: Beast, Chaos, Daemon, Slaanesh, Fiends, Slaanesh non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

FIENDS

90–190 PTS

FIENDS

M	T	Sv	W	LD	OC
12"	5	7+	4	7+	2

INVULNERABLE SAVE 5+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Beast, Chaos, Daemon, Slaanesh, Fiends, Slaanesh non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

FLAMERS

65–130 PTS

FLAMER

M	T	Sv	W	LD	OC
9"	4	7+	3	7+	1

INVULNERABLE SAVE 4+

PYROCASTER

M	T	Sv	W	LD	OC
9"	4	7+	3	7+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flickering Flames IGNORES COVER PSYCHIC TORRENT	12"	D6	N/A	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Flamer mouths	Melee	3	4+	4	0	1

ABILITIES

Bounding Leaps
This unit is eligible to shoot in a turn in which it Fell Back.

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

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

AUFSTELLUNG

2-5x Flamer - Equipped with: Flickering Flames, Flamer mouths (32mm)

1x Pyrocaster - Equipped with: Flamer mouths, Flickering Flames (32mm)

KEYWORDS: Infantry, Fly, Chaos, Daemon, Tzeentch, Flamers, Tzeentch non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

FLAMERS

65–130 PTS

FLAMER

M	T	Sv	W	LD	OC
9"	4	7+	3	7+	1

INVULNERABLE SAVE 4+

PYROCASTER

M	T	Sv	W	LD	OC
9"	4	7+	3	7+	1

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Fly, Chaos, Daemon, Tzeentch, Flamers, Tzeentch non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

FLESH HOUNDS

80–150 PTS

M	T	Sv	W	LD	OC
12"	4	7+	2	7+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burning roar IGNORES COVER TORRENT	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gore-drenched fangs	Melee	3	3+	5	-1	1

ABILITIES

Collar of Khorne
The bearer has the Feel No Pain 3+ ability against Psychic Attacks.

Hunters from the Warp
At the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

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

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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

AUFSTELLUNG

4-9x Flesh Hound (60x35.5mm Oval Base)

1x Gore Hound (60x35.5mm Oval Base)

Equipped with: Burning roar, Gore-drenched fangs

KEYWORDS: Beast, Chaos, Daemon, Khorne, Flesh Hounds, Khorne non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

FLESH HOUNDS

80–150 PTS

M	T	Sv	W	LD	OC
12"	4	7+	2	7+	1

INVULNERABLE SAVE 5+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 3+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Beast, Chaos, Daemon, Khorne, Flesh Hounds, Khorne non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

FLUXMASTER

70 PTS

M	T	Sv	W	LD	OC
12"	4	6+	4	7+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Arcane Fireball - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	18"	3	3+	6	-2	D3
➤ Arcane Fireball - witchfire PSYCHIC	18"	3	3+	5	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Herald combat weapon PSYCHIC	Melee	3	4+	4	-1	1

ABILITIES

CORE - Leader

Altered Reality (Psychic)
Once per battle round, after a Hit roll, a Wound roll or a saving throw is made for this model, you can change the result of that roll to a 6.

Fluxmaster
- This unit has Stealth.

- Melee attacks that target this unit have -1 to hit rolls.

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

Leader
This model can be attached to the following units:

- PINK HORRORS
- BLUE HORRORS

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
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 [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

AUFSTELLUNG

1x Fluxmaster (Large Flying Base)

Equipped with: ➤ Arcane Fireball - focused witchfire, ➤ Arcane Fireball - witchfire, Herald combat weapon

KEYWORDS: Mounted, Character, Fly, Psyker, Chaos, Daemon, Tzeentch, Fluxmaster, Tzeentch non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

FLUXMASTER

70 PTS

M	T	Sv	W	LD	OC
12"	4	6+	4	7+	1

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Mounted, Character, Fly, Psyker, Chaos, Daemon, Tzeentch, Fluxmaster, Tzeentch non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

FURIES [LEGENDS]

40–80 PTS

FURY

M	T	Sv	W	LD	OC
12"	3	7+	1	8+	1

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Daemonic claws	Melee	2	4+	4	0	1

ABILITIES

Gloam 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.

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

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

Prey on the Weak
Each time this model makes an attack that targets an enemy unit that is Battle-shocked, add 1 to the Wound roll.

Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

AUFSTELLUNG

5-10x Fury - Equipped with: Daemonic claws

Wargear Options:
- This model can replace its Khorne with Nurgle, Slaanesh or Tzeentch.

KEYWORDS: Infantry, Chaos, Daemon, Fly, Furies, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

FURIES [LEGENDS]

40–80 PTS

FURY

M	T	Sv	W	LD	OC
12"	3	7+	1	8+	1

INVULNERABLE SAVE

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Chaos, Daemon, Fly, Furies, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

GIANT CHAOS SPAWN [LEGENDS]

130 PTS

M	T	Sv	W	LD	OC
10"	8	4+	10	7+	3

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Churning fangs and claws	Melee	D6+6	3+	10	-1	2

ABILITIES

Gloam 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.

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

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

Regenerating Monstrosity
At the start of each player's Command phase, this model regains up to D3 lost wounds.

Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

AUFSTELLUNG

1x Giant Chaos Spawn [Legends]

Equipped with: Churning fangs and claws

Wargear Options:
- This model can replace its Khorne with Nurgle, Slaanesh or Tzeentch.

KEYWORDS: Monster, Chaos, Giant Chaos Spawn, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

GIANT CHAOS SPAWN [LEGENDS]

130 PTS

M	T	Sv	W	LD	OC
10"	8	4+	10	7+	3

INVULNERABLE SAVE 5+

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Monster, Chaos, Giant Chaos Spawn, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

GREAT UNCLEAN ONE

265 PTS

M	T	Sv	W	LD	OC
7"	12	5+	20	6+	5

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Plague flail	6"	D6+1	3+	7	-2	2
Putrid vomit IGNORES COVER TORRENT	12"	D6+3	N/A	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bileblade EXTRA ATTACKS LETHAL HITS	Melee	3	2+	6	-2	2
Doomsday bell LETHAL HITS REVERBERATING SUMMONS	Melee	6	2+	7	-1	2
➤ Bilesword - strike LETHAL HITS	Melee	6	2+	10	-2	D6+1
➤ Bilesword - sweep LETHAL HITS	Melee	12	2+	7	-1	1

ABILITIES

Daemon Lord of Nurgle (Aura)
While a friendly Nurgle Legiones Daemonica unit is within 6" of this model, add 1 to the Toughness characteristic of models in that unit.

Damaged: 1-7 wounds remaining
While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Gloam 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.

Greater Daemon of Nurgle (Aura)
While a friendly NURGLE LEGIONES DAEMONICA unit is within 6" of this model, that unit is within your army's Shadow of Chaos.

Nurgle's Rot (Psychic)
At the end of your Movement phase, you can select one enemy unit within 12" of this model. Until the start of your next Movement phase, subtract 1 from the Toughness characteristic of models in that unit.

WEAPON ABILITIES

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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

AUFSTELLUNG

1x Great Unclean One (130mm)

Equipped with: Plague flail, Putrid vomit, Bileblade, Doomsday bell, ➤ Bilesword - strike, ➤ Bilesword - sweep

Wargear Options:
- This model can replace its Bilesword with Doomsday bell.
- This model can replace its Plague flail with Bileblade.

KEYWORDS: Monster, Character, Psyker, Chaos, Daemon, Nurgle, Great Unclean One, Nurgle non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

GREAT UNCLEAN ONE

265 PTS

M	T	Sv	W	LD	OC
7"	12	5+	20	6+	5

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Monster, Character, Psyker, Chaos, Daemon, Nurgle, Great Unclean One, Nurgle non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

HELLFLAYERS

0 PTS

HELLFLAYER

M	T	Sv	W	LD	OC
14"	6	5+	7	7+	3

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lashes of torment ANTI-INFANTRY 3+ ASSAULT PISTOL	12"	3	3+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lashes of torment ANTI-INFANTRY 3+ EXTRA ATTACKS	Melee	3	3+	4	-1	2
Seeker tongues EXTRA ATTACKS LETHAL HITS	Melee	4	4+	4	0	1
Slashing claws DEVASTATING WOUNDS	Melee	8	3+	4	-1	1

ABILITIES

Cutting Down the Foe
Each time a model in this unit makes a melee attack, if this unit made a Charge move this turn, improve the Strength and Damage characteristics of that attack by 1.

Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

AUFSTELLUNG

1-2x Hellflayer - Equipped with: Lashes of torment, Seeker tongues, Slashing claws (120x92mm Oval Base)

KEYWORDS: Mounted, Chaos, Daemon, Slaanesh, Hellflayer, Slaanesh non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

HELLFLAYERS

0 PTS

HELLFLAYER

M	T	Sv	W	LD	OC
14"	6	5+	7	7+	3

INVULNERABLE SAVE 5+

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.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

FACTION RULES

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

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- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Mounted, Chaos, Daemon, Slaanesh, Hellflayer, Slaanesh non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

HERALD OF SLAANESH ON STEED OF SLAANESH [LEGENDS]

70 PTS

M	T	Sv	W	LD	OC
14"	4	7+	4	7+	2

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lashing tongue EXTRA ATTACKS LETHAL HITS	Melee	2	4+	4	0	1
Ravaging claws DEVASTATING WOUNDS	Melee	6	2+	4	-1	1

ABILITIES

CORE - Leader

Lethal Caress
While this model is leading a unit, improve the Armour Penetration characteristic of melee weapons equipped by models in that unit by 1.

Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

Symphony of Pain (Psychic)
At the end of your Movement phase, you can select one enemy unit that is Battle-shocked and within 12" of this model. Until the end of the turn, each time a SLAANESH LEGIONES DAEMONICA model from your army makes an attack that targets that enemy unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

Leader
This model can be attached to the following unit:

- SEEKERS

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

AUFSTELLUNG

1x Herald of Slaanesh on Steed of Slaanesh [Legends]

Equipped with: Lashing tongue, Ravaging claws

KEYWORDS: Mounted, Character, Psyker, Chaos, Daemon, Slaanesh, Herald of Slaanesh, Shadow Legion, Slaanesh non-Battleline, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

HERALD OF SLAANESH ON STEED OF SLAANESH [LEGENDS]

70 PTS

M	T	Sv	W	LD	OC
14"	4	7+	4	7+	2

INVULNERABLE SAVE 5+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Mounted, Character, Psyker, Chaos, Daemon, Slaanesh, Herald of Slaanesh, Shadow Legion, Slaanesh non-Battleline, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

HORTICULOUS SLIMUX

120 PTS

M	T	Sv	W	LD	OC
6"	10	3+	10	7+	2

INVULNERABLE SAVE 4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Acidic maw DEVASTATING WOUNDS EXTRA ATTACKS	Melee	2	4+	7	-4	3
Lopping shears LETHAL HITS	Melee	4	3+	6	-2	3

ABILITIES

CORE - Leader

Beast Handler
While this model is leading a unit, you can re-roll charge rolls made for that unit. In addition, once per battle, you can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.

- That use does not prevent any uses of that stratagem on other units this phase.

Seed the Garden of Nurgle
At the end of your Movement phase, if this model is within one AREA TERRAIN feature, until the end of the battle, that AREA TERRAIN feature is considered to be within your army's Shadow of Chaos.

Leader
This model can be attached to the following unit:

- BEASTS OF NURGLE

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

AUFSTELLUNG

1x Horticulous Slimux (105x70mm Oval Base)

Equipped with: Acidic maw, Lopping shears

KEYWORDS: Mounted, Character, Epic Hero, Chaos, Daemon, Nurgle, Horticulous Slimux, Nurgle non-Battleline, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

HORTICULOUS SLIMUX

120 PTS

M	T	Sv	W	LD	OC
6"	10	3+	10	7+	2

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Mounted, Character, Epic Hero, Chaos, Daemon, Nurgle, Horticulous Slimux, Nurgle non-Battleline, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

IMMORTAL CHAMPION [CRUCIBLE]

180 PTS

M	T	Sv	W	LD	OC
8"	10	2+	10	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Death's heads BLAST LETHAL HITS	12"	D3	4+	4	0	1
Disgusting sneezes PISTOL TORRENT	6"	D6	N/A	3	0	1
Infernal cannon RAPID FIRE 3	24"	3	3+	5	-1	2
Infernal cannon LETHAL HITS	24"	3	2+	5	-1	2
Infernal cannon PRECISION	24"	3	2+	5	-1	2
Infernal cannon	24"	3	3+	5	-2	2
Lashes of torment ANTI-INFANTRY 3+ ASSAULT PISTOL	6"	6	3+	4	0	1
➤ Arcane Fireball - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	18"	3	3+	6	-2	D3
➤ Arcane Fireball - witchfire PSYCHIC	18"	3	3+	5	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Acidic maw DEVASTATING WOUNDS EXTRA ATTACKS	Melee	2	4+	7	-4	3
Attendant's hellblades EXTRA ATTACKS	Melee	4	3+	5	-2	2
Blade of blood	Melee	5	2+	6	-2	3
Bladed axle EXTRA ATTACKS	Melee	6	3+	6	-1	2
Close combat weapon PSYCHIC	Melee	3	4+	4	-1	1
Diseased claws and teeth LETHAL HITS	Melee	3	4+	2	0	1
Foul balesword LETHAL HITS	Melee	4	3+	5	-2	2
Foul mouthparts EXTRA ATTACKS LETHAL HITS	Melee	2	4+	5	-1	2
Juggernaut's bladed horn EXTRA ATTACKS LANCE	Melee	4	4+	6	-1	1
Lashing tongue EXTRA ATTACKS LETHAL HITS	Melee	2	4+	4	0	1

AUFSTELLUNG

1x Immortal Champion [Crucible]

Equipped with: Death's heads, Disgusting sneezes, Infernal cannon, Lashes of torment, ➤ Arcane Fireball - focused witchfire, ➤ Arcane Fireball - witchfire, Acidic maw, Attendant's hellblades, Blade of blood, Bladed axle, Close combat weapon, Diseased claws and teeth, Foul balesword, Foul mouthparts, Juggernaut's bladed horn, Lashing tongue, Ravaging claws, Screamer bites, Seeker tongues, Tiny balesword, Tiny corrupted staff, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

Wargear Options:
This model can be equipped wit
fernal cannon.
el can be equ
al ca

KEYWORDS: Character, Chaos, Daemon, Crucible, Monster, Immortal Champion, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

IMMORTAL CHAMPION [CRUCIBLE]

180 PTS

M	T	Sv	W	LD	OC
8"	10	2+	10	6+	3

Ravaging claws DEVASTATING WOUNDS	Melee	6	2+	4	-1	1
Screamer bites EXTRA ATTACKS	Melee	6	4+	6	-2	2
Seeker tongues EXTRA ATTACKS LETHAL HITS	Melee	4	4+	4	0	1
Tiny balesword LETHAL HITS	Melee	3	4+	2	-2	2
Tiny corrupted staff LETHAL HITS	Melee	3	4+	4	-1	D3
➤ Hellforged weapons - strike	Melee	8	2+	8	-2	3
➤ Hellforged weapons - strike LETHAL HITS	Melee	7	2+	8	-2	3
➤ Hellforged weapons - strike PRECISION	Melee	6	2+	8	-2	3
➤ Hellforged weapons - strike DEVASTATING WOUNDS PSYCHIC	Melee	6	2+	8	-2	3
➤ Hellforged weapons - sweep	Melee	16	2+	8	-1	1
➤ Hellforged weapons - sweep LETHAL HITS	Melee	14	2+	6	-1	1
➤ Hellforged weapons - sweep	Melee	12	2+	6	0	1
➤ Hellforged weapons - sweep DEVASTATING WOUNDS PSYCHIC	Melee	12	2+	6	-1	1

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

Blazing Warpfire
Ranged weapons equipped by models in this unit have the [**Assault**] ability

Bloodmarked
At the start of the Fight phase, select one enemy unit within 18" of and visible to this model. Until the end of the phase, each time a friendly Khorne unit makes an attack which targets that unit, improve the Strength, Armour Penetration and Damage characteristics of that attack by 1.

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

Discordant Disruption (Aura)
While an enemy Psyker unit is within 12" of this model, **Psychic** weapons equipped by models in that unit have the [**Hazardous**] ability.

Eldritch Flames
In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

Font of Unreality
Each time an attack is allocated to a friendly Daemon unit within 3" of this model, subtract 1 from the Hit roll.

Gloam 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.

Infernal Attendants
While this model is within 3" of one or more friendly Daemon Infantry units, this model has the Lone Operative ability.

Jolly Gutpipes
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.

KEYWORDS: Character, Chaos, Daemon, Crucible, Monster, Immortal Champion, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

IMMORTAL CHAMPION [CRUCIBLE]

180 PTS

M	T	Sv	W	LD	OC
8"	10	2+	10	6+	3

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

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

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

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

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

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

Restless Prey-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.

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

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

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

Leader
This model can be attached to the following unit: Screamers

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models 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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

KEYWORDS: Character, Chaos, Daemon, Crucible, Monster, Immortal Champion, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

IMMORTAL CHAMPION [CRUCIBLE]

180 PTS

M	T	Sv	W	LD	OC
8"	10	2+	10	6+	3

Hazardous
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 [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Lance
Each time an attack is made with a [**LANCE**] 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.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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 CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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

KEYWORDS: Character, Chaos, Daemon, Crucible, Monster, Immortal Champion, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

IMMORTAL CHAMPION [CRUCIBLE]

180 PTS

M	T	Sv	W	LD	OC
8"	10	2+	10	6+	3

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Character, Chaos, Daemon, Crucible, Monster, Immortal Champion, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

INFERNAL ENRAPTURESS

60 PTS

M	T	Sv	W	LD	OC
9"	3	7+	3	7+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Heartstring lyre - cacophonous melody ASSAULT	18"	6	3+	6	0	1
➤ Heartstring lyre - euphonic blast ASSAULT	24"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ravaging claws DEVASTATING WOUNDS	Melee	5	2+	4	-1	1

ABILITIES

CORE - Leader

Discordant Disruption (Aura)
While an enemy Psyker unit is within 12" of this model, Psychic weapons equipped by models in that unit have the [HAZARDOUS] ability.

Harmonic Alignment
While this model is leading a unit, in your Command phase, you can return D3 destroyed Bodyguard models to that unit.

Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

Leader
This model can be attached to the following unit:

- DAEMONETTES

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x Infernal Enrapturess (60x35.5mm Oval Base)

Equipped with: ➤ Heartstring lyre - cacophonous melody, ➤ Heartstring lyre - euphonic blast, Ravaging claws

KEYWORDS: Infantry, Character, Chaos, Daemon, Slaanesh, Infernal Enrapturess, Slaanesh non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

INFERNAL ENRAPTURESS

60 PTS

M	T	Sv	W	LD	OC
9"	3	7+	3	7+	1

INVULNERABLE SAVE 5+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Fights First

While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaos, Daemon, Slaanesh, Infernal Enrapturess, Slaanesh non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

KAIROS FATEWEAVER

305 PTS

M	T	Sv	W	LD	OC
12"	10	6+	20	6+	5

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Infernal Gateway - focused witchfire BLAST INDIRECT FIRE HAZARDOUS PSYCHIC	24"	D3+6	2+	9	-2	3
➤ Infernal Gateway - witchfire BLAST INDIRECT FIRE PSYCHIC	24"	D6+3	2+	9	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of Tomorrow PSYCHIC	Melee	5	3+	8	-2	2D3

ABILITIES

Damaged: 1-7 wounds remaining
While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Greater Daemon of Tzeentch (Aura)
While a friendly TZEENTCH LEGIONES DAEMONICA unit is within 6" of this model, that unit is within your army's Shadow of Chaos.

One Head Looks Back (Aura)
Once per turn, when your opponent targets a unit from their army within 12" of this model with a stratagem, you can use this ability. If you do, increase the CP cost of that use of that stratagem by 1CP.

One Head Looks Forward
At the end of your Command phase, if this model is on the battlefield, take a Leadership test for this model; if that test is passed, you gain 1CP.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Hazardous
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 [HAZARDOUS] weapons you selected in the Select Weapons step.

Indirect Fire
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

AUFSTELLUNG

1x Kairos Fateweaver (100mm)

Equipped with: ➤ Infernal Gateway - focused witchfire, ➤ Infernal Gateway - witchfire, Staff of Tomorrow

KEYWORDS: Monster, Character, Epic Hero, Fly, Psyker, Chaos, Daemon, Tzeentch, Kairos Fateweaver, Tzeentch non-Battleline
FACTION KEYWORDS: Legiones Daemonica

KAIROS FATEWEAVER

305 PTS

M	T	Sv	W	LD	OC
12"	10	6+	20	6+	5

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Character, Epic Hero, Fly, Psyker, Chaos, Daemon, Tzeentch, Kairos Fateweaver, Tzeentch non-Battleline
FACTION KEYWORDS: Legiones Daemonica

KARANAK

70 PTS

M	T	Sv	W	LD	OC
12"	4	7+	5	7+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scalding Roar IGNORES COVER TORRENT	12"	D6+3	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Soul-rending fangs ANTI-CHARACTER 3+ PRECISION	Melee	6	2+	6	-2	2

ABILITIES

CORE - Leader

Brass Collar of Bloody Vengeance
The bearer has the Feel No Pain 3+ ability against Psychic Attacks and mortal wounds.

Pack Leader
While this model is leading a unit, you can re-roll Advance and Charge rolls made for that unit.

Prey of the Blood God
At the start of the first battle round, select one enemy unit to be this model's prey. Each time a model in this model's unit makes a melee attack that targets its prey, you can re-roll the Wound roll. Each time this model's prey is destroyed, select one new enemy unit to be this model's prey.

Leader
This model can be attached to the following unit:

- FLESH HOUNDS

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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 CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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

AUFSTELLUNG

1x Karanak (75x42mm Oval Base)

Equipped with: Scalding Roar, Soul-rending fangs

KEYWORDS: Beast, Character, Epic Hero, Chaos, Daemon, Khorne, Karanak, Khorne non-Battleline, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

KARANAK

70 PTS

M	T	Sv	W	LD	OC
12"	4	7+	5	7+	3

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Beast, Character, Epic Hero, Chaos, Daemon, Khorne, Karanak, Khorne non-Battleline, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

KEEPER OF SECRETS

265 PTS

M	T	Sv	W	LD	OC
14"	10	5+	18	6+	5

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Living whip ASSAULT	12"	6	2+	6	-1	2
➤ Phantasmagoria - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	18"	9	2+	6	-2	1
➤ Phantasmagoria - witchfire DEVASTATING WOUNDS PSYCHIC	18"	6	2+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ritual knife EXTRA ATTACKS	Melee	3	2+	6	-2	2
Snapping claws DEVASTATING WOUNDS EXTRA ATTACKS	Melee	4	2+	6	-2	3
Witstealer sword	Melee	6	2+	8	-2	3

ABILITIES

Daemon Lord of Slaanesh (Aura)
While a friendly Slaanesh Legiones Daemonica unit is within 6" of this model, improve the Armour Penetration of melee weapons in that unit by 1.

Damaged: 1-6 wounds remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Greater Daemon of Slaanesh (Aura)
While a friendly Slaanesh Legiones Daemonica unit is within 6" of this model, that unit is within your army's Shadow of Chaos.

Mesmerising Form
Each time an attack targets this model, subtract 1 from the Hit roll.

Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

Shining aegis
The bearer has a Save Characteristic of 3+.

WEAPON ABILITIES

Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

AUFSTELLUNG

1x Keeper of Secrets (100mm)

Equipped with: Living whip, ➤ Phantasmagoria - focused witchfire, ➤ Phantasmagoria - witchfire, Ritual knife, Snapping claws, Witstealer sword

Wargear Options:
- This model can be equipped with one of: Living whip, Ritual knife, Shining aegis.

KEYWORDS: Monster, Character, Psyker, Chaos, Daemon, Slaanesh, Keeper of Secrets, Slaanesh non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

KEEPER OF SECRETS

265 PTS

M	T	Sv	W	LD	OC
14"	10	5+	18	6+	5

INVULNERABLE SAVE 4+

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
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 [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Character, Psyker, Chaos, Daemon, Slaanesh, Keeper of Secrets, Slaanesh non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

KHORNE SOUL GRINDER

180 PTS

M	T	Sv	W	LD	OC
8"	11	3+	14	7+	5

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Harvester cannon	36"	3	3+	10	-1	3
Torrent of burning blood IGNORES COVER TORRENT	12"	2D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Iron claw	Melee	5	3+	16	-3	D6+2
Warpclaw EXTRA ATTACKS	Melee	6	3+	8	-1	2
Warpsword EXTRA ATTACKS	Melee	3	3+	8	-2	D6

ABILITIES

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

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

Scuttling Walker
Each time this model makes a Normal or Advance move, it can move over friendly MONSTER and VEHICLE models and terrain features that are 4" or less in height as if they were not there.

WEAPON ABILITIES

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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

AUFSTELLUNG

1x Khorne Soul Grinder

Equipped with: Harvester cannon, Torrent of burning blood, Iron claw, Warpclaw, Warpsword

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Khorne, Soul Grinder, Khorne non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

KHORNE SOUL GRINDER

180 PTS

M	T	Sv	W	LD	OC
8"	11	3+	14	7+	5

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

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- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Khorne, Soul Grinder, Khorne non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

LORD OF CHANGE

320 PTS

M	T	Sv	W	LD	OC
12"	10	6+	18	6+	5

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rod of sorcery PSYCHIC	18"	6	2+	8	-1	2
➤ Bolt of Change - focused witchfire HAZARDOUS PSYCHIC	18"	9	2+	9	-2	3
➤ Bolt of Change - witchfire PSYCHIC	18"	9	2+	9	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Baleful sword EXTRA ATTACKS	Melee	3	3+	7	-2	3
Staff of Tzeentch PSYCHIC	Melee	5	3+	6	-1	3

ABILITIES

Daemon Lord of Tzeentch (Aura)
While a friendly TZEENTCH LEGIONES DAEMONICA unit is within 6" of this model, each time a model in that unit makes a ranged attack, add 1 to the Strength characteristic of that attack.

Damaged: 1-7 wounds remaining
While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Greater Daemon of Tzeentch (Aura)
While a friendly TZEENTCH LEGIONES DAEMONICA unit is within 6" of this model, that unit is within your army's Shadow of Chaos.

Master of Magicks (Psychic)
In your Shooting phase, select one of the following abilities: [IGNORES COVER]; [LETHAL HITS]; [SUSTAINED HITS D3]. Until the end of the phase, this model's Bolt of Change has that ability.

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

WEAPON ABILITIES

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
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 [HAZARDOUS] weapons you selected in the Select Weapons step.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

AUFSTELLUNG

1x Lord of Change (100mm)

Equipped with: Rod of sorcery, ➤ Bolt of Change - focused witchfire, ➤ Bolt of Change - witchfire, Baleful sword, Staff of Tzeentch

Wargear Options:
- This model can be equipped with one of: Rod of sorcery, Baleful sword.

KEYWORDS: Monster, Character, Fly, Psyker, Chaos, Daemon, Tzeentch, Lord of Change, Tzeentch non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

LORD OF CHANGE

320 PTS

M	T	Sv	W	LD	OC
12"	10	6+	18	6+	5

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Character, Fly, Psyker, Chaos, Daemon, Tzeentch, Lord of Change, Tzeentch non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

NURGLE SOUL GRINDER

180 PTS

M	T	Sv	W	LD	OC
8"	11	3+	14	7+	5

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Harvester cannon	36"	3	3+	10	-1	3
Phlegm bombardment BLAST INDIRECT FIRE LETHAL HITS	36"	D6+1	3+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Iron claw	Melee	5	3+	16	-3	D6+2
Warpclaw EXTRA ATTACKS	Melee	6	3+	8	-1	2
Warpsword EXTRA ATTACKS	Melee	3	3+	8	-2	D6

ABILITIES

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Gloam 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.

Scuttling Walker
Each time this model makes a Normal or Advance move, it can move over friendly MONSTER and VEHICLE models and terrain features that are 4" or less in height as if they were not there.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

Indirect Fire
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

AUFSTELLUNG

1x Nurgle Soul Grinder

Equipped with: Harvester cannon, Phlegm bombardment, Iron claw, Warpclaw, Warpsword

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Nurgle, Soul Grinder, Nurgle non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

NURGLE SOUL GRINDER

180 PTS

M	T	Sv	W	LD	OC
8"	11	3+	14	7+	5

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Nurgle, Soul Grinder, Nurgle non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

NURGLINGS

45–90 PTS

NURGLING SWARM

M	T	Sv	W	LD	OC
5"	3	7+	4	8+	0

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Diseased claws and teeth LETHAL HITS	Melee	4	5+	2	0	1

ABILITIES

Gloam 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.

Mischief Makers (Aura)
Each time an enemy unit (excluding Titanic units) within Engagement Range of one or more units with this ability is selected to fight, until the end of the phase, each time a model in that enemy unit makes a melee attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

AUFSTELLUNG

3-6x Nurgling Swarm - Equipped with: Diseased claws and teeth (40mm)

KEYWORDS: Swarm, Battleline, Chaos, Daemon, Nurgle, Nurglings, Nurgle Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

NURGLINGS

45–90 PTS

NURGLING SWARM

M	T	Sv	W	LD	OC
5"	3	7+	4	8+	0

INVULNERABLE SAVE 5+

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

KEYWORDS: Swarm, Battleline, Chaos, Daemon, Nurgle, Nurglings, Nurgle Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

PINK HORRORS

150 PTS

PINK HORROR

M	T	Sv	W	LD	OC
6"	3	7+	1	7+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Coruscating Blue flames (ref. only) PISTOL PSYCHIC	18"	2	4+	3	-1	1
Coruscating Pink flames PISTOL PSYCHIC	18"	2	3+	4	-1	1
Coruscating Yellow flames (ref. only) PISTOL PSYCHIC	18"	2	5+	2	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blue claws (ref. only)	Melee	1	5+	3	0	1
Pink claws	Melee	1	4+	3	0	1
Yellow claws (ref. only)	Melee	2	5+	2	0	1

ABILITIES

Daemonic Icon
Models in the bearer's unit have a Leadership characteristic of 6+.

Horrors are Pink. Horrors are Blue. Where once there was one, now there are two.
If, at any point, this unit contains no Pink Horrors models, use the Blue Horrors datasheet for this unit.

Designer's Note: While this unit contains one or more Pink Horrors models, the Cackling Horrors and Exploding Horrors abilities from the Blue Horrors datasheet do not apply to this unit.

Instrument of Chaos
Add 1 to Charge rolls made for the bearer's unit.

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

Split
Each time a Pink Horror or Blue Horror model in this unit is destroyed, after the attacking unit has finished making its attacks, if this unit is not destroyed, roll one D6 for that model. On a 4+, if it was a Pink Horror, add two Blue Horror models to this unit, and if it was a Blue Horror, add one Brimstone Horror model to this unit.

WEAPON ABILITIES

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

AUFSTELLUNG

10x Pink Horror - Equipped with: Coruscating Pink flames, Pink claws (32mm)

Pink Horror KEYWORDS: Blue, Pink
KEYWORDS: Infantry, Battleline, Chaos, Daemon, Tzeentch, Tzeentch Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

PINK HORRORS

150 PTS

PINK HORROR

M	T	Sv	W	LD	OC
6"	3	7+	1	7+	2

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Pink Horror KEYWORDS: Blue, Pink
KEYWORDS: Infantry, Battleline, Chaos, Daemon, Tzeentch, Tzeentch Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

PLAGUE DRONES

110–220 PTS

PLAGUE DRONE

M	T	Sv	W	LD	OC
10"	8	6+	5	7+	2

INVULNERABLE SAVE 5+

PLAGUEBRINGER

M	T	Sv	W	LD	OC
10"	8	6+	5	7+	2

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Death's heads BLAST LETHAL HITS	12"	D3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Foul mouthparts EXTRA ATTACKS LETHAL HITS	Melee	2	4+	5	-1	2
Plaguesword LETHAL HITS	Melee	2	3+	4	-1	1

ABILITIES

Daemonic Icon
Models in the bearer's unit have a Leadership characteristic of 6+.

Death's Heads
In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly NURGLE LEGIONES DAEMONICA unit makes an attack that targets that unit, you can re-roll the Wound roll.

Gloam 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.

Instrument of Chaos
Add 1 to Charge rolls made for the bearer's unit.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

AUFSTELLUNG

2-5x Plague Drone - Equipped with: Death's heads, Foul mouthparts, Plaguesword (Large Flying Base)

1x Plaguebringer - Equipped with: Death's heads, Foul mouthparts, Plaguesword (Large Flying Base)

KEYWORDS: Mounted, Fly, Chaos, Daemon, Nurgle, Plague Drones, Nurgle non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

PLAGUE DRONES

110–220 PTS

PLAGUE DRONE

M	T	Sv	W	LD	OC
10"	8	6+	5	7+	2

INVULNERABLE SAVE 5+

PLAGUEBRINGER

M	T	Sv	W	LD	OC
10"	8	6+	5	7+	2

INVULNERABLE SAVE 5+

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Mounted, Fly, Chaos, Daemon, Nurgle, Plague Drones, Nurgle non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

PLAGUE TOADS [LEGENDS] 120 PTS

PLAGUE TOAD

M	T	Sv	W	LD	OC
7"	8	6+	4	7+	2

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grasping tongue LETHAL HITS	9"	D3	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Yawning maw LETHAL HITS	Melee	3	3+	6	-1	2

ABILITIES

Gloam 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.

Grandfather's Blessing
If a model from your army with the Leader ability can be attached to a BEASTS OF NURGLE unit, it can be attached to this unit instead.

Pouncing Leap
You can target this unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already used that Stratagem on a different unit this phase.

WEAPON ABILITIES

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

AUFSTELLUNG

3x Plague Toad - Equipped with: Grasping tongue, Yawning maw

KEYWORDS: Beast, Chaos, Daemon, Nurgle, Plague Toads, Nurgle non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

PLAGUE TOADS [LEGENDS] 120 PTS

PLAGUE TOAD

M	T	Sv	W	LD	OC
7"	8	6+	4	7+	2

INVULNERABLE SAVE 5+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Beast, Chaos, Daemon, Nurgle, Plague Toads, Nurgle non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

PLAGUEBEARERS

115 PTS

PLAGUERIDDEN

M	T	Sv	W	LD	OC
5"	5	7+	2	7+	2

INVULNERABLE SAVE 5+

PLAGUEBEARER

M	T	Sv	W	LD	OC
5"	5	7+	2	7+	2

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plaguesword LETHAL HITS	Melee	2	3+	4	-1	1

ABILITIES

Daemonic Icon
Models in the bearer's unit have a Leadership characteristic of 6+.

Gloam 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.

Infected Outbreak
If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

Instrument of Chaos
Add 1 to Charge rolls made for the bearer's unit.

WEAPON ABILITIES

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

AUFSTELLUNG

1x Plagueridden - Equipped with: Plaguesword (32mm)

9x Plaguebearer - Equipped with: Plaguesword (32mm)

KEYWORDS: Infantry, Battleline, Chaos, Daemon, Nurgle, Plaguebearers, Nurgle Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

PLAGUEBEARERS

115 PTS

PLAGUERIDDEN

M	T	Sv	W	LD	OC
5"	5	7+	2	7+	2

INVULNERABLE SAVE 5+

PLAGUEBEARER

M	T	Sv	W	LD	OC
5"	5	7+	2	7+	2

INVULNERABLE SAVE 5+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Battleline, Chaos, Daemon, Nurgle, Plaguebearers, Nurgle Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

POX RIDERS [LEGENDS]

160 PTS

POX RIDER

M	T	Sv	W	LD	OC
7"	8	6+	5	7+	2

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grasping tongue LETHAL HITS	9"	D3	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Pox rider plaguesword EXTRA ATTACKS LETHAL HITS	Melee	2	3+	4	-1	1
Yawning maw LETHAL HITS	Melee	3	3+	6	-1	2

ABILITIES

Bounding Assault
Each time this unit ends a Charge move, until the end of the turn, Pox Rider plagueswords equipped by models in this unit have the [LANCE] ability.

Daemonic Icon
Models in the bearer's unit have a Leadership characteristic of 6+.

Gloam 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.

Grandfather's Blessing
If a model from your army with the Leader ability can be attached to a BEASTS OF NURGLE unit, it can be attached to this unit instead.

Instrument of Chaos
Add 1 to Charge rolls made for the bearer's unit.

WEAPON ABILITIES

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

AUFSTELLUNG

3x Pox Rider - Equipped with: Grasping tongue, Pox rider plaguesword, Yawning maw

KEYWORDS: Mounted, Chaos, Daemon, Nurgle, Pox Riders, Nurgle non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

POX RIDERS [LEGENDS]

160 PTS

POX RIDER

M	T	Sv	W	LD	OC
7"	8	6+	5	7+	2

INVULNERABLE SAVE 5+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Mounted, Chaos, Daemon, Nurgle, Pox Riders, Nurgle non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

POXBRINGER

60 PTS

M	T	Sv	W	LD	OC
5"	5	7+	5	7+	1

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Foul balesword LETHAL HITS	Melee	4	3+	5	-2	2

ABILITIES

CORE - Leader

Feculent Despair (Aura, Psychic)
While an enemy unit is within 6" of this model, each time that unit takes a Battle-shock test, subtract 1 from that test.

Gloam 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.

Poxbringer
While this model is leading a unit, each time a model in that unit makes an attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

Leader
This model can be attached to the following unit:

- PLAGUEBEARERS

WEAPON ABILITIES

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

AUFSTELLUNG

1x Poxbringer (32mm)

Equipped with: Foul balesword

KEYWORDS: Infantry, Character, Psyker, Chaos, Daemon, Nurgle, Poxbringer, Nurgle non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

POXBRINGER

60 PTS

M	T	Sv	W	LD	OC
5"	5	7+	5	7+	1

INVULNERABLE SAVE 5+

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Psyker, Chaos, Daemon, Nurgle, Poxbringer, Nurgle non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

RENDMASTER ON BLOOD THRONE

160 PTS

M	T	Sv	W	LD	OC
8"	9	4+	9	7+	3

INVULNERABLE SAVE 4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Attendant's hellblades EXTRA ATTACKS	Melee	4	3+	5	-2	2
Blade of blood	Melee	5	2+	6	-2	3

ABILITIES

Blood Throne
At the start of the Fight phase, select one enemy unit within 18" of and visible to this model. Until the end of the phase, each time a friendly KHORNE LEGIONES DAEMONICA unit makes an attack that targets that unit, improve the Strength, Armour Penetration and Damage characteristics of that attack by 1.

Champion Slayer
Each time this model makes a melee attack that targets a CHARACTER or MONSTER unit, you can re-roll the Wound roll. Each time this model destroys an enemy CHARACTER or MONSTER unit, this model regains up to D6 lost wounds.

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

WEAPON ABILITIES

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

AUFSTELLUNG

1x Rendmaster on Blood Throne (120x92mm Oval Base)

Equipped with: Attendant's hellblades, Blade of blood

KEYWORDS: Mounted, Character, Chaos, Daemon, Khorne, Rendmaster on Blood Throne, Khorne non-Battleline, Shadow Legion, Non-Monster Character
FACTION KEYWORDS: Legiones Daemonica

RENDMASTER ON BLOOD THRONE

160 PTS

M	T	Sv	W	LD	OC
8"	9	4+	9	7+	3

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Mounted, Character, Chaos, Daemon, Khorne, Rendmaster on Blood Throne, Khorne non-Battleline, Shadow Legion, Non-Monster Character
FACTION KEYWORDS: Legiones Daemonica

ROTIGUS

280 PTS

M	T	Sv	W	LD	OC
7"	12	5+	22	6+	5

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Streams of brackish filth DEVASTATING WOUNDS IGNORES COVER TORRENT	12"	2D6	N/A	8	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Gnarlrod - strike LETHAL HITS PSYCHIC	Melee	7	2+	10	-3	3
➤ Gnarlrod - sweep LETHAL HITS PSYCHIC	Melee	14	2+	8	-1	1

ABILITIES

Damaged: 1-7 wounds remaining
While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Deluge of Nurgle (Aura)
While an enemy unit is within 6" of this model, subtract 2 from the Move characteristic and subtract 1 from the Objective Control characteristic of models in that unit.

Greater Daemon of Nurgle (Aura)
While a friendly NURGLE LEGIONES DAEMONICA unit is within 6" of this model, that unit is within your army's Shadow of Chaos.

Virulent Blessing (Psychic)
At the start of the Fight phase, you can select one enemy unit within 24" of and visible to this model. Until the end of the phase, each time an attack made by a NURGLE LEGIONES DAEMONICA model is allocated to a model in that unit, add 1 to the Damage characteristic of that attack.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

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

AUFSTELLUNG

1x Rotigus (130mm)

Equipped with: Streams of brackish filth, ➤ Gnarlrod - strike, ➤ Gnarlrod - sweep

KEYWORDS: Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Nurgle, Rotigus, Nurgle non-Battleline
FACTION KEYWORDS: Legiones Daemonica

ROTIGUS

280 PTS

M	T	Sv	W	LD	OC
7"	12	5+	22	6+	5

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Nurgle, Rotigus, Nurgle non-Battleline
FACTION KEYWORDS: Legiones Daemonica

SCABEIATHRAX THE BLOATED [LEGENDS]

275 PTS

M	T	Sv	W	LD	OC
7"	12	5+	22	6+	5

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Putrid vomit IGNORES COVER TORRENT	6"	D6+3	N/A	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Blade of decay - strike LETHAL HITS	Melee	7	2+	9	-2	D6
➤ Blade of decay - sweep LETHAL HITS	Melee	14	2+	7	-1	1

ABILITIES

Damaged: 1-7 wounds remaining
While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Emissary of the Plague God (Aura)
While a friendly NURGLE LEGIONES DAEMONICA unit is within 6" of this model, you can re-roll Battle-shock tests taken for that unit.

Nurgle's Rot (Psychic)
At the end of your Movement phase, you can select one enemy unit within 12" of this model. Until the start of your next Movement phase, subtract 1 from the Toughness characteristic of models in that unit.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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

AUFSTELLUNG

1x Scabeiathrax the Bloated [Legends]

Equipped with: Putrid vomit, ➤ Blade of decay - strike, ➤ Blade of decay - sweep

KEYWORDS: Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Nurgle, Scabeiathrax the Bloated, Nurgle non-Battleline
FACTION KEYWORDS: Legiones Daemonica

SCABEIATHRAX THE BLOATED [LEGENDS]

275 PTS

M	T	Sv	W	LD	OC
7"	12	5+	22	6+	5

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Nurgle, Scabeiathrax the Bloated, Nurgle non-Battleline
FACTION KEYWORDS: Legiones Daemonica

SCREAMERS

80–160 PTS

SCREAMER

M	T	Sv	W	LD	OC
14"	4	6+	3	7+	1

INVULNERABLE SAVE 4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lamprey bite ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	3	3+	6	-2	2

ABILITIES

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

Slashing Dive
In your Movement phase, after this unit ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

AUFSTELLUNG

3-6x Screamer - Equipped with: Lamprey bite (Small Flying Base)

KEYWORDS: Beast, Fly, Chaos, Daemon, Tzeentch, Screamers, Tzeentch non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

SCREAMERS

80–160 PTS

SCREAMER

M	T	Sv	W	LD	OC
14"	4	6+	3	7+	1

INVULNERABLE SAVE 4+

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Beast, Fly, Chaos, Daemon, Tzeentch, Screamers, Tzeentch non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

SEEKER CHARIOT [LEGENDS]

0 PTS

SEEKER CHARIOT

M	T	Sv	W	LD	OC
14"	6	5+	7	7+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lashes of torment ANTI-INFANTRY 3+ ASSAULT PISTOL	6"	6	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Seeker tongues EXTRA ATTACKS LETHAL HITS	Melee	4	4+	4	0	1
Slashing claws DEVASTATING WOUNDS	Melee	9	3+	4	-1	1

ABILITIES

Scythed Impact
Each time this unit makes a Charge move, until the end of the phase, melee weapons equipped by models in this unit have the [ANTI-INFANTRY 4+] ability.

Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

AUFSTELLUNG

1-2x Seeker Chariot - Equipped with: Lashes of torment, Seeker tongues, Slashing claws

KEYWORDS: Mounted, Chaos, Daemon, Slaanesh, Seeker Chariot, Slaanesh non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

SEEKER CHARIOT [LEGENDS]

0 PTS

SEEKER CHARIOT

M	T	Sv	W	LD	OC
14"	6	5+	7	7+	3

INVULNERABLE SAVE 4+

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.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Mounted, Chaos, Daemon, Slaanesh, Seeker Chariot, Slaanesh non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

SEEKERS

85–155 PTS

SEEKER

M	T	Sv	W	LD	OC
14"	4	7+	2	7+	1

INVULNERABLE SAVE 5+

HEARTSEEKER

M	T	Sv	W	LD	OC
14"	4	7+	2	7+	1

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lashing tongues EXTRA ATTACKS LETHAL HITS	Melee	2	4+	4	0	1
Slashing claws DEVASTATING WOUNDS	Melee	3	3+	4	-1	1

ABILITIES

Daemonic Icon
Models in the bearer's unit have a Leadership characteristic of 6+.

Instrument of Chaos
Add 1 to Charge rolls made for the bearer's unit.

Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

Unholy Speed
You can re-roll Advance and Charge rolls made for this unit.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

AUFSTELLUNG

4-9x Seeker - Equipped with: Lashing tongues, Slashing claws (60x35.5mm Oval Base)

1x Heartseeker - Equipped with: Lashing tongues, Slashing claws (60x35.5mm Oval Base)

KEYWORDS: Mounted, Chaos, Daemon, Slaanesh, Seekers, Slaanesh non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

SEEKERS

85–155 PTS

SEEKER

M	T	Sv	W	LD	OC
14"	4	7+	2	7+	1

INVULNERABLE SAVE 5+

HEARTSEEKER

M	T	Sv	W	LD	OC
14"	4	7+	2	7+	1

INVULNERABLE SAVE 5+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Mounted, Chaos, Daemon, Slaanesh, Seekers, Slaanesh non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

SHALAXI HELBANE

315 PTS

M	T	Sv	W	LD	OC
14"	10	3+	20	6+	5

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lash of Slaanesh ASSAULT	12"	6	2+	6	-1	2
➤ Pavane of Slaanesh - focused witchfire HAZARDOUS DEVASTATING WOUNDS PSYCHIC SUSTAINED HITS 3	18"	D6	2+	9	-2	D3
➤ Pavane of Slaanesh - witchfire DEVASTATING WOUNDS PSYCHIC	18"	D6	2+	9	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Snapping claws DEVASTATING WOUNDS EXTRA ATTACKS	Melee	4	2+	6	-2	3
Soulpiercer PRECISION	Melee	6	2+	12	-3	D6+2

ABILITIES

Damaged: 1-7 wounds remaining
While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Greater Daemon of Slaanesh (Aura)
While a friendly Slaanesh Legiones Daemonica unit is within 6" of this model, that unit is within your army's Shadow of Chaos.

Monarch of the Hunt
At the start of the first battle round, select one enemy unit to be this model's quarry. Each time this model makes a melee attack that targets its quarry, you can re-roll the Hit roll and you can re-roll the Wound roll. Each time this model's quarry is destroyed, select one new enemy unit to be this model's quarry.

No Prey Can Evade
You can re-roll Advance and Charge rolls made for this model.

Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

WEAPON ABILITIES

Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

AUFSTELLUNG

1x Shalaxi Helbane (100mm)

Equipped with: Lash of Slaanesh, ➤ Pavane of Slaanesh - focused witchfire, ➤ Pavane of Slaanesh - witchfire, Snapping claws, Soulpiercer

KEYWORDS: Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Slaanesh, Shalaxi Helbane, Slaanesh non-Battleline
FACTION KEYWORDS: Legiones Daemonica

SHALAXI HELBANE

315 PTS

M	T	Sv	W	LD	OC
14"	10	3+	20	6+	5

INVULNERABLE SAVE 4+

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
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 [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

KEYWORDS: Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Slaanesh, Shalaxi Helbane, Slaanesh non-Battleline
FACTION KEYWORDS: Legiones Daemonica

SHALAXI HELBANE

315 PTS

M	T	Sv	W	LD	OC
14"	10	3+	20	6+	5

INVULNERABLE SAVE 4+

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Slaanesh, Shalaxi Helbane, Slaanesh non-Battleline
FACTION KEYWORDS: Legiones Daemonica

SKARBRAND

330 PTS

M	T	Sv	W	LD	OC
10"	11	3+	20	6+	5

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bellow of endless fury IGNORES COVER TORRENT	12"	2D6	N/A	8	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Slaughter and Carnage - strike	Melee	8	2+	16	-4	6
➤ Slaughter and Carnage - sweep	Melee	16	2+	8	-2	2

ABILITIES

Damaged: 1-7 wounds remaining
While this model has 1-7 wounds remaining, add 2 to the Attacks characteristic of this model's Slaughter and Carnage.

Greater Daemon of Khorne (Aura)
While a friendly Khorne Legiones Daemonica unit is within 6" of this model, that unit is within your army's Shadow of Chaos.

Murderlust
This unit is eligible to declare a charge in a turn in which it Advanced.

Rage Embodied (Aura)
While a friendly Khorne Legiones Daemonica unit is within 6" of this model, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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

AUFSTELLUNG

1x Skarbrand (100mm)

Equipped with: Bellow of endless fury, ➤ Slaughter and Carnage - strike, ➤ Slaughter and Carnage - sweep

KEYWORDS: Monster, Character, Epic Hero, Chaos, Daemon, Khorne, Skarbrand, Khorne non-Battleline
FACTION KEYWORDS: Legiones Daemonica

SKARBRAND

330 PTS

M	T	Sv	W	LD	OC
10"	11	3+	20	6+	5

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Character, Epic Hero, Chaos, Daemon, Khorne, Skarbrand, Khorne non-Battleline
FACTION KEYWORDS: Legiones Daemonica

SKULL ALTAR

105 PTS

M	T	Sv	W	LD	OC
-	12	3+	10	7+	0

ABILITIES

Cover
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack.

Fortification
While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.

- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

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

Shadow of Khorne (Aura)
The area of the battlefield within 6" of this FORTIFICATION is considered to be within your army's Shadow of Chaos. In addition, while a friendly KHORNE LEGIONES DAEMONICA unit is within 6" of this Fortification, each time you take a Battle-shock test for that unit, you can re-roll that test.

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

AUFSTELLUNG

1x Skull Altar (Hull)

KEYWORDS: Fortification, Chaos, Daemon, Khorne, Skull Altar, Khorne non-Battleline, Shadow Legion, Frame
FACTION KEYWORDS: Legiones Daemonica

SKULL CANNON

100 PTS

M	T	Sv	W	LD	OC
8"	9	4+	9	7+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Skull cannon BLAST	48"	D6+2	3+	9	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Attendant's hellblades EXTRA ATTACKS	Melee	4	3+	5	-2	2
Biting maw	Melee	2	4+	6	0	2

ABILITIES

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

Skulls of the Fallen
In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. That unit must take a Battle-shock test.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

AUFSTELLUNG

1x Skull Cannon (120x92mm Oval Base)

Equipped with: Skull cannon, Attendant's hellblades, Biting maw

KEYWORDS: Mounted, Chaos, Daemon, Khorne, Skull Cannon, Khorne non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

SKULL CANNON

100 PTS

M	T	Sv	W	LD	OC
8"	9	4+	9	7+	3

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Mounted, Chaos, Daemon, Khorne, Skull Cannon, Khorne non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

SKULLMASTER

85 PTS

M	T	Sv	W	LD	OC
10"	7	3+	6	7+	2

INVULNERABLE SAVE 4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blade of blood	Melee	5	2+	6	-2	3
Juggernaut's bladed horn EXTRA ATTACKS LANCE	Melee	4	4+	6	-1	1

ABILITIES

CORE - Leader

Devastating Charge
Each time this model's unit ends a Charge move, each enemy unit within Engagement Range of that unit must take a Battle-shock test.

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

Skullmaster's Fury
While this model is leading a unit, each time that unit ends a Charge move, until the end of the turn, Juggernaut's bladed horns equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

Leader
This model can be attached to the following units:

- BLOODCRUSHERS

WEAPON ABILITIES

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

Lance
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

AUFSTELLUNG

1x Skullmaster (90x52.5mm Oval Base)

Equipped with: Blade of blood, Juggernaut's bladed horn

KEYWORDS: Mounted, Character, Chaos, Daemon, Khorne, Skullmaster, Khorne non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

SKULLMASTER

85 PTS

M	T	Sv	W	LD	OC
10"	7	3+	6	7+	2

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Mounted, Character, Chaos, Daemon, Khorne, Skullmaster, Khorne non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

SKULLTAKER

85 PTS

M	T	Sv	W	LD	OC
8"	4	4+	5	7+	1

INVULNERABLE SAVE 4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Slayer Sword DEVASTATING WOUNDS PRECISION	Melee	6	2+	6	-2	3

ABILITIES

CORE - Leader

Lord of Decapitations
While this model is leading a unit, melee weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

Skulls for Khorne
Each time this model makes an attack that targets a Character unit, you can re-roll the Hit roll and you can re-roll the Wound roll. Each time this model destroys an enemy Character unit, you gain 1CP.

Leader
This model can be attached to the following unit:

- BLOODLETTERS

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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 CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

AUFSTELLUNG

1x Skulltaker (40mm)

Equipped with: The Slayer Sword

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Daemon, Khorne, Skulltaker, Khorne non-Battleline, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

SKULLTAKER

85 PTS

M	T	Sv	W	LD	OC
8"	4	4+	5	7+	1

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

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- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Daemon, Khorne, Skulltaker, Khorne non-Battleline, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

SLAANESH SOUL GRINDER 180 PTS

M	T	Sv	W	LD	OC
8"	11	3+	14	7+	5

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Harvester cannon	36"	3	3+	10	-1	3
Scream of despair DEVASTATING WOUNDS SUSTAINED HITS 1	24"	6	3+	9	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Iron claw	Melee	5	3+	16	-3	D6+2
Warpclaw EXTRA ATTACKS	Melee	6	3+	8	-1	2
Warpsword EXTRA ATTACKS	Melee	3	3+	8	-2	D6

ABILITIES

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Scuttling Walker
Each time this model makes a Normal or Advance move, it can move over friendly MONSTER and VEHICLE models and terrain features that are 4" or less in height as if they were not there.

Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

AUFSTELLUNG

1x Slaanesh Soul Grinder

Equipped with: Harvester cannon, Scream of despair, Iron claw, Warpclaw, Warpsword

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Slaanesh, Soul Grinder, Slaanesh non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

SLAANESH SOUL GRINDER 180 PTS

M	T	Sv	W	LD	OC
8"	11	3+	14	7+	5

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Slaanesh, Soul Grinder, Slaanesh non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

SLOPPITY BILEPIPER

55 PTS

M	T	Sv	W	LD	OC
5"	5	7+	5	7+	1

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Marotter LETHAL HITS	Melee	4	3+	5	0	1

ABILITIES

CORE - Leader

Disease of Mirth (Aura)
At the start of the Fight phase, every enemy unit (excluding Monsters and Vehicles) within 6" of this model must take a Battle-shock test.

Gloam 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.

Jolly Gutpipes
While this model is leading a unit, add 1 to the Move characteristic of models in that unit and you can re-roll Advance rolls made for that unit.

Leader
This model can be attached to the following unit:

- PLAGUEBEARERS

WEAPON ABILITIES

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

AUFSTELLUNG

1x Sloppity Bilepiper (32mm)

Equipped with: Marotter

KEYWORDS: Infantry, Character, Chaos, Daemon, Nurgle, Sloppity Bilepiper, Nurgle non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

SLOPPITY BILEPIPER

55 PTS

M	T	Sv	W	LD	OC
5"	5	7+	5	7+	1

INVULNERABLE SAVE 5+

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaos, Daemon, Nurgle, Sloppity Bilepiper, Nurgle non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

SPINED CHAOS BEAST [LEGENDS]

145 PTS

M	T	Sv	W	LD	OC
10"	10	4+	12	7+	4

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Jagged claws and tusked maw	Melee	6	3+	12	-2	3

ABILITIES

Gloam 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.

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

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

Warp Spines
Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

AUFSTELLUNG

1x Spined Chaos Beast [Legends]

Equipped with: Jagged claws and tusked maw

Wargear Options:
- This model can replace its Khorne with Nurgle, Slaanesh or Tzeentch.

KEYWORDS: Monster, Chaos, Spined Chaos Beast, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

SPINED CHAOS BEAST [LEGENDS]

145 PTS

M	T	Sv	W	LD	OC
10"	10	4+	12	7+	4

INVULNERABLE SAVE 5+

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Chaos, Spined Chaos Beast, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

SPOILPOX SCRIVENER

60 PTS

M	T	Sv	W	LD	OC
5"	5	7+	5	6+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Disgusting Sneezes PISTOL TORRENT	6"	D6	N/A	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plaguesword and distended maw LETHAL HITS	Melee	6	3+	5	-1	1

ABILITIES

CORE - Leader

Gloam 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.

Keep Counting!
While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Meet Your Quota!
While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Leader
This model can be attached to the following unit:

- PLAGUE BEARERS

WEAPON ABILITIES

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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

AUFSTELLUNG

1x Spoilpox Scrivener (40mm)

Equipped with: Disgusting Sneezes, Plaguesword and distended maw

KEYWORDS: Infantry, Character, Chaos, Daemon, Nurgle, Spoilpox Scrivener, Nurgle non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

SPOILPOX SCRIVENER

60 PTS

M	T	Sv	W	LD	OC
5"	5	7+	5	6+	1

INVULNERABLE SAVE 5+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaos, Daemon, Nurgle, Spoilpox Scrivener, Nurgle non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

SYLL'ESSKE

120 PTS

M	T	Sv	W	LD	OC
9"	6	6+	9	6+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scourging whip ASSAULT	9"	6	3+	4	-1	1
➤ Cacophonic choir - focused witchfire DEVASTATING WOUNDS HAZARDOUS IGNORES COVER PSYCHIC TORRENT	12"	2D6	N/A	6	-1	1
➤ Cacophonic choir - witchfire DEVASTATING WOUNDS IGNORES COVER PSYCHIC TORRENT	12"	D6	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Axe of Dominion	Melee	6	3+	7	-2	3
Scourging whip EXTRA ATTACKS	Melee	6	2+	4	-1	1

ABILITIES

CORE - Leader

Delightful Agonies
The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

Prince of Slaanesh
While this model is leading a unit, each time a model in that unit makes a melee attack, a successful unmodified Wound roll of 5+ scores a Critical Wound.

Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

Leader
This model can be attached to the following unit:

- DAEMONETTES

WEAPON ABILITIES

Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

AUFSTELLUNG

1x Syll'esske (50mm)

Equipped with: Scourging whip, ➤ Cacophonic choir - focused witchfire, ➤ Cacophonic choir - witchfire, Axe of Dominion

KEYWORDS: Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Slaanesh, Syll'esske, Slaanesh non-Battleline, Leader
FACTION KEYWORDS: Legiones Daemonica

SYLL'ESSKE

120 PTS

M	T	Sv	W	LD	OC
9"	6	6+	9	6+	2

INVULNERABLE SAVE 4+

Hazardous
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 [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

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

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Slaanesh, Syll'esske, Slaanesh non-Battleline, Leader
FACTION KEYWORDS: Legiones Daemonica

THE BLUE SCRIBES

75 PTS

M	T	Sv	W	LD	OC
12"	4	6+	6	8+	2

INVULNERABLE SAVE 4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Sharp quills ANTI-PSYKER 2+	Melee	4	5+	2	0	1

ABILITIES

P'tarix's Sorcerous Syphon (Aura)
While an enemy unit is within 12" of this model, each time a model in that unit makes a Psychic Attack, subtract 1 from the Wound roll.

Xirat'p's Sorcerous Barrages (Psychic)
At the end of your Movement phase, roll one D6 for each enemy unit within 6" of this model: on a 2-3, that unit suffers 1 mortal wound; on a 4-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D6 mortal wounds.

FACTION RULES

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

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- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

AUFSTELLUNG

1x The Blue Scribes (Large Flying Base)

Equipped with: Sharp quills

KEYWORDS: Mounted, Character, Epic Hero, Fly, Chaos, Daemon, Tzeentch, The Blue Scribes, Tzeentch non-Battleline, Non-Monster Character
FACTION KEYWORDS: Legiones Daemonica

THE BLUE SCRIBES

75 PTS

M	T	Sv	W	LD	OC
12"	4	6+	6	8+	2

INVULNERABLE SAVE 4+

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

KEYWORDS: Mounted, Character, Epic Hero, Fly, Chaos, Daemon, Tzeentch, The Blue Scribes, Tzeentch non-Battleline, Non-Monster Character
FACTION KEYWORDS: Legiones Daemonica

THE CHANGELING

105 PTS

M	T	Sv	W	LD	OC
6"	3	7+	5	7+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Infernal Flames - focused witchfire HAZARDOUS IGNORES COVER PSYCHIC TORRENT	12"	D6+3	N/A	6	-1	D3
➤ Infernal Flames - witchfire IGNORES COVER PSYCHIC TORRENT	12"	D6	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Trickster's Staff PSYCHIC	Melee	3	4+	4	-1	D3

ABILITIES

Formless Horror
Each time an enemy unit wishes to select this model as the target of an attack, that unit must first take a Battle-shock test. If that test is failed, in addition to being Battle-shocked, that enemy unit cannot target this model this phase.

Mischief and Confusion
At the start of your opponent's Shooting phase, select one enemy unit within 12" of and visible to this model and roll one D6: on a 2-5, until the end of the phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll; on a 6, that enemy unit is not eligible to shoot this phase

WEAPON ABILITIES

Hazardous
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 [HAZARDOUS] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

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

AUFSTELLUNG

1x The Changeling (40mm)

Equipped with: ➤ Infernal Flames - focused witchfire, ➤ Infernal Flames - witchfire, The Trickster's Staff

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Chaos, Daemon, Tzeentch, The Changeling, Tzeentch non-Battleline, Non-Monster Character
FACTION KEYWORDS: Legiones Daemonica

THE CHANGELING

105 PTS

M	T	Sv	W	LD	OC
6"	3	7+	5	7+	1

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Chaos, Daemon, Tzeentch, The Changeling, Tzeentch non-Battleline, Non-Monster Character
FACTION KEYWORDS: Legiones Daemonica

THE MASQUE OF SLAANESH

95 PTS

M	T	Sv	W	LD	OC
9"	3	7+	4	7+	1

INVULNERABLE SAVE 4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Serrated claws DEVASTATING WOUNDS	Melee	6	2+	4	-1	2

ABILITIES

Dazzling Acrobatics
This model is eligible to declare a charge in a turn in which it Advanced or Fell Back.

Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

The Eternal Dance
At the start of the Fight phase, select one enemy unit within 6" of this model. Until the end of the phase:

- Each time a friendly SLAANESH LEGIONES DAEMONICA model makes a melee attack that targets that enemy unit, add 1 to the Wound roll.
- Each time a model in that enemy unit makes a melee attack, subtract 1 from the Wound roll.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x The Masque of Slaanesh (32mm)

Equipped with: Serrated claws

KEYWORDS: Infantry, Character, Epic Hero, Fly, Chaos, Daemon, Slaanesh, The Masque of Slaanesh, Slaanesh non-Battleline, Non-Monster Character
FACTION KEYWORDS: Legiones Daemonica

THE MASQUE OF SLAANESH

95 PTS

M	T	Sv	W	LD	OC
9"	3	7+	4	7+	1

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Fights First

While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

KEYWORDS: Infantry, Character, Epic Hero, Fly, Chaos, Daemon, Slaanesh, The Masque of Slaanesh, Slaanesh non-Battleline, Non-Monster Character
FACTION KEYWORDS: Legiones Daemonica

TORMENTBRINGER

135 PTS

M	T	Sv	W	LD	OC
14"	6	5+	12	7+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lashes of torment ANTI-INFANTRY 3+ ASSAULT PISTOL	12"	6	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lashes of torment ANTI-INFANTRY 3+ EXTRA ATTACKS	Melee	6	2+	4	-1	2
Seeker tongues EXTRA ATTACKS LETHAL HITS	Melee	4	4+	4	0	1
Slashing claws DEVASTATING WOUNDS	Melee	8	3+	4	-1	1

ABILITIES

CORE - Leader

Hysterical Frenzy
Each time a model in this model's unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

Tormentbringer (Aura)
While a friendly Slaanesh Legions Daemonica unit is within 6" of this model, melee weapons in that unit have the [SUSTAINED HITS 1] ability.

Leader
This model can be attached to the following unit:

- Hellflayers

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

AUFSTELLUNG

1x Tormentbringer (120x92mm Oval Base)

Equipped with: Lashes of torment, Seeker tongues, Slashing claws

KEYWORDS: Mounted, Character, Psyker, Chaos, Daemon, Slaanesh, Tormentbringer, Slaanesh non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

TORMENTBRINGER

135 PTS

M	T	Sv	W	LD	OC
14"	6	5+	12	7+	3

INVULNERABLE SAVE 4+

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

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.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

FACTION RULES

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts
Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Mounted, Character, Psyker, Chaos, Daemon, Slaanesh, Tormentbringer, Slaanesh non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

TRANCEWEAVER

60 PTS

M	T	Sv	W	LD	OC
9"	3	7+	3	7+	1

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ravaging claws DEVASTATING WOUNDS	Melee	6	2+	4	-1	1

ABILITIES

CORE - Leader

Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

Symphony of Pain (Psychic)
At the end of your Movement phase, you can select one enemy unit that is Battle-shocked and within 12" of this model. Until the end of the turn, each time a SLAANESH LEGIONES DAEMONICA model from your army makes an attack that targets that enemy unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

Tranceweaver
Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack is within range of an objective marker, you can re-roll the Hit roll instead.

Leader
This model can be attached to the following unit:

- DAEMONETTES

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x Tranceweaver (32mm)

Equipped with: Ravaging claws

KEYWORDS: Infantry, Character, Psyker, Chaos, Daemon, Slaanesh, Tranceweaver, Slaanesh non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

TRANCEWEAVER

60 PTS

M	T	Sv	W	LD	OC
9"	3	7+	3	7+	1

INVULNERABLE SAVE 5+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Fights First

While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Psyker, Chaos, Daemon, Slaanesh, Tranceweaver, Slaanesh non-Battleline, Shadow Legion, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

TZEENTCH SOUL GRINDER 180 PTS

M	T	Sv	W	LD	OC
8"	11	3+	14	7+	5

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Harvester cannon	36"	3	3+	10	-1	3
Warp gaze BLAST	48"	D3	3+	12	-2	D6+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Iron claw	Melee	5	3+	16	-3	D6+2
Warpclaw EXTRA ATTACKS	Melee	6	3+	8	-1	2
Warpsword EXTRA ATTACKS	Melee	3	3+	8	-2	D6

ABILITIES

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

Scuttling Walker
Each time this model makes a Normal or Advance move, it can move over friendly MONSTER and VEHICLE models and terrain features that are 4" or less in height as if they were not there.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

AUFSTELLUNG

1x Tzeentch Soul Grinder

Equipped with: Harvester cannon, Warp gaze, Iron claw, Warpclaw, Warpsword

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Tzeentch, Soul Grinder, Tzeentch non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

TZEENTCH SOUL GRINDER 180 PTS

M	T	Sv	W	LD	OC
8"	11	3+	14	7+	5

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Tzeentch, Soul Grinder, Tzeentch non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

ZARAKYNEL [LEGENDS]

320 PTS

M	T	Sv	W	LD	OC
14"	10	5+	20	6+	5

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Phantasmagoria - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	18"	9	2+	6	-2	1
➤ Phantasmagoria - witchfire DEVASTATING WOUNDS PSYCHIC	18"	6	2+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Snapping claws DEVASTATING WOUNDS EXTRA ATTACKS	Melee	4	2+	6	-2	3
Souleater blade	Melee	6	2+	9	-2	3

ABILITIES

Damaged: 1-7 wounds remaining
While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Emissary of the Prince of Excess (Aura)
While a friendly SLAANESH LEGIONES DAEMONICA unit is within 6" of this model, you can re-roll Battle-shock tests taken for that unit.

Mesmerising Form
Each time an attack targets this model, subtract 1 from the Hit roll.

Seductive Gambit
Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
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 [HAZARDOUS] weapons you selected in the Select Weapons step.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

AUFSTELLUNG

1x Zarakynel [Legends]

Equipped with: ➤ Phantasmagoria - focused witchfire, ➤ Phantasmagoria - witchfire, Snapping claws, Souleater blade

KEYWORDS: Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Slaanesh, Zarakynel, Slaanesh non-Battleline
FACTION KEYWORDS: Legiones Daemonica

ZARAKYNEL [LEGENDS]

320 PTS

M	T	Sv	W	LD	OC
14"	10	5+	20	6+	5

INVULNERABLE SAVE 4+

FACTION RULES

The Shadow of Chaos

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

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES 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, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Slaanesh, Zarakynel, Slaanesh non-Battleline
FACTION KEYWORDS: Legiones Daemonica

PUNKTELISTE

EINHEIT	PUNKTE
Aetaos'rau'keres [Legends]	315 pts
An'ggrath the Unbound [Legends]	415 pts
Be'lakor	390 pts
Beasts of Nurgle	80 pts (bis 1 Modell) · 150 pts (ab 2 Modellen)
Bloodcrushers	95 pts (bis 3 Modelle) · 210 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +40 pts
Bloodletters	110 pts
Bloodmaster	65 pts
Bloodthirster	320 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Blue Horrors	125 pts
Burning Chariot	115 pts
Changecaster	60 pts
Contorted Epitome	115 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Daemon Prince of Chaos	165 pts
Daemon Prince of Chaos with wings	190 pts
Daemonettes	100 pts
Daemonic Charioteer [Crucible]	120 pts · +5 pts (Sonderbedingung)
Daemonic Herald [Crucible]	60 pts · +5 pts (Sonderbedingung)
Epidemius	80 pts
Exalted Flamer	65 pts
Exalted Seeker Chariot [Legends]	115 pts
Fateskimmer	95 pts
Feculent Gnarlmaw	100 pts
Fiends	90 pts (bis 3 Modelle) · 190 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +25 pts
Flamers	65 pts (bis 3 Modelle) · 130 pts (ab 4 Modellen)
Flesh Hounds	80 pts (bis 5 Modelle) · 150 pts (ab 6 Modellen)
Fluxmaster	70 pts
Furies [Legends]	40 pts (bis 5 Modelle) · 80 pts (ab 6 Modellen)
Giant Chaos Spawn [Legends]	130 pts
Great Unclean One	265 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Hellflayers	0 pts
Herald of Slaanesh on Steed of Slaanesh [Legends]	70 pts
Horticulous Slimux	120 pts
Immortal Champion [Crucible]	180 pts · +5 pts (Sonderbedingung)
Infernal Enrapturess	60 pts
Kairos Fateweaver	305 pts
Karanak	70 pts

EINHEIT	PUNKTE
Keeper of Secrets	265 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Khorne Soul Grinder	180 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Lord of Change	320 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Nurgle Soul Grinder	180 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Nurglings	45 pts (bis 3 Modelle) · 90 pts (ab 4 Modellen)
Pink Horrors	150 pts
Plague Drones	110 pts (bis 3 Modelle) · 220 pts (ab 4 Modellen)
Plague Toads [Legends]	120 pts
Plaguebearers	115 pts
Pox Riders [Legends]	160 pts
Poxbringer	60 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Rendmaster on Blood Throne	160 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Rotigus	280 pts
Scabeiathrax the Bloated [Legends]	275 pts
Screamers	80 pts (bis 3 Modelle) · 160 pts (ab 4 Modellen)
Seeker Chariot [Legends]	0 pts
Seekers	85 pts (bis 5 Modelle) · 155 pts (ab 6 Modellen)
Shalaxi Helbane	315 pts
Skarbrand	330 pts
Skull Altar	105 pts
Skull Cannon	100 pts
Skullmaster	85 pts
Skulltaker	85 pts
Slaanesh Soul Grinder	180 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Sloppity Bilepiper	55 pts
Spined Chaos Beast [Legends]	145 pts
Spoilpox Scrivener	60 pts
Syll'esske	120 pts
The Blue Scribes	75 pts
The Changeling	105 pts
The Masque of Slaanesh	95 pts
Tormentbringer	135 pts
Tranceweaver	60 pts
Tzeentch Soul Grinder	180 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Zarakynel [Legends]	320 pts

ENHANCEMENTS — BLOOD LEGION

ENHANCEMENT	PUNKTE
Fury's Cage	20 pts
Slaughterthirst (Aura)	25 pts

ENHANCEMENT	PUNKTE
Brazenmaw	15 pts
Gateway Unto Damnation	10 pts

ENHANCEMENTS — CAVALCADE OF CHAOS

ENHANCEMENT	PUNKTE
Soul-shattering Charge	10 pts
Apocalyptic Steeds	10 pts

ENHANCEMENTS — DAEMONIC INCURSION

ENHANCEMENT	PUNKTE
A'rgath, the King of Blades	20 pts
The Everstave	25 pts
The Endless Gift	30 pts
Soulstealer	15 pts
Spite Made Manifest	0 pts
Geller Breach	0 pts

ENHANCEMENTS — LEGION OF EXCESS

ENHANCEMENT	PUNKTE
False Majesty (Aura)	30 pts
Dreaming Crown (Aura)	30 pts
Soul Glutton	10 pts
Avatar of Perfection	15 pts

ENHANCEMENTS — LORDS OF THE WARP

ENHANCEMENT	PUNKTE
Swollen with Power	10 pts

ENHANCEMENTS — PLAGUE LEGION

ENHANCEMENT	PUNKTE
Maggot Maws	15 pts
Font of Spores (Aura)	20 pts
Cankerblight (Aura)	15 pts
Droning Shroud (Aura)	35 pts

ENHANCEMENTS — SCINTILLATING LEGION

ENHANCEMENT	PUNKTE
Infernal Puppeteer	20 pts
Inescapable Eye	15 pts
Improbable Shield (Aura)	30 pts

ENHANCEMENT	PUNKTE
Neverblade	25 pts

ENHANCEMENTS — SHADOW LEGION

ENHANCEMENT	PUNKTE
Leaping Shadows	25 pts
Mantle of Gloom (Aura)	20 pts
Fade to Darkness	30 pts
Malice Made Manifest	25 pts

ENHANCEMENTS — WARPTIDE

ENHANCEMENT	PUNKTE
Bane-forged weapons	15 pts
Soul-hungry Slaughterers	10 pts