

C O D E X

CHAOS - CHAOS DAEMONS

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INHALTSVERZEICHNIS

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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 UNCLEAR 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 UNCLEAR 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

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 – 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 – 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

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.

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.

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

At 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

DEMONIC 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.

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

RAPTUREOUS 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.

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 SLANESH 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.

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.

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.

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 Legioness 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 Legioness 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.

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

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.

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.

AETAOS'RAU'KERES [LEGENDS] - CHAOS -
CHAOS DAEMONS

315 PTS

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

INVULNERABLE
SAVE

4+

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

⚔ 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).

AETAOS'RAU'KERES [LEGENDS] - CHAOS -
CHAOS DAEMONS

315 PTS

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

INVULNERABLE
SAVE



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

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.

AN'GGRATH THE UNBOUND [LEGENDS] -
CHAOS - CHAOS DAEMONS

415 PTS

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

INVULNERABLE
SAVE



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

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".

AN'GGRATH THE UNBOUND [LEGENDS] -
CHAOS - CHAOS DAEMONS

415 PTS

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

INVULNERABLE
SAVE



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

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.

BE'LAKOR - CHAOS - CHAOS DAEMONS

390 PTS

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

INVULNERABLE
SAVE

4+

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

⦿ 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.

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

INVULNERABLE
SAVE

4+

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

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.
- 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".

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

INVULNERABLE
SAVE

4+

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

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).

BEASTS OF NURGLE - CHAOS - CHAOS
DAEMONS

80–150 PTS

BEAST OF NURGLE

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

INVULNERABLE
SAVE

5+

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

✂ MELEE WEAPONS

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

ABILITIES

Gloom Rot

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

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.

BEASTS OF NURGLE - CHAOS - CHAOS
DAEMONS

80–150 PTS

BEAST OF NURGLE

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

INVULNERABLE
SAVE

5+

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

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 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.

BLOODCRUSHERS - CHAOS - CHAOS
DAEMONS

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+

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

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hellblade	Melee	2	3+	5	-2	2
Juggernaut's bladed horn <small>EXTRA ATTACKS, LANCE</small>	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.

BLOODCRUSHERS - CHAOS - CHAOS
DAEMONS

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+

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

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.

BLOODLETTERS - CHAOS - CHAOS
DAEMONS

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+

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

✂ 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.

BLOODLETTERS - CHAOS - CHAOS DAEMONS

110 PTS

BLOODLETTER

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

INVULNERABLE
SAVE



BLOODREAPER

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

INVULNERABLE
SAVE



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

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.

BLOODMASTER - CHAOS - CHAOS
DAEMONS

65 PTS

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

INVULNERABLE
SAVE

4+

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

✂ 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".

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.

BLOODMASTER - CHAOS - CHAOS
DAEMONS

65 PTS

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

INVULNERABLE
SAVE

4+

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

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.

BLOODTHIRSTER - CHAOS - CHAOS
DAEMONS

320 PTS

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

INVULNERABLE
SAVE

4+

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

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).

BLOODTHIRSTER - CHAOS - CHAOS
DAEMONS

320 PTS

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

INVULNERABLE
SAVE



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

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:

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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

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.

BLUE HORRORS - CHAOS - CHAOS
DAEMONS

125 PTS

BLUE HORROR

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

INVULNERABLE
SAVE

4+

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

RANGED WEAPONS

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

BLUE HORRORS - CHAOS - CHAOS
DAEMONS

125 PTS

BLUE HORROR

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

INVULNERABLE
SAVE

4+

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

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.

BURNING CHARIOT - CHAOS - CHAOS
DAEMONS

115 PTS

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

INVULNERABLE
SAVE

4+

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

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.

BURNING CHARIOT - CHAOS - CHAOS
DAEMONS

115 PTS

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

INVULNERABLE
SAVE



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

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.

CHANGECASTER - CHAOS - CHAOS
DAEMONS

60 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Changelcaster (32mm)

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

KEYWORDS: Infantry, Character, Psyker, Chaos, Daemon, Tzeentch, Changelcaster, Tzeentch non-Battleline, Shadow Legion, Non-Monster Character, Leader

FACTION KEYWORDS: Legiones Daemonica

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

Changelcaster

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).

CHANGECASTER - CHAOS - CHAOS
DAEMONS

60 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Changelcaster (32mm)

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

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

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.

CONTORTED EPITOME - CHAOS - CHAOS
DAEMONS

115 PTS

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

INVULNERABLE
SAVE



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

✂ 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.

CONTORTED EPITOME - CHAOS - CHAOS
DAEMONS

115 PTS

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

INVULNERABLE
SAVE

4+

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

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.

DAEMON PRINCE OF CHAOS - CHAOS -
CHAOS DAEMONS

165 PTS

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

INVULNERABLE
SAVE



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

⦿ 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.

DAEMON PRINCE OF CHAOS - CHAOS -
CHAOS DAEMONS

165 PTS

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

INVULNERABLE
SAVE



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

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.

DAEMON PRINCE OF CHAOS WITH WINGS -
CHAOS - CHAOS DAEMONS

190 PTS

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

INVULNERABLE
SAVE



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

⦿ 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.

DAEMON PRINCE OF CHAOS WITH WINGS -
CHAOS - CHAOS DAEMONS

190 PTS

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

INVULNERABLE
SAVE



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

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.

DAEMONETTES - CHAOS - CHAOS DAEMONS

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+

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

⌘ 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.

DAEMONETTES - CHAOS - CHAOS
DAEMONS

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+

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

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).

DAEMONIC CHARIOTEER [CRUCIBLE] -
CHAOS - CHAOS DAEMONS

120 PTS

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

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

Wargear Options:

■ This model can be equipped with 1x Infernal cannon.

■ This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.

■ This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.

■ This model can be equipped with one of: Infernal cannon, Lashes of torment.

■ This model can be equipped with one of: Infernal cannon, Arcane Fireball.

KEYWORDS:

Character, Chaos, Daemon, Crucible, Mounted, Daemonic Charioteer, Shadow Legion, Non-Monster Character

FACTION KEYWORDS:

Legiones Daemonica

🎯 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

DAEMONIC CHARIOTEER [CRUCIBLE] -
CHAOS - CHAOS DAEMONS

120 PTS

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

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

Wargear Options:

■ This model can be equipped with 1x Infernal cannon.

■ This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.

■ This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.

■ This model can be equipped with one of: Infernal cannon, Lashes of torment.

■ This model can be equipped with one of: Infernal cannon, Arcane Fireball.

KEYWORDS:

Character, Chaos, Daemon, Crucible, Mounted, Daemonic Charioteer, Shadow Legion, Non-Monster Character

FACTION KEYWORDS:

Legiones Daemonica

Foul balesword LETHAL HITS	Melee	4	3+	5	-2	2
Foul mouthparts EXTRAATTACKS, LETHAL HITS	Melee	2	4+	5	-1	2
Juggernaut's bladed horn EXTRAATTACKS, LANCE	Melee	4	4+	6	-1	1
Lashing tongue EXTRAATTACKS, LETHAL HITS	Melee	2	4+	4	0	1
Ravaging claws DEVASTATING WOUNDS	Melee	6	2+	4	-1	1
Screamer bites EXTRAATTACKS	Melee	6	4+	6	-2	2
Seeker tongues EXTRAATTACKS, 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

DAEMONIC CHARIOTEER [CRUCIBLE] -
CHAOS - CHAOS DAEMONS

120 PTS

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

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
Wargear Options:

- This model can be equipped with 1x Infernal cannon.
- This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.
- This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.
- This model can be equipped with one of: Infernal cannon, Lashes of torment.
- This model can be equipped with one of: Infernal cannon, Arcane Fireball.

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

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

DAEMONIC CHARIOTEER [CRUCIBLE] -
CHAOS - CHAOS DAEMONS

120 PTS

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

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
Wargear Options:

- This model can be equipped with 1x Infernal cannon.
- This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.
- This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.
- This model can be equipped with one of: Infernal cannon, Lashes of torment.
- This model can be equipped with one of: Infernal cannon, Arcane Fireball.

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

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: Screammers

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.

DAEMONIC CHARIOTEER [CRUCIBLE] -
CHAOS - CHAOS DAEMONS

120 PTS

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

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

Wargear Options:

- This model can be equipped with 1x Infernal cannon.
- This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.
- This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.
- This model can be equipped with one of: Infernal cannon, Lashes of torment.
- This model can be equipped with one of: Infernal cannon, Arcane Fireball.

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

FACTION KEYWORDS: Legiones Daemonica

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.

DAEMONIC CHARIOTEER [CRUCIBLE] -
CHAOS - CHAOS DAEMONS

120 PTS

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

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
Wargear Options:

- This model can be equipped with 1x Infernal cannon.
- This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.
- This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.
- This model can be equipped with one of: Infernal cannon, Lashes of torment.
- This model can be equipped with one of: Infernal cannon, Arcane Fireball.

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

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.

DAEMONIC CHARIOTEER [CRUCIBLE] -
CHAOS - CHAOS DAEMONS

120 PTS

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

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

Wargear Options:

- This model can be equipped with 1x Infernal cannon.
- This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.
- This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.
- This model can be equipped with one of: Infernal cannon, Lashes of torment.
- This model can be equipped with one of: Infernal cannon, Arcane Fireball.

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

FACTION KEYWORDS: Legiones Daemonica

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.

DAEMONIC HERALD [CRUCIBLE] - CHAOS -
CHAOS DAEMONS

60 PTS

M	T	Sv	W	LD	OC
6"	3	7+	3	7+	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 1x Infernal cannon.
- This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.
- This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.
- This model can be equipped with one of: Infernal cannon, Lashes of torment.
- This model can be equipped with one of: Infernal cannon, Arcane Fireball.

KEYWORDS:

Character, Infantry, Chaos, Daemon, Summoned, Daemonic Herald, Crucible, Shadow Legion, Non-Monster Character

FACTION KEYWORDS:

Legiones Daemonica

🎯 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

DAEMONIC HERALD [CRUCIBLE] - CHAOS -
CHAOS DAEMONS

60 PTS

M	T	Sv	W	LD	OC
6"	3	7+	3	7+	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 1x Infernal cannon.
- This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.
- This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.
- This model can be equipped with one of: Infernal cannon, Lashes of torment.
- This model can be equipped with one of: Infernal cannon, Arcane Fireball.

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

FACTION KEYWORDS: Legiones Daemonica

Foul balesword LETHAL HITS	Melee	4	3+	5	-2	2
Foul mouthparts EXTRAATTACKS, LETHAL HITS	Melee	2	4+	5	-1	2
Juggernaut's bladed horn EXTRAATTACKS, LANCE	Melee	4	4+	6	-1	1
Lashing tongue EXTRAATTACKS, LETHAL HITS	Melee	2	4+	4	0	1
Ravaging claws DEVASTATING WOUNDS	Melee	6	2+	4	-1	1
Screamer bites EXTRAATTACKS	Melee	6	4+	6	-2	2
Seeker tongues EXTRAATTACKS, 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

DAEMONIC HERALD [CRUCIBLE] - CHAOS -
CHAOS DAEMONS

60 PTS

M	T	Sv	W	LD	OC
6"	3	7+	3	7+	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 1x Infernal cannon.

■ This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.

■ This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.

■ This model can be equipped with one of: Infernal cannon, Lashes of torment.

■ This model can be equipped with one of: Infernal cannon, Arcane Fireball.

KEYWORDS:

Character, Infantry, Chaos, Daemon, Summoned, Daemonic Herald, Crucible, Shadow Legion, Non-Monster Character

FACTION KEYWORDS:

Legiones Daemonica

Blazing Warfire

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.

Gloom Rot

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

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.

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.

DAEMONIC HERALD [CRUCIBLE] - CHAOS -
CHAOS DAEMONS

60 PTS

M	T	Sv	W	LD	OC
6"	3	7+	3	7+	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 1x Infernal cannon.
- This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.
- This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.
- This model can be equipped with one of: Infernal cannon, Lashes of torment.
- This model can be equipped with one of: Infernal cannon, Arcane Fireball.

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

- 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: Screammers

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.

DAEMONIC HERALD [CRUCIBLE] - CHAOS -
CHAOS DAEMONS

60 PTS

M	T	Sv	W	LD	OC
6"	3	7+	3	7+	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 1x Infernal cannon.
- This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.
- This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.
- This model can be equipped with one of: Infernal cannon, Lashes of torment.
- This model can be equipped with one of: Infernal cannon, Arcane Fireball.

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

- 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.

DAEMONIC HERALD [CRUCIBLE] - CHAOS -
CHAOS DAEMONS

60 PTS

M	T	Sv	W	LD	OC
6"	3	7+	3	7+	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 1x Infernal cannon.
- This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.
- This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.
- This model can be equipped with one of: Infernal cannon, Lashes of torment.
- This model can be equipped with one of: Infernal cannon, Arcane Fireball.

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

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.

DAEMONIC HERALD [CRUCIBLE] - CHAOS -
CHAOS DAEMONS

60 PTS

M	T	Sv	W	LD	OC
6"	3	7+	3	7+	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 1x Infernal cannon.
- This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.
- This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.
- This model can be equipped with one of: Infernal cannon, Lashes of torment.
- This model can be equipped with one of: Infernal cannon, Arcane Fireball.

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

FACTION KEYWORDS: Legiones Daemonica

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.

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

INVULNERABLE
SAVE

5+

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

✂ 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 SLANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

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

INVULNERABLE
SAVE

5+

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

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.

EXALTED FLAMER - CHAOS - CHAOS
DAEMONS

65 PTS

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

INVULNERABLE
SAVE



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

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 Warfire (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.

EXALTED FLAMER - CHAOS - CHAOS
DAEMONS

65 PTS

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

INVULNERABLE
SAVE

4+

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

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.

EXALTED SEEKER CHARIOT [LEGENDS] -
CHAOS - CHAOS DAEMONS

115 PTS

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

INVULNERABLE
SAVE



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

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].

EXALTED SEEKER CHARIOT [LEGENDS] -
CHAOS - CHAOS DAEMONS

115 PTS

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

INVULNERABLE
SAVE



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

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.

FATESKIMMER - CHAOS - CHAOS DAEMONS95 PTS

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

INVULNERABLE
SAVE

4+

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

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.

FATESKIMMER - CHAOS - CHAOS DAEMONS_{95 PTS}

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

INVULNERABLE
SAVE

4+

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

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.

FECULENT GNARLMAW - CHAOS - CHAOS DAEMONS

100 PTS

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

AUFSTELLUNG
1x Feculent Gnarlmau (Hull)

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

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

FIENDS

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

INVULNERABLE
SAVE

5+

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

✂ 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.

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.

FIENDS

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

INVULNERABLE
SAVE

5+

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

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.

FLAMERS - CHAOS - CHAOS DAEMONS

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+

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

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.

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+

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

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.

FLESH HOUNDS - CHAOS - CHAOS
DAEMONS

80–150 PTS

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

INVULNERABLE
SAVE



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

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.

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.

FLESH HOUNDS - CHAOS - CHAOS
DAEMONS

80–150 PTS

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

INVULNERABLE
SAVE

5+

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

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.

FLUXMASTER - CHAOS - CHAOS DAEMONS 70 PTS

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

INVULNERABLE
SAVE

4+

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

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).

FLUXMASTER - CHAOS - CHAOS DAEMONS 70 PTS

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

INVULNERABLE
SAVE

4+

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

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).

FURIES [LEGENDS] - CHAOS - CHAOS
DAEMONS

40–80 PTS

FURY

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

INVULNERABLE
SAVE

5+

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

✂ MELEE WEAPONS

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

ABILITIES

- Gloom Rot**

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

FURIES [LEGENDS] - CHAOS - CHAOS
DAEMONS

40–80 PTS

FURY

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

INVULNERABLE
SAVE

5+

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

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.

GIANT CHAOS SPAWN [LEGENDS] - CHAOS
- CHAOS DAEMONS

130 PTS

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

INVULNERABLE
SAVE



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

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Churning fangs and claws	Melee	D6+6	3+	10	-1	2

ABILITIES

Gloom Rot

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

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".

GIANT CHAOS SPAWN [LEGENDS] - CHAOS
- CHAOS DAEMONS

130 PTS

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

INVULNERABLE
SAVE



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

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.

GREAT UNCLEAN ONE - CHAOS - CHAOS
DAEMONS

265 PTS

M	T	Sv	W	LD	OC
7"	12	5+	20	6+	5

INVULNERABLE
SAVE



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Plague flail	6"	D6+1	3+	7	-2	2
Putrid vomit <small>IGNORES COVER, TORRENT</small>	12"	D6+3	N/A	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bileblade <small>EXTRA ATTACKS, LETHAL HITS</small>	Melee	3	2+	6	-2	2
Doomsday bell <small>LETHAL HITS, REVERBERATING SUMMONS</small>	Melee	6	2+	7	-1	2
► Bilesword - strike <small>LETHAL HITS</small>	Melee	6	2+	10	-2	D6+1
► Bilesword - sweep <small>LETHAL HITS</small>	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.
- Gloom Rot**
Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.
- 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).

GREAT UNCLEAN ONE - CHAOS - CHAOS DAEMONS

265 PTS

M	T	Sv	W	LD	OC
7"	12	5+	20	6+	5

INVULNERABLE
SAVE

4+

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

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.

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.

GREAT UNCLEAN ONE - CHAOS - CHAOS DAEMONS

265 PTS

M	T	Sv	W	LD	OC
7"	12	5+	20	6+	5

INVULNERABLE
SAVE



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

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.

HELLFLAYERS - CHAOS - CHAOS DAEMONS 0 PTS

HELLFLAYER

M	T	Sv	W	LD	OC
14"	6	5+	7	7+	3

INVULNERABLE
SAVE

5+

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

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.

HELLFLAYERS - CHAOS - CHAOS DAEMONS 0 PTS

HELLFLAYER

M	T	Sv	W	LD	OC
14"	6	5+	7	7+	3

INVULNERABLE
SAVE

5+

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

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.

HERALD OF SLAANESH ON STEED OF
SLAANESH [LEGENDS] - CHAOS - CHAOS
DAEMONS

70 PTS

M	T	Sv	W	LD	OC
14"	4	7+	4	7+	2

INVULNERABLE
SAVE

5+

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

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lashing tongue EXTRAATTACKS, 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.

HERALD OF SLAANESH ON STEED OF
SLAANESH [LEGENDS] - CHAOS - CHAOS
DAEMONS

70 PTS

M	T	Sv	W	LD	OC
14"	4	7+	4	7+	2

INVULNERABLE
SAVE

5+

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

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".

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.

HERALD OF SLAANESH ON STEED OF
SLAANESH [LEGENDS] - CHAOS - CHAOS
DAEMONS

70 PTS

M	T	Sv	W	LD	OC
14"	4	7+	4	7+	2

INVULNERABLE
SAVE



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

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.

HORTICULOUS SLIMUX - CHAOS - CHAOS DAEMONS

120 PTS

M	T	Sv	W	LD	OC
6"	10	3+	10	7+	2

INVULNERABLE
SAVE



AUFSTELLUNG
1x Horticultural Slimux (105x70mm Oval Base)
Equipped with: Acidic maw, Lopping shears

KEYWORDS: Mounted, Character, Epic Hero, Chaos, Daemon, Nurgle, Horticultural Slimux, Nurgle non-Battleline, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

✂ 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].

HORTICULOUS SLIMUX - CHAOS - CHAOS DAEMONS

120 PTS

M	T	Sv	W	LD	OC
6"	10	3+	10	7+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Horticultural Slimux (105x70mm Oval Base)
Equipped with: Acidic maw, Lopping shears

KEYWORDS: Mounted, Character, Epic Hero, Chaos, Daemon, Nurgle, Horticultural Slimux, Nurgle non-Battleline, Non-Monster Character, Leader
FACTION KEYWORDS: Legiones Daemonica

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.

IMMORTAL CHAMPION [CRUCIBLE] -
CHAOS - CHAOS DAEMONS

180 PTS

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

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 with 1x Infernal cannon.

This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.

This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.

This model can be equipped with one of: Infernal cannon, Lashes of torment.

This model can be equipped with one of: Infernal cannon, Arcane Fireball.

KEYWORDS:

Character, Chaos, Daemon, Crucible, Monster, Immortal Champion, Shadow Legion

FACTION KEYWORDS:

Legiones Daemonica

🎯 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

IMMORTAL CHAMPION [CRUCIBLE] -
CHAOS - CHAOS DAEMONS

180 PTS

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

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 with 1x Infernal cannon.

This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.

This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.

This model can be equipped with one of: Infernal cannon, Lashes of torment.

This model can be equipped with one of: Infernal cannon, Arcane Fireball.

KEYWORDS:

Character, Chaos, Daemon, Crucible, Monster, Immortal Champion, Shadow Legion

FACTION KEYWORDS:

Legiones Daemonica

Foul balesword LETHAL HITS	Melee	4	3+	5	-2	2
Foul mouthparts EXTRAATTACKS, LETHAL HITS	Melee	2	4+	5	-1	2
Juggernaut's bladed horn EXTRAATTACKS, LANCE	Melee	4	4+	6	-1	1
Lashing tongue EXTRAATTACKS, LETHAL HITS	Melee	2	4+	4	0	1
Ravaging claws DEVASTATING WOUNDS	Melee	6	2+	4	-1	1
Screamer bites EXTRAATTACKS	Melee	6	4+	6	-2	2
Seeker tongues EXTRAATTACKS, 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

IMMORTAL CHAMPION [CRUCIBLE] -
CHAOS - CHAOS DAEMONS

180 PTS

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

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 with 1x Infernal cannon.
- This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.
- This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.
- This model can be equipped with one of: Infernal cannon, Lashes of torment.
- This model can be equipped with one of: Infernal cannon, Arcane Fireball.

KEYWORDS: Character, Chaos, Daemon, Crucible, Monster, Immortal Champion, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

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

IMMORTAL CHAMPION [CRUCIBLE] -
CHAOS - CHAOS DAEMONS

180 PTS

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

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 with 1x Infernal cannon.

This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.

This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.

This model can be equipped with one of: Infernal cannon, Lashes of torment.

This model can be equipped with one of: Infernal cannon, Arcane Fireball.

KEYWORDS:

Character, Chaos, Daemon, Crucible, Monster, Immortal Champion, Shadow Legion

FACTION KEYWORDS:

Legiones Daemonica

- 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: Screamer

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.

IMMORTAL CHAMPION [CRUCIBLE] -
CHAOS - CHAOS DAEMONS

180 PTS

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

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 with 1x Infernal cannon.

■ This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.

■ This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.

■ This model can be equipped with one of: Infernal cannon, Lashes of torment.

■ This model can be equipped with one of: Infernal cannon, Arcane Fireball.

KEYWORDS: Character, Chaos, Daemon, Crucible, Monster, Immortal Champion, Shadow Legion

FACTION KEYWORDS: Legiones Daemonica

- 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.

IMMORTAL CHAMPION [CRUCIBLE] -
CHAOS - CHAOS DAEMONS

180 PTS

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

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 with 1x Infernal cannon.
- This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.
- This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.
- This model can be equipped with one of: Infernal cannon, Lashes of torment.
- This model can be equipped with one of: Infernal cannon, Arcane Fireball.

KEYWORDS: Character, Chaos, Daemon, Crucible, Monster, Immortal Champion, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

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.

IMMORTAL CHAMPION [CRUCIBLE] -
CHAOS - CHAOS DAEMONS

180 PTS

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

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 with 1x Infernal cannon.
- This model can be equipped with one of: Infernal cannon, Death's heads, Disgusting sneezes.
- This model can be equipped with up to 2 of: Hellforged weapons, Acidic maw, Diseased claws and teeth, Foul balesword, Foul mouthparts, Tiny balesword, Tiny corrupted staff.
- This model can be equipped with one of: Infernal cannon, Lashes of torment.
- This model can be equipped with one of: Infernal cannon, Arcane Fireball.

KEYWORDS: Character, Chaos, Daemon, Crucible, Monster, Immortal Champion, Shadow Legion

FACTION KEYWORDS: Legiones Daemonica

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.

INFERNAL ENRAPTURESS - CHAOS -
CHAOS DAEMONS

60 PTS

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

INVULNERABLE
SAVE

5+

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

⦿ 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.

INFERNAL ENRAPTURESS - CHAOS -
CHAOS DAEMONS

60 PTS

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

INVULNERABLE
SAVE



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

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.

KAIROS FATEWEAVER - CHAOS - CHAOS
DAEMONS

305 PTS

M	T	Sv	W	LD	OC
12"	10	6+	20	6+	5

INVULNERABLE
SAVE

4+

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

⚔ 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).

KAIROS FATEWEAVER - CHAOS - CHAOS
DAEMONS

305 PTS

M	T	Sv	W	LD	OC
12"	10	6+	20	6+	5

INVULNERABLE
SAVE



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

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.

M	T	Sv	W	LD	OC
12"	4	7+	5	7+	3

INVULNERABLE
SAVE

4+

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

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scalding Roar <small>IGNORES COVER, TORRENT</small>	12"	D6+3	N/A	5	-1	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Soul-rending fangs <small>ANTI-CHARACTER 3+, PRECISION</small>	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.

M	T	Sv	W	LD	OC
12"	4	7+	5	7+	3

INVULNERABLE
SAVE

4+

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

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.

KEEPER OF SECRETS - CHAOS - CHAOS
DAEMONS

265 PTS

M	T	Sv	W	LD	OC
14"	10	5+	18	6+	5

INVULNERABLE
SAVE

4+

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

🎯 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).

KEEPER OF SECRETS - CHAOS - CHAOS
DAEMONS

265 PTS

M	T	Sv	W	LD	OC
14"	10	5+	18	6+	5

INVULNERABLE
SAVE



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

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).

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".

KEEPER OF SECRETS - CHAOS - CHAOS
DAEMONS

265 PTS

M	T	Sv	W	LD	OC
14"	10	5+	18	6+	5

INVULNERABLE
SAVE



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

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.

KHORNE SOUL GRINDER - CHAOS - CHAOS
DAEMONS

180 PTS

M	T	Sv	W	LD	OC
8"	11	3+	14	7+	5

INVULNERABLE
SAVE

4+

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

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.

KHORNE SOUL GRINDER - CHAOS - CHAOS
DAEMONS

180 PTS

M	T	Sv	W	LD	OC
8"	11	3+	14	7+	5

INVULNERABLE
SAVE



AUFSTELLUNG

1x Khorne Soul Grinder

Equipped with: Harvester cannon, Torrent of burning blood, Iron claw, Warpclaw, Warsword

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Khorne, Soul Grinder, Khorne non-Battleline, Shadow Legion

FACTION KEYWORDS: Legiones Daemonica

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.

LORD OF CHANGE - CHAOS - CHAOS
DAEMONS

320 PTS

M	T	Sv	W	LD	OC
12"	10	6+	18	6+	5

INVULNERABLE
SAVE



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

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.

LORD OF CHANGE - CHAOS - CHAOS
DAEMONS

320 PTS

M	T	Sv	W	LD	OC
12"	10	6+	18	6+	5

INVULNERABLE
SAVE



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

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.

NURGLE SOUL GRINDER - CHAOS - CHAOS
DAEMONS

180 PTS

M	T	Sv	W	LD	OC
8"	11	3+	14	7+	5

INVULNERABLE
SAVE



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Harvester cannon	36"	3	3+	10	-1	3
Phlegm bombardment <small>BLAST, INDIRECT FIRE, LETHAL HITS</small>	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 <small>EXTRA ATTACKS</small>	Melee	6	3+	8	-1	2
Warpsword <small>EXTRA ATTACKS</small>	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.

Gloom Rot

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

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]**.*

NURGLE SOUL GRINDER - CHAOS - CHAOS DAEMONS

180 PTS

M	T	Sv	W	LD	OC
8"	11	3+	14	7+	5

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Nurgle Soul Grinder
Equipped with: Harvester cannon, Phlegm bombardment, Iron claw, Warpclaw, Warsword

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Nurgle, Soul Grinder, Nurgle non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

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.

NURGLINGS - CHAOS - CHAOS DAEMONS

45–90 PTS

NURGLING SWARM

M	T	Sv	W	LD	OC
5"	3	7+	4	8+	0

INVULNERABLE
SAVE

5+

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

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Diseased claws and teeth LETHAL HITS	Melee	4	5+	2	0	1

ABILITIES

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

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".

NURGLINGS - CHAOS - CHAOS DAEMONS

45–90 PTS

NURGLING SWARM

M	T	Sv	W	LD	OC
5"	3	7+	4	8+	0

INVULNERABLE
SAVE

5+

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

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.

PINK HORRORS - CHAOS - CHAOS DAEMONS

150 PTS

PINK HORROR

M	T	Sv	W	LD	OC
6"	3	7+	1	7+	2

INVULNERABLE
SAVE

4+

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Coruscating Blue flames (ref. only) <small>PISTOL, PSYCHIC</small>	18"	2	4+	3	-1	1
Coruscating Pink flames <small>PISTOL, PSYCHIC</small>	18"	2	3+	4	-1	1
Coruscating Yellow flames (ref. only) <small>PISTOL, PSYCHIC</small>	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.

PINK HORRORS - CHAOS - CHAOS DAEMONS

150 PTS

PINK HORROR

M	T	Sv	W	LD	OC
6"	3	7+	1	7+	2

INVULNERABLE
SAVE

4+

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

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.

PLAGUE DRONES - CHAOS - CHAOS
DAEMONS

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+

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

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.

Gloom Rot

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

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.

PLAGUE DRONES - CHAOS - CHAOS
DAEMONS

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+

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

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".

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.

PLAGUE TOADS [LEGENDS] - CHAOS -
CHAOS DAEMONS

120 PTS

PLAGUE TOAD

M	T	Sv	W	LD	OC
7"	8	6+	4	7+	2

INVULNERABLE
SAVE

5+

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

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

Gloom Rot

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

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 OCP, 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].

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.

PLAGUE TOADS [LEGENDS] - CHAOS -
CHAOS DAEMONS

120 PTS

PLAGUE TOAD

M	T	Sv	W	LD	OC
7"	8	6+	4	7+	2

INVULNERABLE
SAVE

5+

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

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.

PLAGUEBEARERS - CHAOS - CHAOS
DAEMONS

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+

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

✂ 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+.

Gloom Rot

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

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].

PLAGUEBEARERS - CHAOS - CHAOS
DAEMONS

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+

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

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.

POX RIDERS [LEGENDS] - CHAOS - CHAOS
DAEMONS

160 PTS

POX RIDER

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

INVULNERABLE
SAVE

5+

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grasping tongue <small>LETHAL HITS</small>	9"	D3	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Pox rider plaguesword <small>EXTRA ATTACKS, LETHAL HITS</small>	Melee	2	3+	4	-1	1
Yawning maw <small>LETHAL HITS</small>	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+.

Gloom Rot

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

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].*

POX RIDERS [LEGENDS] - CHAOS - CHAOS
DAEMONS

160 PTS

POX RIDER

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

INVULNERABLE
SAVE

5+

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

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.

POXBRINGER - CHAOS - CHAOS DAEMONS

60 PTS

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

INVULNERABLE
SAVE

5+

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

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Foul balesword	Melee	4	3+	5	-2	2
LETHAL HITS						

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.

Gloom Rot

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

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.

POXBRINGER - CHAOS - CHAOS DAEMONS

60 PTS

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

INVULNERABLE
SAVE

5+

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

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 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.

RENDMASTER ON BLOOD THRONE -
CHAOS - CHAOS DAEMONS

160 PTS

M	T	Sv	W	LD	OC
8"	9	4+	9	7+	3

INVULNERABLE
SAVE

4+

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

✂ 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.

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.

RENDMASTER ON BLOOD THRONE -
CHAOS - CHAOS DAEMONS

160 PTS

M	T	Sv	W	LD	OC
8"	9	4+	9	7+	3

INVULNERABLE
SAVE



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

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.

M	T	Sv	W	LD	OC
7"	12	5+	22	6+	5

INVULNERABLE
SAVE

4+

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

🎯 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.

M	T	Sv	W	LD	OC
7"	12	5+	22	6+	5

INVULNERABLE
SAVE

4+

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

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.

SCABEIATHRAX THE BLOATED [LEGENDS]
- CHAOS - CHAOS DAEMONS

275 PTS

M	T	Sv	W	LD	OC
7"	12	5+	22	6+	5

INVULNERABLE
SAVE



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

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.

SCABEIATHRAX THE BLOATED [LEGENDS]
- CHAOS - CHAOS DAEMONS

275 PTS

M	T	Sv	W	LD	OC
7"	12	5+	22	6+	5

INVULNERABLE
SAVE

4+

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

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.

SCREAMERS - CHAOS - CHAOS
DAEMONS

80–160 PTS

SCREAMER

M	T	Sv	W	LD	OC
14"	4	6+	3	7+	1

INVULNERABLE
SAVE

4+

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

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lamprey bite <small>ANTI-MONSTER 4+, ANTI-VEHICLE 4+</small>	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".

SCREAMERS - CHAOS - CHAOS
DAEMONS

80–160 PTS

SCREAMER

M	T	Sv	W	LD	OC
14"	4	6+	3	7+	1

INVULNERABLE
SAVE

4+

AUFSTELLUNG

3-6x Screamer - Equipped with: Lamprey bite (Small Flying Base)

KEYWORDS: Beast, Fly, Chaos, Daemon, Tzeentch, Screammers, Tzeentch non-Battleline, Shadow Legion

FACTION KEYWORDS: Legiones Daemonica

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.

SEEKER CHARIOT [LEGENDS] - CHAOS -
CHAOS DAEMONS

0 PTS

SEEKER CHARIOT

M	T	Sv	W	LD	OC
14"	6	5+	7	7+	3

INVULNERABLE
SAVE

4+

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

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.

SEEKER CHARIOT [LEGENDS] - CHAOS - CHAOS DAEMONS

0 PTS

SEEKER CHARIOT

M	T	Sv	W	LD	OC
14"	6	5+	7	7+	3

INVULNERABLE
SAVE

4+

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

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.

SEEKERS - CHAOS - CHAOS DAEMONS

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+

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

✂ 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].

SEEKERS - CHAOS - CHAOS DAEMONS

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+

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

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.

SHALAXI HELBANE - CHAOS - CHAOS
DAEMONS

315 PTS

M	T	Sv	W	LD	OC
14"	10	3+	20	6+	5

INVULNERABLE
SAVE



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

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.

SHALAXI HELBANE - CHAOS - CHAOS
DAEMONS

315 PTS

M	T	Sv	W	LD	OC
14"	10	3+	20	6+	5

INVULNERABLE
SAVE



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

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".

SHALAXI HELBANE - CHAOS - CHAOS
DAEMONS

315 PTS

M	T	Sv	W	LD	OC
14"	10	3+	20	6+	5

INVULNERABLE
SAVE



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

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.

SKARBRAND - CHAOS - CHAOS DAEMONS

330 PTS

M	T	Sv	W	LD	OC
10"	11	3+	20	6+	5

INVULNERABLE
SAVE

4+

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

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.

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.

SKARBRAND - CHAOS - CHAOS DAEMONS

330 PTS

M	T	Sv	W	LD	OC
10"	11	3+	20	6+	5

INVULNERABLE
SAVE

4+

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

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.

SKULL ALTAR - CHAOS - CHAOS DAEMONS105 PTS

M	T	Sv	W	LD	OC
-	12	3+	10	7+	0

AUFSTELLUNG
1x Skull Altar (Hull)

KEYWORDS: Fortification, Chaos, Daemon, Khorne, Skull Altar, Khorne non-Battleline, Shadow Legion, Frame
FACTION KEYWORDS: Legiones Daemonica

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".

SKULL CANNON - CHAOS - CHAOS
DAEMONS

100 PTS

M	T	Sv	W	LD	OC
8"	9	4+	9	7+	3

INVULNERABLE
SAVE



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

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.

SKULL CANNON - CHAOS - CHAOS
DAEMONS

100 PTS

M	T	Sv	W	LD	OC
8"	9	4+	9	7+	3

INVULNERABLE
SAVE



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

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.

SKULLMASTER - CHAOS - CHAOS
DAEMONS

85 PTS

M	T	Sv	W	LD	OC
10"	7	3+	6	7+	2

INVULNERABLE
SAVE

4+

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

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blade of blood	Melee	5	2+	6	-2	3
Juggernaut's bladed horn <small>EXTRA ATTACKS, LANCE</small>	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.

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.

SKULLMASTER - CHAOS - CHAOS
DAEMONS

85 PTS

M	T	Sv	W	LD	OC
10"	7	3+	6	7+	2

INVULNERABLE
SAVE



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

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.

SKULLTAKER - CHAOS - CHAOS DAEMONS85 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Skultaker (40mm)

Equipped with: The Slayer Sword

KEYWORDS:

Infantry, Character, Epic Hero, Chaos, Daemon, Khorne, Skultaker, Khorne non-Battleline, Non-Monster Character, Leader

FACTION KEYWORDS:

Legiones Daemonica

⌘ 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.

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.

SKULLTAKER - CHAOS - CHAOS DAEMONS

85 PTS

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

INVULNERABLE
SAVE

4+

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

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.

SLAANESH SOUL GRINDER - CHAOS -
CHAOS DAEMONS

180 PTS

M	T	Sv	W	LD	OC
8"	11	3+	14	7+	5

INVULNERABLE
SAVE

4+

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

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.

SLAANESH SOUL GRINDER - CHAOS -
CHAOS DAEMONS

180 PTS

M	T	Sv	W	LD	OC
8"	11	3+	14	7+	5

INVULNERABLE
SAVE



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

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".

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.

SLOPPITY BILEPIPER - CHAOS - CHAOS
DAEMONS

55 PTS

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

INVULNERABLE
SAVE

5+

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

⌘ 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.

Gloom Rot

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

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.

SLOPPITY BILEPIPER - CHAOS - CHAOS DAEMONS

55 PTS

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

INVULNERABLE
SAVE

5+

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

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.

SPINED CHAOS BEAST [LEGENDS] -
CHAOS - CHAOS DAEMONS

145 PTS

M	T	Sv	W	LD	OC
10"	10	4+	12	7+	4

INVULNERABLE
SAVE

5+

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

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Jagged claws and tusked maw	Melee	6	3+	12	-2	3

ABILITIES

Gloom Rot

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

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".

SPINED CHAOS BEAST [LEGENDS] -
CHAOS - CHAOS DAEMONS

145 PTS

M	T	Sv	W	LD	OC
10"	10	4+	12	7+	4

INVULNERABLE
SAVE



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

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.

SPOILPOX SCRIVENER - CHAOS - CHAOS
DAEMONS

60 PTS

M	T	Sv	W	LD	OC
5"	5	7+	5	6+	1

INVULNERABLE
SAVE



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

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

Gloom Rot

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

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.

SPOILPOX SCRIVENER - CHAOS - CHAOS
DAEMONS

60 PTS

M	T	Sv	W	LD	OC
5"	5	7+	5	6+	1

INVULNERABLE
SAVE



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

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.

SYLL'ESKE - CHAOS - CHAOS DAEMONS

120 PTS

M	T	Sv	W	LD	OC
9"	6	6+	9	6+	2

INVULNERABLE
SAVE

4+

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

⦿ 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.

SYLL'ESSKE - CHAOS - CHAOS DAEMONS

120 PTS

M	T	Sv	W	LD	OC
9"	6	6+	9	6+	2

INVULNERABLE
SAVE

4+

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

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:

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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

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.

THE BLUE SCRIBES - CHAOS - CHAOS
DAEMONS

75 PTS

M	T	Sv	W	LD	OC
12"	4	6+	6	8+	2

INVULNERABLE
SAVE



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

✂ 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".

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.

THE BLUE SCRIBES - CHAOS - CHAOS DAEMONS

75 PTS

M	T	Sv	W	LD	OC
12"	4	6+	6	8+	2

INVULNERABLE
SAVE



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

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.

THE CHANGELING - CHAOS - CHAOS
DAEMONS

105 PTS

M	T	Sv	W	LD	OC
6"	3	7+	5	7+	1

INVULNERABLE
SAVE



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

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.

THE CHANGELING - CHAOS - CHAOS
DAEMONS

105 PTS

M	T	Sv	W	LD	OC
6"	3	7+	5	7+	1

INVULNERABLE
SAVE

4+

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

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.

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).

THE MASQUE OF SLAANESH - CHAOS -
CHAOS DAEMONS

95 PTS

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

INVULNERABLE
SAVE

4+

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

⌘ 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.

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.

THE MASQUE OF SLAANESH - CHAOS -
CHAOS DAEMONS

95 PTS

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

INVULNERABLE
SAVE



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

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.

TORMENTBRINGER - CHAOS - CHAOS DAEMONS

135 PTS

M	T	Sv	W	LD	OC
14"	6	5+	12	7+	3

INVULNERABLE
SAVE



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

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 Legiones 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).

TORMENTBRINGER - CHAOS - CHAOS
DAEMONS

135 PTS

M	T	Sv	W	LD	OC
14"	6	5+	12	7+	3

INVULNERABLE
SAVE



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

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].

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".

TORMENTBRINGER - CHAOS - CHAOS DAEMONS

135 PTS

M	T	Sv	W	LD	OC
14"	6	5+	12	7+	3

INVULNERABLE
SAVE



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

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.

TRANCEWEAVER - CHAOS - CHAOS
DAEMONS

60 PTS

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

INVULNERABLE
SAVE



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

✂ 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.

TRANCEWEAVER - CHAOS - CHAOS
DAEMONS

60 PTS

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

INVULNERABLE
SAVE

5+

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

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.

TZEENTCH SOUL GRINDER - CHAOS -
CHAOS DAEMONS

180 PTS

M	T	Sv	W	LD	OC
8"	11	3+	14	7+	5

INVULNERABLE
SAVE



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

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.

TZEENTCH SOUL GRINDER - CHAOS -
CHAOS DAEMONS

180 PTS

M	T	Sv	W	LD	OC
8"	11	3+	14	7+	5

INVULNERABLE
SAVE



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

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.

ZARAKYNEL [LEGENDS] - CHAOS - CHAOS
DAEMONS

320 PTS

M	T	Sv	W	LD	OC
14"	10	5+	20	6+	5

INVULNERABLE
SAVE

4+

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

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).

ZARAKYNEL [LEGENDS] - CHAOS - CHAOS
DAEMONS

320 PTS

M	T	Sv	W	LD	OC
14"	10	5+	20	6+	5

INVULNERABLE
SAVE

4+

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

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.

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 Gnarlmau	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
Horticultural Slimux	120 pts
Immortal Champion [Crucible]	180 pts · +5 pts (Sonderbedingung)
Infernal Enraptureess	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