

C O D E X

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newvision

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FRAKTIONSREGELN

THE SHADOW OF CHAOS

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

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

DAEMONIC MANIFESTATION

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

DAEMONIC TERROR

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

WARP RIFTS

Each time a LEGIONES DAEMONICA unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 9".

DETACHMENT OVERVIEW

7 Detachments

Blood Legion

0 Stratagems · 4 Enhancements

Cavalcade of Chaos

0 Stratagems · 2 Enhancements

Daemonic Incursion

0 Stratagems · 4 Enhancements

Legion of Excess

0 Stratagems · 4 Enhancements

Plague Legion

0 Stratagems · 4 Enhancements

Scintillating Legion

0 Stratagems · 4 Enhancements

Shadow Legion

0 Stratagems · 4 Enhancements

BLOOD LEGION

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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.

CAVALCADE OF CHAOS

0 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

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.

DAEMONIC INCURSION

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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.

LEGION OF EXCESS

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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.

PLAGUE LEGION

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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".

SCINTILLATING LEGION

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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.

SHADOW LEGION

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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.

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AETAOS'RAU'KERES

[LEGENDS]

315 PTS



M

12"

T

10

SV

6+

W

24

LD

6+

OC

6

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Bolt of Tzeentch - focused witchfire 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

AUFSTELLUNG

1x Aetaos'rau'keres [Legends]

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

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 RULES

- 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).

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").

◆ **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 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 9".



AN'GGRATH THE UNBOUND

[LEGENDS]

415 PTS



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



🎯 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

AUFSTELLUNG

1x An'ggrath the Unbound [Legends]

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

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.

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").

💎 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 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 9".



BE'LAKOR

390 PTS



M	T	SV	W	LD	OC	
12"	11	3+	20	6+	5	4+

RANGED WEAPONS

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

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

AUFSTELLUNG

1x Be'lakor

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

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.

Wreathed in Shadows (Aura, Psychic) (Shadow Form)

Effect: 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) (Shadow Form)

Effect: 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) (Shadow Form)

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



WEAPON RULES

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).

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").

◆ 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).

◆ 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 9".



BEASTS OF NURGLE

75–140 PTS



BEAST OF NURGLE

M	T	SV	W	LD	OC	
6"	9	6+	7	7+	3	5+

MELEE WEAPONS

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

AUFSTELLUNG

1-2x Beast of Nurgle - Equipped with: Putrid appendages

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 RULES

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.*



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").

◆ 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.

◆ 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 9".



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BLOODCRUSHERS

95-190 PTS



BLOODCRUSHER

M	T	SV	W	LD	OC	
10"	7	3+	4	7+	2	5+

BLOODHUNTER

M	T	SV	W	LD	OC	
10"	7	3+	4	7+	2	5+

⌘ MELEE WEAPONS

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

AUFSTELLUNG

2-5x Bloodcrusher - Equipped with: Hellblade, Juggernaut's bladed horn
1x Bloodhunter - Equipped with: Hellblade, Juggernaut's bladed horn

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 RULES

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.



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 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 9".



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BLOODLETTERS

110 PTS



BLOODLETTER

M	T	SV	W	LD	OC	5+
8"	4	7+	1	7+	2	

BLOODREAPER

M	T	SV	W	LD	OC	5+
8"	4	7+	1	7+	2	



⌘ MELEE WEAPONS

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

AUFSTELLUNG

9x Bloodletter - Equipped with: Hellblade
1x Bloodreaper - Equipped with: Hellblade

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.

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 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 9".



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BLOODMASTER

65 PTS



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



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



FACTION: Legiones Daemonica 65 PTS

⌘ MELEE WEAPONS

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

AUFSTELLUNG

1x Bloodmaster

Equipped with: Blade of blood

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

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 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 9".



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BLOODTHIRSTER

320 PTS



M

12"

T

11

SV

3+

W

18

LD

6+

OC

5

4+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

- 1x Bloodthirster
- 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.

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 RULES

DEVASTATING WOUNDS

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

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

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

IGNORES COVER

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

TORRENT

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

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").

◆ 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 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 9".



BLUE HORRORS

125 PTS



BLUE HORROR

M	T	SV	W	LD	OC	
6"	3	7+	1	8+	1	4+



RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

10x Blue Horror - Equipped with: Coruscating Blue flames, Blue claws

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 RULES

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).



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.

◆ 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 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 9".



BURNING CHARIOT

115 PTS



M	T	SV	W	LD	OC	
12"	8	7+	9	7+	3	4+

RANGED WEAPONS

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

TORRENT

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+	Melee	6	3+	6	-2	2

EXTRA ATTACKS

AUFSTELLUNG

1x Burning Chariot

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

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 RULES

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.



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.

◆ 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 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 9".



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CHANGECASTER

60 PTS



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

RANGED WEAPONS

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

AUFSTELLUNG

1x Changecaster

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

ABILITIES

CORE - Leader

Changecaster

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

Penumbral Puppetry

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

Storm of Mutating Sorcery (Psychic)

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

Leader

This model can be attached to the following units:

- PINK HORRORS
- BLUE HORRORS

WEAPON RULES

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).



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).

◆ 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 9".



CONTORTED EPITOME

100 PTS



M

9"

T

6

SV

5+

W

8

LD

7+

OC

2

4+

MELEE WEAPONS

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

AUFSTELLUNG

1x Contorted Epitome
Equipped with: Coiled tentacles, Ravaging claws

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 RULES

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.



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.

◆ 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 9".



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DAEMON PRINCE OF CHAOS

165 PTS

M8"

T10

SV2+

W10

LD6+

OC3

4+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Daemon Prince of Chaos

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

Wargear Options:

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

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.

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").

◆ 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 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 9".



DAEMON PRINCE OF CHAOS WITH WINGS

190 PTS

M12"

T9

SV2+

W10

LD6+

OC3

4+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG
1x Daemon Prince of Chaos with wings
Equipped with: Infernal cannon, ► Hellforged weapons - strike, ► Hellforged weapons - sweep
Wargear Options:
■ This model can replace its Khorne with Nurgle, Slaanesh or Tzeentch.

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.

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").

◆ 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 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 9".



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DAEMONETTES

90 PTS



ALLURESS

M	T	SV	W	LD	OC	
9"	3	7+	1	7+	2	5+

DAEMONETTE

M	T	SV	W	LD	OC	
9"	3	7+	1	7+	2	5+

⌘ MELEE WEAPONS

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

AUFSTELLUNG

- 1x Alluress - Equipped with: Slashing claws
- 9x Daemonette - Equipped with: Slashing claws

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 RULES

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.



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).

◆ 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 9".



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DAEMONIC CHARIOTEER

[CRUCIBLE]

120 PTS

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

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Acidic maw DEVASTATING WOUNDS EXTRA ATTACKS	Melee	2	4+	7	-4	3
Attendant's hellblades EXTRA ATTACKS	Melee	4	3+	5	-2	2
Blade of blood	Melee	5	2+	6	-2	3
Bladed axle EXTRA ATTACKS	Melee	6	3+	6	-1	2

Close combat weapon PSYCHIC	Melee	3	4+	4	-1	1
Diseased claws and teeth LETHAL HITS	Melee	3	4+	2	0	1
Foul balesword LETHAL HITS	Melee	4	3+	5	-2	2
Foul mouthparts EXTRA ATTACKS LETHAL HITS	Melee	2	4+	5	-1	2
Juggernaut's bladed horn EXTRA ATTACKS LANCE	Melee	4	4+	6	-1	1
Lashing tongue EXTRA ATTACKS LETHAL HITS	Melee	2	4+	4	0	1
Ravaging claws DEVASTATING WOUNDS	Melee	6	2+	4	-1	1
Screamer bites EXTRA ATTACKS	Melee	6	4+	6	-2	2
Seeker tongues EXTRA ATTACKS LETHAL HITS	Melee	4	4+	4	0	1
Tiny balesword LETHAL HITS	Melee	3	4+	2	-2	2
Tiny corrupted staff LETHAL HITS	Melee	3	4+	4	-1	D3
▶ Hellforged weapons - strike	Melee	8	2+	8	-2	3
▶ Hellforged weapons - strike LETHAL HITS	Melee	7	2+	8	-2	3
▶ Hellforged weapons - strike PRECISION	Melee	6	2+	8	-2	3
▶ Hellforged weapons - strike DEVASTATING WOUNDS PSYCHIC	Melee	6	2+	8	-2	3
▶ Hellforged weapons - sweep	Melee	16	2+	8	-1	1
▶ Hellforged weapons - sweep LETHAL HITS	Melee	14	2+	6	-1	1
▶ Hellforged weapons - sweep	Melee	12	2+	6	0	1



► Hellforged weapons - sweep **DEVASTATING WOUNDS** Melee 12 2+ 6 -1 1

PSYCHIC

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.

ABILITIES

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

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.

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 RULES

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.

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.



CORE RULES

◆ Deep Strike

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

◆ Feel No Pain

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

◆ Leader

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

◆ Scouts 9"

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

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

◆ 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 9".



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DAEMONIC HERALD

[CRUCIBLE]

60 PTS

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

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Acidic maw DEVASTATING WOUNDS EXTRA ATTACKS	Melee	2	4+	7	-4	3
Attendant's hellblades EXTRA ATTACKS	Melee	4	3+	5	-2	2
Blade of blood	Melee	5	2+	6	-2	3
Bladed axle EXTRA ATTACKS	Melee	6	3+	6	-1	2

Close combat weapon PSYCHIC	Melee	3	4+	4	-1	1
Diseased claws and teeth LETHAL HITS	Melee	3	4+	2	0	1
Foul balesword LETHAL HITS	Melee	4	3+	5	-2	2
Foul mouthparts EXTRA ATTACKS LETHAL HITS	Melee	2	4+	5	-1	2
Juggernaut's bladed horn EXTRA ATTACKS LANCE	Melee	4	4+	6	-1	1
Lashing tongue EXTRA ATTACKS LETHAL HITS	Melee	2	4+	4	0	1
Ravaging claws DEVASTATING WOUNDS	Melee	6	2+	4	-1	1
Screamer bites EXTRA ATTACKS	Melee	6	4+	6	-2	2
Seeker tongues EXTRA ATTACKS LETHAL HITS	Melee	4	4+	4	0	1
Tiny balesword LETHAL HITS	Melee	3	4+	2	-2	2
Tiny corrupted staff LETHAL HITS	Melee	3	4+	4	-1	D3
▶ Hellforged weapons - strike	Melee	8	2+	8	-2	3
▶ Hellforged weapons - strike LETHAL HITS	Melee	7	2+	8	-2	3
▶ Hellforged weapons - strike PRECISION	Melee	6	2+	8	-2	3
▶ Hellforged weapons - strike DEVASTATING WOUNDS PSYCHIC	Melee	6	2+	8	-2	3
▶ Hellforged weapons - sweep	Melee	16	2+	8	-1	1
▶ Hellforged weapons - sweep LETHAL HITS	Melee	14	2+	6	-1	1
▶ Hellforged weapons - sweep	Melee	12	2+	6	0	1



► Hellforged weapons - sweep **DEVASTATING WOUNDS** Melee 12 2+ 6 -1 1

PSYCHIC

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.

ABILITIES

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

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.

Sadistic Savagery

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

Shadow's Cress

Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

Swallow Energy

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

Leader

This model can be attached to the following unit: Screamers



WEAPON RULES

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.

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.



CORE RULES

◆ Deep Strike

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

◆ Feel No Pain

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

◆ Leader

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

◆ Scouts 9"

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

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

◆ 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 9".



EPIDEMIUS

80 PTS



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

MELEE WEAPONS

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

AUFSTELLUNG

1x Epidemius
Equipped with: Balesword and nurgling attendants

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 RULES

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].



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 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 9".



EXALTED FLAMER

65 PTS



M

9"

T

4

SV

7+

W

6

LD

7+

OC

1

4+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Exalted Flamer

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

ABILITIES

CORE - Leader

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

Flames of Change (Psychic)

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

Manifestation of Destruction

This model cannot be your Warlord and cannot be given Enhancements.

Penumbral Puppetry

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

Leader

This model can be attached to the following unit:
• FLAMERS

WEAPON RULES

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.



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).

◆ 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 9".



EXALTED SEEKER CHARIOT [LEGENDS]

115 PTS



M	T	SV	W	LD	OC	
14"	6	5+	12	7+	5	4+



RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Exalted Seeker Chariot [Legends]

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

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 RULES

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].

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.



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 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 9".



FATESKIMMER

95 PTS



M

12"

T

7

SV

6+

W

9

LD

7+

OC

3

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Arcane Fireball - focused witchfire DEVASTATING WOUNDS	18"	3	3+	6	-2	D3
HAZARDOUS PSYCHIC						
► 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+	Melee	6	3+	6	-2	2
EXTRA ATTACKS						

AUFSTELLUNG

1x Fateskimmer

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

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 RULES

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.

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).

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).

◆ 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 9".



FECULENT GNARLMAW

100 PTS



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



AUFSTELLUNG

1x Feculent Gnarlmau

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.

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.

◆ 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 9".



FIENDS

90–180 PTS



FIENDS

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

MELEE WEAPONS

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

AUFSTELLUNG

3-6x Fiends - Equipped with: Barbed tail and dissecting claws

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 RULES

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.*



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 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 9".



FLAMERS

65–130 PTS



FLAMER

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

PYROCASTER

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

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Flickering Flames	IGNORES COVER	PSYCHIC	TORRENT	12"	D6	N/A	4 -1 1
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
Flamer mouths	Melee	3	4+	4	0	1

AUFSTELLUNG

2-5x Flamer - Equipped with: Flickering Flames, Flamer mouths
1x Pyrocaster - Equipped with: Flamer mouths, Flickering Flames

ABILITIES

Bounding Leaps

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

Penumbra Puppetry

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

WEAPON RULES

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.



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.

◆ 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 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 9".



FLESH HOUNDS

75–150 PTS



M	T	SV	W	LD	OC	
12"	4	7+	2	7+	1	5+



RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

4-9x Flesh Hound

1x Gore Hound

Equipped with: Burning roar, Gore-drenched fangs

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 RULES

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.



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.

◆ 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 9".



FLUXMASTER

70 PTS



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

RANGED WEAPONS

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

AUFSTELLUNG

1x Fluxmaster

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

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 RULES

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).



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).

◆ 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 UNCLEON 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 UNCLEON 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 9".



FURIES [LEGENDS]

40-80 PTS



FURY

M	T	SV	W	LD	OC	
12"	3	7+	1	8+	1	5+

MELEE WEAPONS

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

AUFSTELLUNG

5-10x Fury - Equipped with: Daemonic claws

Wargear Options:

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

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.



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.

◆ 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 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 9".



GIANT CHAOS SPAWN

[LEGENDS]

130 PTS



M

10"

T

8

SV

4+

W

10

LD

7+

OC

3

5+

MELEE WEAPONS

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

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.

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.
- Penumbra 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.



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.

◆ 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 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 9".



CHAOS - CHAOS DAEMONS LIBRARY

GREAT UNCLEAN ONE

265 PTS



M7"

T12

SV5+

W20

LD6+

OC5

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Plague flail	6"	D6+1	3+	7	-2	2
Putrid vomit	12"	D6+3	N/A	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bileblade	Melee	3	2+	6	-2	2
Doomsday bell	Melee	6	2+	7	-1	2
► Bilesword - strike	Melee	6	2+	10	-2	D6+1
► Bilesword - sweep	Melee	12	2+	6	-1	1

AUFSTELLUNG

1x Great Unclean One

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.

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 RULES

EXTRA ATTACKS

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

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

IGNORES COVER

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

LETHAL HITS

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

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

TORRENT

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

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").

◆ 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.

◆ 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 9".



HELLFLAYERS

0 PTS



HELLFLAYER

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



RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Lashes of torment	ANTI-INFANTRY 3+ ASSAULT PISTOL	12"	3	3+	4	-1	2

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Lashes of torment	ANTI-INFANTRY 3+ EXTRA ATTACKS	Melee	3	3+	4	-1	2
Seeker tongues	EXTRA ATTACKS LETHAL HITS	Melee	4	4+	4	0	1
Slashing claws	DEVASTATING WOUNDS	Melee	8	3+	4	-1	1

AUFSTELLUNG

1-2x Hellflayer - Equipped with: Lashes of torment, Seeker tongues, Slashing claws

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 RULES

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].

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.

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 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 9".



HERALD OF SLAANESH ON STEED OF SLAANESH [LEGENDS]

70 PTS

M

14"

T

4

SV

7+

W

4

LD

7+

OC

2

5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lashing tongue EXTRA ATTACKS LETHAL HITS	Melee	2	4+	4	0	1
Ravaging claws DEVASTATING WOUNDS	Melee	6	2+	4	-1	1

AUFSTELLUNG

1x Herald of Slaanesh on Steed of Slaanesh [Legends]
Equipped with: Lashing tongue, Ravaging claws

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 RULES

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].

CORE RULES

◆ Deep Strike

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

◆ Leader

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

◆ Scouts 9"

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

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

◆ 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 UNCLE AN 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 9".



HORTICULOUS SLIMUX

120 PTS



M	T	SV	W	LD	OC	
6"	10	3+	10	7+	2	4+

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Acidic maw	DEVASTATING WOUNDS EXTRA ATTACKS	Melee	2	4+	7	-4	3
Lopping shears	LETHAL HITS	Melee	4	3+	6	-2	3

AUFSTELLUNG

1x Horticultural Slimux

Equipped with: Acidic maw, Lopping shears

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 RULES

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].



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 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 9".



CHAOS - CHAOS DAEMONS LIBRARY

IMMORTAL CHAMPION

[CRUCIBLE]

180 PTS

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

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Acidic maw DEVASTATING WOUNDS EXTRA ATTACKS	Melee	2	4+	7	-4	3
Attendant's hellblades EXTRA ATTACKS	Melee	4	3+	5	-2	2
Blade of blood	Melee	5	2+	6	-2	3
Bladed axle EXTRA ATTACKS	Melee	6	3+	6	-1	2

Close combat weapon PSYCHIC	Melee	3	4+	4	-1	1
Diseased claws and teeth LETHAL HITS	Melee	3	4+	2	0	1
Foul balesword LETHAL HITS	Melee	4	3+	5	-2	2
Foul mouthparts EXTRA ATTACKS LETHAL HITS	Melee	2	4+	5	-1	2
Juggernaut's bladed horn EXTRA ATTACKS LANCE	Melee	4	4+	6	-1	1
Lashing tongue EXTRA ATTACKS LETHAL HITS	Melee	2	4+	4	0	1
Ravaging claws DEVASTATING WOUNDS	Melee	6	2+	4	-1	1
Screamer bites EXTRA ATTACKS	Melee	6	4+	6	-2	2
Seeker tongues EXTRA ATTACKS LETHAL HITS	Melee	4	4+	4	0	1
Tiny balesword LETHAL HITS	Melee	3	4+	2	-2	2
Tiny corrupted staff LETHAL HITS	Melee	3	4+	4	-1	D3
▶ Hellforged weapons - strike	Melee	8	2+	8	-2	3
▶ Hellforged weapons - strike LETHAL HITS	Melee	7	2+	8	-2	3
▶ Hellforged weapons - strike PRECISION	Melee	6	2+	8	-2	3
▶ Hellforged weapons - strike DEVASTATING WOUNDS PSYCHIC	Melee	6	2+	8	-2	3
▶ Hellforged weapons - sweep	Melee	16	2+	8	-1	1
▶ Hellforged weapons - sweep LETHAL HITS	Melee	14	2+	6	-1	1
▶ Hellforged weapons - sweep	Melee	12	2+	6	0	1



► Hellforged weapons - sweep **DEVASTATING WOUNDS** Melee 12 2+ 6 -1 1

PSYCHIC

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.

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

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.

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: Screammers



WEAPON RULES

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.

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.



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").

◆ **Deep Strike**

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

◆ **Feel No Pain**

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

◆ **Scouts 9"**

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

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

◆ **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 9".



INFERNAL ENRAPTURESS

60 PTS



M

9"

T

3

SV

7+

W

3

LD

7+

OC

1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
▶ Heartstring lyre - cacophonous melody ASSAULT	18"	6	3+	6	0	1
▶ Heartstring lyre - euphonic blast ASSAULT	24"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ravaging claws DEVASTATING WOUNDS	Melee	5	2+	4	-1	1

AUFSTELLUNG
1x Infernal Enrapturess
Equipped with: ▶ Heartstring lyre - cacophonous melody, ▶ Heartstring lyre - euphonic blast, Ravaging claws

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 RULES

- 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.



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.

◆ 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 9".



KAIROS FATEWEAVER

305 PTS



M	T	SV	W	LD	OC	
12"	10	6+	20	6+	5	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Infernal Gateway - focused witchfire BLAST	24"	D3+6	2+	9	-2	3
INDIRECT FIRE HAZARDOUS PSYCHIC						
► Infernal Gateway - witchfire BLAST INDIRECT FIRE	24"	D6+3	2+	9	-2	D3
PSYCHIC						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of Tomorrow PSYCHIC	Melee	5	3+	8	-2	2D3

AUFSTELLUNG

1x Kairos Fateweaver

Equipped with: ► Infernal Gateway - focused witchfire, ► Infernal Gateway - witchfire, Staff of Tomorrow

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 RULES

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).



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").

◆ 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 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 9".



KARANAK

70 PTS



M

12"

T

4

SV

7+

W

5

LD

7+

OC

3

4+

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Soul-rending fangs ANTI-CHARACTER 3+ PRECISION	Melee	6	2+	6	-2	2

AUFSTELLUNG

1x Karanak

Equipped with: Scalding Roar, Soul-rending fangs

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 RULES

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.



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.

◆ 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 UNCLEON 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 UNCLEON 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 9".



KEEPER OF SECRETS

255 PTS



M14"14"

T1010

SV5+5+

W1818

LD6+6+

OC55

4+4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Living whip ASSAULT	12"	6	2+	6	-1	2
► Phantasmagoria - focused witchfire DEVASTATING WOUNDS	18"	9	2+	6	-2	1
HAZARDOUS Phantasmagoria - witchfire PSYCHIC 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

AUFSTELLUNG

1x Keeper of Secrets

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.

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 RULES

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.

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).

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").

◆ 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 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 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 9".

◆ 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 9".



KHORNE SOUL GRINDER

180 PTS

M

8"

T

11

SV

3+

W

14

LD

7+

OC

5

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Harvester cannon	36"	3	3+	10	-1	3
Torrent of burning blood	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	Melee	6	3+	8	-1	2
Warpsword	Melee	3	3+	8	-2	D6

AUFSTELLUNG

1x Khorne Soul Grinder

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

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 RULES

- 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.



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").

◆ 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 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 9".



LORD OF CHANGE

320 PTS



M12"

T10

SV6+

W18

LD6+

OC5

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rod of sorcery PSYCHIC	18"	6	2+	8	-1	2
► Bolt of Change - focused witchfire HAZARDOUS PSYCHIC	18"	9	2+	9	-2	3
► Bolt of Change - witchfire PSYCHIC	18"	9	2+	9	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Baleful sword EXTRA ATTACKS	Melee	3	3+	7	-2	3
Staff of Tzeentch PSYCHIC	Melee	5	3+	6	-1	3

AUFSTELLUNG

1x Lord of Change

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.

ABILITIES

Daemon Lord of Tzeentch (Aura)

While a friendly TZEENTCH LEGIONES DAEMONICA unit is within 6" of this model, each time a friendly 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 RULES

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).

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").

◆ 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).

◆ 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 9".



NURGLE SOUL GRINDER

180 PTS

M

8"

T

11

SV

3+

W

14

LD

7+

OC

5

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Harvester cannon	36"	3	3+	10	-1	3
Phlegm bombardment	36"	D6+1	3+	7	-1	2
LETHAL HITS						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Iron claw	Melee	5	3+	16	-3	D6+2
Warpclaw	Melee	6	3+	8	-1	2
Warpword	Melee	3	3+	8	-2	D6

AUFSTELLUNG

1x Nurgle Soul Grinder

Equipped with: Harvester cannon, Phlegm bombardment, Iron claw, Warpclaw, Warpword

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 RULES

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].

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").

◆ 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 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 9".



NURGLINGS

45–90 PTS



NURGLING SWARM

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



⚔ MELEE WEAPONS

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

AUFSTELLUNG

3-6x Nurgling Swarm - Equipped with: Diseased claws and teeth

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 RULES

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].

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.

◆ 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 9".



PINK HORRORS

150 PTS



PINK HORROR

M	T	SV	W	LD	OC	
6"	3	7+	1	7+	2	4+



RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blue claws (ref. only)	Melee	1	5+	3	0	1
Pink claws	Melee	1	4+	3	0	1
Yellow claws (ref. only)	Melee	2	5+	2	0	1

AUFSTELLUNG

10x Pink Horror - Equipped with: Coruscating Pink flames, Pink claws

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 RULES

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).

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.

◆ 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 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 9".



PLAGUE DRONES

110-220 PTS



PLAGUE DRONE

M	T	SV	W	LD	OC
10"	8	6+	5	7+	2



PLAGUEBRINGER

M	T	SV	W	LD	OC
10"	8	6+	5	7+	2



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Death's heads BLAST LETHAL HITS	12"	D3	4+	4	0	1
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
Foul mouthparts EXTRA ATTACKS LETHAL HITS	Melee	2	4+	5	-1	2
Plaguesword LETHAL HITS	Melee	2	3+	4	-1	1
Plaguesword LETHAL HITS	Melee	2	3+	4	-1	1

AUFSTELLUNG

2-5x Plague Drone - Equipped with: Death's heads, Foul mouthparts, Plaguesword
1x Plaguebringer - Equipped with: Death's heads, Foul mouthparts, Plaguesword

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 RULES

BLAST

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

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

EXTRA ATTACKS

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

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

LETHAL HITS

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

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

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 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 9".



PLAGUE TOADS

[LEGENDS]

120 PTS



PLAGUE TOAD

M	T	SV	W	LD	OC	
7"	8	6+	4	7+	2	5+



RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Yawning maw LETHAL HITS	Melee	3	3+	6	-1	2

AUFSTELLUNG

3x Plague Toad - Equipped with: Grasping tongue, Yawning maw

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 RULES

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].



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 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 9".



CHAOS - CHAOS DAEMONS LIBRARY

PLAGUEBEARERS

115 PTS



PLAGUERIDDEN

M	T	SV	W	LD	OC	
5"	5	7+	2	7+	2	5+

PLAGUEBEARER

M	T	SV	W	LD	OC	
5"	5	7+	2	7+	2	5+

⌘ MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Plaguesword	LETHAL HITS	Melee	2	3+	4	-1	1
Plaguesword	LETHAL HITS	Melee	2	3+	4	-1	1

AUFSTELLUNG

- 1x Plagueridden - Equipped with: Plaguesword
- 9x Plaguebearer - Equipped with: Plaguesword

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 RULES

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].



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 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 9".



POX RIDERS

[LEGENDS]

160 PTS

POX RIDER

M

7"

T

8

SV

6+

W

5

LD

7+

OC

2

5+

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Pox rider plaguesword EXTRA ATTACKS LETHAL HITS	Melee	2	3+	4	-1	1
Yawning maw LETHAL HITS	Melee	3	3+	6	-1	2

AUFSTELLUNG

3x Pox Rider - Equipped with: Grasping tongue, Pox rider plaguesword, Yawning maw

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 RULES

- 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].*



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 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 9".



POXBINGER

55 PTS



M

5"

T

5

SV

7+

W

5

LD

7+

OC

1

5+

MELEE WEAPONS

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

AUFSTELLUNG

1x Poxbringer

Equipped with: Foul balesword

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 RULES

- 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].



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.

◆ 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 9".



RENDMASTER ON BLOOD THRONE

150 PTS

M

8"

T

9

SV

4+

W

9

LD

7+

OC

3

4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Attendant's hellblades EXTRA ATTACKS	Melee	4	3+	5	-2	2
Blade of blood	Melee	5	2+	6	-2	3

AUFSTELLUNG

1x Rendmaster on Blood Throne
Equipped with: Attendant's hellblades, Blade of blood

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 RULES

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.



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 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 9".



ROTIGUS

280 PTS



M

7"

T

12

SV

5+

W

22

LD

6+

OC

5

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Streams of brackish filth DEVASTATING WOUNDS	12"	2D6	N/A	8	-2	1
IGNORES COVER TORRENT						

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

AUFSTELLUNG

1x Rotigus

Equipped with: Streams of brackish filth, ► Gnarlrod - strike, ► Gnarlrod - sweep

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 RULES

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.

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").

◆ 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.

◆ 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 9".



SCABEIATHRAX THE BLOATED

[LEGENDS]

275 PTS



M	T	SV	W	LD	OC	
7"	12	5+	22	6+	5	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Putrid vomit IGNORES COVER TORRENT	6"	D6+3	N/A	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Blade of decay - strike LETHAL HITS	Melee	7	2+	9	-2	D6
► Blade of decay - sweep LETHAL HITS	Melee	14	2+	7	-1	1

AUFSTELLUNG

1x Scabeiathrax the Bloated [Legends]

Equipped with: Putrid vomit, ► Blade of decay - strike, ► Blade of decay - sweep

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 RULES

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.



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").

◆ **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.

◆ **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 9".



SCREAMERS

80-160 PTS



SCREAMER

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



⚔ MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Lamprey bite	ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	3	3+	6	-2	2

AUFSTELLUNG

3-6x Screamer - Equipped with: Lamprey bite

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 RULES

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+.

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.

◆ 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 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 9".



CHAOS - CHAOS DAEMONS LIBRARY

SEEKER CHARIOT

[LEGENDS]

0 PTS



SEEKER CHARIOT

M	T	SV	W	LD	OC	
14"	6	5+	7	7+	3	4+



RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Seeker tongues EXTRA ATTACKS LETHAL HITS	Melee	4	4+	4	0	1
Slashing claws DEVASTATING WOUNDS	Melee	9	3+	4	-1	1

AUFSTELLUNG

1-2x Seeker Chariot - Equipped with: Lashes of torment, Seeker tongues, Slashing claws

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 RULES

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].

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.

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 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 9".



SEEKERS

80–155 PTS

SEEKER

M	T	SV	W	LD	OC
14"	4	7+	2	7+	1



HEARTSEEKER

M	T	SV	W	LD	OC
14"	4	7+	2	7+	1



⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lashing tongues EXTRA ATTACKS LETHAL HITS	Melee	2	4+	4	0	1
Lashing tongues EXTRA ATTACKS LETHAL HITS	Melee	2	4+	4	0	1
Slashing claws DEVASTATING WOUNDS	Melee	3	3+	4	-1	1
Slashing claws DEVASTATING WOUNDS	Melee	3	3+	4	-1	1

AUFSTELLUNG

4-9x Seeker - Equipped with: Lashing tongues, Slashing claws
1x Heartseeker - Equipped with: Lashing tongues, Slashing claws

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 RULES

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].

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.

◆ 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 9".



SHALAXI HELBANE

315 PTS



M	T	SV	W	LD	OC	
14"	10	3+	20	6+	5	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lash of Slaanesh ASSAULT	12"	6	2+	6	-1	2
► Pavane of Slaanesh - focused witchfire HAZARDOUS	18"	D6	2+	9	-2	D3
DEVASTATING WOUNDS PSYCHIC SUSTAINED HITS 3						
► Pavane of Slaanesh - witchfire DEVASTATING WOUNDS	18"	D6	2+	9	-1	D3
PSYCHIC						

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

AUFSTELLUNG

1x Shalaxi Helbane

Equipped with: Lash of Slaanesh, ► Pavane of Slaanesh - focused witchfire, ► Pavane of Slaanesh - witchfire, Snapping claws, Soulpiercer

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 RULES

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.

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).*

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").

◆ 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 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 9".



SKARBRAND

315 PTS



M

10"

T

11

SV

3+

W

20

LD

6+

OC

5

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bellow of endless fury IGNORES COVER TORRENT	12"	2D6	N/A	8	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Slaughter and Carnage - strike	Melee	8	2+	16	-4	6
► Slaughter and Carnage - sweep	Melee	16	2+	8	-2	2

AUFSTELLUNG
1x Skarbrand
Equipped with: Bellow of endless fury, ► Slaughter and Carnage - strike, ► Slaughter and Carnage - sweep

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 RULES

- 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.

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").

◆ **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 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 9".



SKULL ALTAR

105 PTS



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

AUFSTELLUNG

1x Skull Altar

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.

CORE 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 9".



SKULL CANNON

90 PTS



M

8"

T

9

SV

4+

W

9

LD

7+

OC

3

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Skull cannon BLAST	48"	D6+2	3+	9	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Attendant's hellblades EXTRA ATTACKS	Melee	4	3+	5	-2	2
Biting maw	Melee	2	4+	6	0	2

AUFSTELLUNG

1x Skull Cannon

Equipped with: Skull cannon, Attendant's hellblades, Biting maw

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 RULES

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.



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 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 9".



SKULLMASTER

85 PTS



M

10"

T

7

SV

3+

W

6

LD

7+

OC

2

4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blade of blood	Melee	5	2+	6	-2	3
Juggernaut's bladed horn	Melee	4	4+	6	-1	1

AUFSTELLUNG

1x Skullmaster

Equipped with: Blade of blood, Juggernaut's bladed horn

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 RULES

- 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.



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 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 9".



SKULLTAKER

85 PTS



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

✂ MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
The Slayer Sword	DEVASTATING WOUNDS PRECISION	Melee	6	2+	6	-2	3

AUFSTELLUNG

1x Skulltaker

Equipped with: The Slayer Sword

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 RULES

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.



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 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 9".



CHAOS - CHAOS DAEMONS LIBRARY

SLAANESH SOUL GRINDER

180 PTS

M

8"

T

11

SV

3+

W

14

LD

7+

OC

5

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Harvester cannon	36"	3	3+	10	-1	3
Scream of despair	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	Melee	6	3+	8	-1	2
Warpsword	Melee	3	3+	8	-2	D6

AUFSTELLUNG

1x Slaanesh Soul Grinder

Equipped with: Harvester cannon, Scream of despair, Iron claw, Warpclaw, Warpsword

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 unit 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 RULES

DEVASTATING WOUNDS

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

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

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

EXTRA ATTACKS

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

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

SUSTAINED HITS

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

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

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").

◆ 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 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 9".



SLOPPITY BILEPIPER

55 PTS



M

5"

T

5

SV

7+

W

5

LD

7+

OC

1

5+

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Marotter LETHAL HITS	Melee	4	3+	5	0	1

AUFSTELLUNG

1x Sloppity Bilepiper

Equipped with: Marotter

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 RULES

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**.*



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 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 9".



SPINED CHAOS BEAST

[LEGENDS]

145 PTS



M

10"

T

10

SV

4+

W

12

LD

7+

OC

4

5+

MELEE WEAPONS

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

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.

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.
- Penumbra 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.



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.

◆ 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 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 9".



SPOILPOX SCRIVENER

60 PTS



M

5"

T

5

SV

7+

W

5

LD

6+

OC

1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Disgusting Sneezes PISTOL TORRENT	6"	D6	N/A	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plaguesword and distended maw LETHAL HITS	Melee	6	3+	5	-1	1

AUFSTELLUNG

1x Spoilpox Scrivener

Equipped with: Disgusting Sneezes, Plaguesword and distended maw

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 RULES

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.



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 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 9".



SYLL'ESSKE

120 PTS

M9"

T6

SV6+

W9

LD6+

OC2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scourging whip ASSAULT	9"	6	3+	4	-1	1
► Cacophonic choir - focused witchfire DEVASTATING WOUNDS	12"	2D6	N/	6	-1	1
HAZARDOUS IGNORES COVER PSYCHIC TORRENT				A		
► Cacophonic choir - witchfire DEVASTATING WOUNDS	12"	D6	N/	6	-1	1
IGNORES COVER PSYCHIC TORRENT				A		

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

AUFSTELLUNG
1x Syll'esske
Equipped with: Scourging whip, ► Cacophonic choir - focused witchfire, ► Cacophonic choir - witchfire, Axe of Dominion

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 RULES

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.

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.

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 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 9".



THE BLUE SCRIBES

75 PTS



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



MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Sharp quills	Melee	4	5+	2	0	1
ANTI-PSYKER 2+						

AUFSTELLUNG

1x The Blue Scribes
Equipped with: Sharp quills

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.

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.

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 9".



THE CHANGELING

105 PTS



M

6"

T

3

SV

7+

W

5

LD

7+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Infernal Flames - focused witchfire HAZARDOUS	12"	D6+3	N/	6	-1	D3
IGNORES COVER PSYCHIC TORRENT			A			
► Infernal Flames - witchfire IGNORES COVER PSYCHIC	12"	D6	N/	6	-1	1
TORRENT			A			

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Trickster's Staff PSYCHIC	Melee	3	4+	4	-1	D3

AUFSTELLUNG

1x The Changeling

Equipped with: ► Infernal Flames - focused witchfire, ► Infernal Flames - witchfire, The Trickster's Staff

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 RULES

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.



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 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 9".



CHAOS - CHAOS DAEMONS LIBRARY

THE MASQUE OF SLAANESH

95 PTS



M

9"

T

3

SV

7+

W

4

LD

7+

OC

1

4+

✂ MELEE WEAPONS

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

AUFSTELLUNG

1x The Masque of Slaanesh

Equipped with: Serrated claws

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 RULES

- 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.*



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.

◆ 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 9".



CHAOS - CHAOS DAEMONS LIBRARY

TORMENTBRINGER

135 PTS



M	T	SV	W	LD	OC	
14"	6	5+	12	7+	3	4+



 RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Lashes of torment	ANTI-INFANTRY 3+ ASSAULT PISTOL	12"	6	2+	4	-1	2

 MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Lashes of torment	ANTI-INFANTRY 3+ EXTRA ATTACKS	Melee	6	2+	4	-1	2
Seeker tongues	EXTRA ATTACKS LETHAL HITS	Melee	4	4+	4	0	1
Slashing claws	DEVASTATING WOUNDS	Melee	8	3+	4	-1	1

AUFSTELLUNG

1x Tormentbringer

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

ABILITIES

CORE - Leader

Hysterical Frenzy

Each time a model in this model's unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

Seductive Gambit

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

Shadow's Caress

Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

Tormentbringer (Aura)

While a friendly Slaanesh Legions Daemonica unit is within 6" of this model, melee weapons in that unit have the [SUSTAINED HITS 1] ability.

Leader

This model can be attached to the following unit:

- Hellflayers



WEAPON RULES

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].

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.

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 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 9".



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TRANCEWEAVER

60 PTS



M

9"

T

3

SV

7+

W

3

LD

7+

OC

1

5+

✂ MELEE WEAPONS

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

AUFSTELLUNG

1x Tranceweaver

Equipped with: Ravaging claws

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 RULES

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.*



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.

◆ 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 9".



CHAOS - CHAOS DAEMONS LIBRARY

TZEENTCH SOUL GRINDER

180 PTS

M

8"

T

11

SV

3+

W

14

LD

7+

OC

5

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Harvester cannon	36"	3	3+	10	-1	3
Warp gaze	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	Melee	6	3+	8	-1	2
Warpsword	Melee	3	3+	8	-2	D6

AUFSTELLUNG

1x Tzeentch Soul Grinder

Equipped with: Harvester cannon, Warp gaze, Iron claw, Warpclaw, Warpsword

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.
- Penumbra 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 RULES

- 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.

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").

◆ 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).

◆ 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 9".



ZARAKYNEL [LEGENDS]

320 PTS



M	T	SV	W	LD	OC	
14"	10	5+	20	6+	5	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Phantasmagoria - focused witchfire DEVASTATING WOUNDS	18"	9	2+	6	-2	1
HAZARDOUS PSYCHIC						
► 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

AUFSTELLUNG

1x Zarakynel [Legends]

Equipped with: ► Phantasmagoria - focused witchfire, ► Phantasmagoria - witchfire, Snapping claws, Souleater blade

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 RULES

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).

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").

◆ 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 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 9".



PUNKTELISTE

EINHEIT	PUNKTE
Aetaos'rau'keres [Legends]	315 pts
An'ggrath the Unbound [Legends]	415 pts
Be'lakor	390 pts
Beasts of Nurgle	75 pts (bis 1 Modell) · 140 pts (ab 2 Modellen)
Bloodcrushers	95 pts (bis 3 Modelle) · 190 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +20 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	100 pts
Daemon Prince of Chaos	165 pts

EINHEIT	PUNKTE
Daemon Prince of Chaos with wings	190 pts
Daemonettes	90 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) · 180 pts (ab 4 Modellen)
Flamers	65 pts (bis 3 Modelle) · 130 pts (ab 4 Modellen)
Flesh Hounds	75 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

EINHEIT	PUNKTE
Herald of Slaanesh on Steed of Slaanesh [Legends]	70 pts
Horticultural Slimux	120 pts
Immortal Champion [Crucible]	180 pts · +5 pts (Sonderbedingung)
Infernal Enraptureuss	60 pts
Kairos Fateweaver	305 pts
Karanak	70 pts
Keeper of Secrets	255 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	55 pts

EINHEIT	PUNKTE
Rendmaster on Blood Throne	150 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	80 pts (bis 5 Modelle) · 155 pts (ab 6 Modellen)
Shalaxi Helbane	315 pts
Skarbrand	315 pts
Skull Altar	105 pts
Skull Cannon	90 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

EINHEIT	PUNKTE
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
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

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 — 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
Neverblade	25 pts

ENHANCEMENTS — SHADOW LEGION

ENHANCEMENT	PUNKTE
Leaping Shadows	25 pts
Mantle of Gloom (Aura)	20 pts

ENHANCEMENT	PUNKTE
Fade to Darkness	30 pts
Malice Made Manifest	25 pts