DETACHMENT ABILITIES

A **LEGIONES DAEMONICA** Detachment is one that only includes models with the **LEGIONES DAEMONICA** keyword (excluding models with the **AGENT OF CHAOS** or **UNALIGNED** keywords).

- **LEGIONES DAEMONICA** Detachments gain the Daemonic Allies, Daemonic Legions and Daemonic Relics abilities.
- Troops units (excluding **SWARM** units) in **LEGIONES DAEMONICA** Detachments gain the Objective Secured ability (see the Warhammer 40,000 Core Book).

DAEMONIC LEGIONS

Eldritch and ritualistic hierarchies exist in the daemonic legions, arcane rules that bind each entity to its place with an immutable inevitability weirdly at odds with the anarchy of the warp.

- If your army only contains **LEGIONES DAEMONICA** Detachments, and includes any **GREATER DAEMON** units, one of these must be your **WARLORD**, unless your army also includes **BE'LAKOR**.
- For each **GREATER DAEMON** unit included in a Detachment, you can include 1 **HERALD** unit with the same Allegiance keyword in that Detachment without that **HERALD** unit taking up a Battlefield Role slot.

DAEMONIC RELICS

The daemons of the warp go to war carrying all manner of deadly and esoteric artefacts, creations of pure chaos, aiding their owners in sowing terror and destruction wherever they tread.

If your army includes a **LEGIONES DAEMONICA WARLORD**, you can give one **LEGIONES DAEMONICA CHARACTER** model from your army a Relic. This can be selected from the Relics of Khorne (pg 65), Relics of Tzeentch (pg 80), Relics of Nurgle (pg 94) or Relics of Slaanesh (pg 110).

DAEMONIC ALLIES

When the mortal servants of the Dark Gods march to war, the most favoured may find daemonic entities accompanying them.

The following rules apply if you wish to include any **LEGIONES DAEMONICA** units in a **CHAOS** army in which not every unit has the **LEGIONES DAEMONICA** keyword.

Daemonic Pact

If your army includes one **LEGIONES DAEMONICA** Detachment, and the combined Power Ratings of all units in that Detachment make up no more than 25% of your army's Power Level, then until the end of the battle, every unit in that Detachment gains the **AGENT OF CHAOS** keyword. If a **BE'LAKOR** unit is included in that Detachment, this ability has no effect.

- The inclusion of **LEGIONES DAEMONICA AGENT OF CHAOS KHORNE** units in your army does not prevent **WORLD EATERS** units in your army from using any rules that require every model in your army to have the same keyword.
- The inclusion of **LEGIONES DAEMONICA AGENT OF CHAOS TZEENTCH** units in your army does not prevent **THOUSAND SONS** units in your army from using any rules that require every model in your army to have the same keyword.
- The inclusion of **LEGIONES DAEMONICA AGENT OF CHAOS NURGLE** units in your army does not prevent **DEATH GUARD** units in your army from using any rules that require every model in your army to have the same keyword.
- The inclusion of **LEGIONES DAEMONICA AGENT OF CHAOS SLAANESH** units in your army does not prevent **EMPEROR'S CHILDREN** units in your army from using any rules that require every model in your army to have the same keyword.



'We draw our wards and our protective sigils. We light our votive candles, burn our blessed incense and offer up our most fervent prayers. Yet in the end, what true defence can there be against the deeper darkness of our own damned souls? Ever we must hope that the Emperor protects, for the stark truth is we cannot protect ourselves.'

Master Astropath Therwillion VanShaw

DATASHEET ABILITIES

ALLEGIANCE KEYWORDS

Most of the datasheets in this book have an Allegiance keyword. The following are Allegiance keywords:

- KHORNE
- TZEENTCH
- NURGLE
- SLAANESH

If a unit instead has the <ALLEGIANCE> Faction keyword, then when you add that unit to your army, you must select one of the listed Allegiance keywords above and replace the <ALLEGIANCE> keyword in all instances on that Datasheet with the selected Allegiance keyword.

Example: *If you include a Daemon Prince in your army, and you decide it is a Daemon Prince of Khorne, its* <ALLEGIANCE> *keyword becomes* KHORNE *and its Prince of Chaos ability reads, 'While a friendly* LEGIONES DAEMONICA KHORNE CORE *unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.'*

MALEFIC WEAPONS

Many daemons fashion forms for themselves that exhibit strange and esoteric weapons, with which they give vent to their spiteful natures. While most fight with blade or claws, often they can also lash out with spiked tails, envenomed pseudopods or other bizarre appendages. Daemons may also ride to battle atop other daemonic creatures that make attacks with weapons of their own, or may be attended by daemonic minions who swipe at those who draw near their masters.

Many Chaos Daemons weapons are malefic weapons. Such a weapon will have an ability that reads 'Malefic' and then a value, such as 2 or 4. Each time the bearer fights, it makes a number of additional attacks with that weapon equal to that value, and no more than that number of attacks can be made with that weapon while resolving that fight. If a model is equipped with more than one malefic weapon, it can make additional attacks with each one it is equipped with.

Unless otherwise specified, malefic weapons are never affected by effects or abilities that allow models to make additional attacks, or abilities that would add to, subtract from, or improve their characteristics in any way.

Example: *A Skullmaster is equipped with a blade of blood and its Juggernaut's bladed horn, which has the 'Malefic 4' ability. Each time this model fights, it makes a number of attacks equal to its Attacks characteristic with its blade of blood, then an additional 4 attacks with the bladed horn profile.*

ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These are described below.

DAEMONIC

This unit has the following abilities: Daemonic Invulnerability; Manifestation; Daemonic Terror; Warp Storm.

Daemonic Invulnerability

Daemons are madness given form. Their very bodies are fashioned from the stuff of the warp, and are difficult to destroy through conventional means. By far the surest way to banish them, short of ritual witchery, is to fight them at close quarters where a warrior's conviction and faith may strike as surely as their blade.

Instead of a normal Save characteristic as described in the Warhammer 40,000 Core Book, each LEGIONES DAEMONICA datasheet has a Daemonic Save characteristic (abbreviated to DSv on that datasheet's profile line). This characteristic has two values. The first characteristic is used when a melee attack is allocated to that model, while the second characteristic is used when a ranged attack is allocated to that model. In either case, this saving throw cannot be modified in any way.

Manifestation

Daemonic legions tear through the fabric of realspace, malevolent entities flickering into being like phantasms from a nightmare. Worse still, as terror and panic take hold of their victims, so their mortal souls become ever easier prey for the entities pouring through from the warp.

During deployment, you can set up this unit in the warp instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models, or more than 6" away from any enemy models and wholly within 6" of a friendly WARP LOCUS model that was on the battlefield at the start of your turn. If that WARP LOCUS model has an Allegiance keyword (see left), the unit being set up can only use this ability if it has the same Allegiance keyword.

If every unit from your army has the LEGIONES DAEMONICA keyword, then in the Reinforcements step of one of your Movement phases you can instead set up this unit anywhere on the battlefield with one of the following restrictions:

- Wholly within your deployment zone and more than 3" away from any enemy models.
- Neither wholly within your deployment zone nor within your opponent's deployment zone, and more than a number of inches away from each enemy unit, equal to the current Leadership characteristic of that enemy unit (to a minimum of 3" and a maximum of 9").

Daemonic Terror (Aura)

To encounter a creature of the warp is to face a being utterly anathema to the fundamental laws of reality. Even the most emotionless warrior feels an unnatural primal terror while in their presence.

While an enemy unit is within 6" of this unit, subtract 1 from that enemy unit's Leadership characteristic and subtract 1 from any Combat Attrition tests taken for that enemy unit.

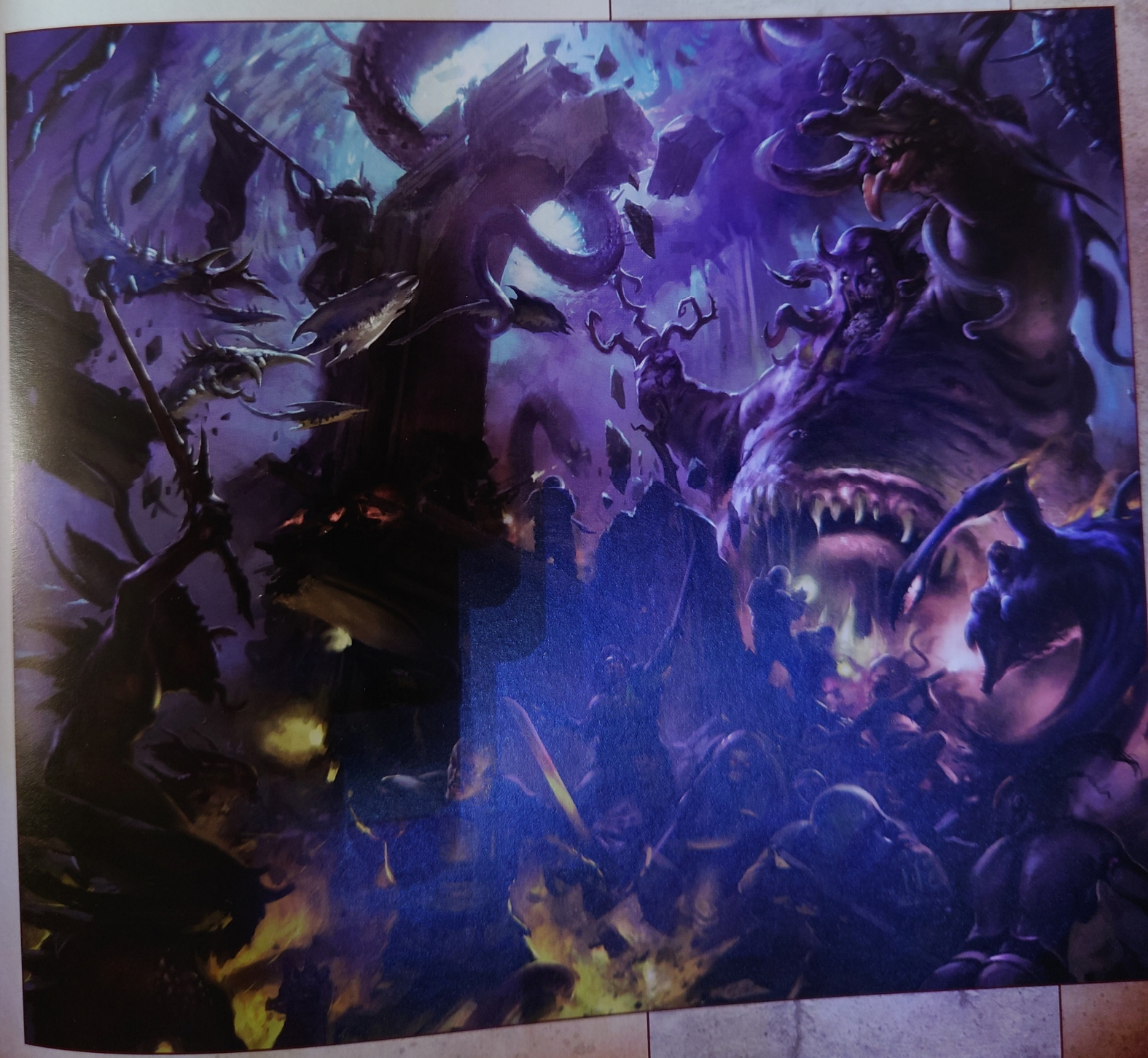
Warp Storm

When daemons pour into realspace, maelstroms of warp energy spill through in their wake. Manifest emotion and unbridled, nightmarish energies twist all that they touch, reshaping the landscape into bizarre forms and tormenting mortal beings.

This ability can be used to apply Warp Storm effects to eligible units from your army – see pages 58-59.

'It is the great fortune of most who dwell within the Imperium that they possess not the imagination to picture even a fragment of the horrors that lurk within the warp. Should those same horrors be unleashed upon them, however, this shield of ignorance collapses all too swiftly and, in its demise, often destroys the mind it once protected. Truly it is nobler to purge all such unfortunates for the good of all, than to force them to live on in enlightened insanity.'

- Inquisitor Fabiranice Var Koldenvaal, ruminations on Exterminatus



WARP STORM EFFECTS

If every unit from your army has the **LEGIONES DAEMONICA** keyword (excluding models with the **AGENT OF CHAOS** or **UNALIGNED** keywords), at the start of each battle round, you can make a Warp Storm roll. To do so, roll eight D6. For each 4+, gain 1 Warp Storm point (WSP).

Warp Storm points can also be gained via other rules or abilities. No matter the source, you can only gain Warp Storm points from such a rule if every unit from your army has the **LEGIONES DAEMONICA** keyword (excluding models with the **AGENT OF CHAOS** or **UNALIGNED** keywords).

Warp Storm points can be spent during that battle round on the Warp Storm effects listed below and opposite, and each will specify when it can be used. These include a series of effects themed around each of the four Dark Gods, which can be used if your army contains a detachment dedicated to the appropriate Dark God.

Each effect has an associated Warp Storm points cost. If you do not have enough Warp Storm points for a specific Warp Storm effect, you cannot use it. Unless otherwise specified, you can use the same Warp Storm effect multiple times over the course of the battle, but you cannot use the same Warp Storm effect more than once per battle round. Any spent Warp Storm points are deducted from your total.

If an effect instructs you to return any destroyed models to a unit, a returned model cannot be set up within Engagement Range of any enemy units unless those enemy units are already within Engagement Range of its unit.

At the end of each battle round, unless otherwise specified, any unspent Warp Storm points are lost. Some abilities will allow you to retain Warp Storm points. Each ability will specify how many Warp Storm points can be retained. Retained Warp Storm points are not lost at the end of the battle round.

UNDIVIDED

DARK INVIGORATION — 5 WSP

Use this effect at the start of the Morale phase. One model in each **LEGIONES DAEMONICA** unit from your army can regain up to D3 lost wounds. If every model in that unit has a Wounds characteristic of 1, that unit can instead be replenished. When a unit is replenished, you can return D3 destroyed models to that unit with their full wounds remaining. Each returned model no longer counts as having been destroyed for the purposes of Morale tests this turn. Each unit can only be replenished once per turn.

PRIMEVAL TERROR — 3 WSP

Use this effect at the start of a turn. Until the end of the turn, while an enemy unit is within range of the Daemonic Terror ability (pg 57) of one or more units from your army, subtract 1 from the Leadership characteristic of models in that unit.

MUSIC OF THE WARP — 2 WSP

Use this effect at the start of your turn. Until the end of the turn, add 6" to the range of the Daemonic Terror ability (pg 57) for **INSTRUMENT** units from your army (to a maximum of 12").

MALICIOUS MISDIRECTION — 2 WSP

Use this effect at the start of the Reinforcements step of your opponent's Movement phase. Until the end of that step, enemy Strategic Reserve units can only be set up as if it were the second battle round.

MAGNIFIED GLORY — 3 WSP

Use this effect at the start of any turn. Until the end of the turn, add 3" to the range of aura abilities of **LEGIONES DAEMONICA** units from your army.

OTHERWORLDLY TREAD — 2 WSP

Use this effect at the start of your Movement phase or at the start of your Charge phase. Until the end of the phase, **LEGIONES DAEMONICA** units from your army can ignore any or all modifiers to their Move characteristic, Advance rolls and charge rolls.

DESCENDING SHADOW — 3 WSP

Use this effect at the start of your opponent's Shooting phase. Until the end of the phase, each time a ranged attack is made against a **LEGIONES DAEMONICA** unit from your army, if the attacker is more than 12" away, subtract 1 from that attack's hit roll.

INSIDIOUS WHISPERS — 2 WSP

Use this effect at the start of your opponent's Psychic phase. Until the end of the phase, **LEGIONES DAEMONICA** units from your army have the following ability:

Insidious Whispers (Aura): While an enemy **PSYKER** unit is within 12" of this unit, each time a Psychic test is taken for that **PSYKER** unit, it suffers Perils of the Warp on any dice roll that includes a double, instead of only a double 1 or double 6.

KHORNE

If your army includes any **LEGIONES DAEMONICA** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments) in which every unit has the **KHORNE** keyword, you have access to the following Khorne Warp Storm effects, and can spend Warp Storm points to use them.

FURY OF KHORNE — 4 WSP

Use this effect at the start of the Fight phase. Until the end of the phase, add 1 to the Attacks characteristic of **LEGIONES DAEMONICA KHORNE** models from your army.

BURNING TERROR — 2 WSP

Use this effect at the start of your Shooting phase. Roll one D6 for each enemy unit within 24" of any **LEGIONES DAEMONICA KHORNE** units from your army and that is not wholly within an Area Terrain feature. On a 6, that unit suffers D3 mortal wounds.

OVERWHELMING RAGE — 4 WSP

Use this effect at the start of your opponent's Movement phase. Until the end of the phase, each time an enemy unit (excluding **AIRCRAFT** units) within Engagement Range of any **LEGIONES DAEMONICA KHORNE** units from your army is selected to Fall Back, roll one D6: on a 4+, that unit cannot Fall Back.

TZEENTCH

If your army includes any **LEGIONES DAEMONICA** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments) in which every unit has the **TZEENTCH** keyword, you have access to the following Tzeentch Warp Storm effects, and can spend Warp Storm points to use them.

DELUGE OF FIRE — 4 WSP

Use this effect at the start of your Shooting phase. Until the end of the phase, improve the Ballistic Skill characteristic of **LEGIONES DAEMONICA TZEENTCH** models from your army by 1.

SORCEROUS WINDS — 3 WSP

Use this effect at the start of your Psychic phase. Until the end of the phase, each time a Psychic test is taken for a **LEGIONES DAEMONICA TZEENTCH** unit from your army, add 1 to that Psychic test.

RAMPANT MUTATION — 3 WSP

Use this effect in the Fight phase. Until the end of the phase, each time a **LEGIONES DAEMONICA TZEENTCH** model from your army makes a melee attack, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage (each enemy unit can only suffer a maximum of 3 mortal wounds as a result of this effect per phase).

NURGLE

If your army includes any **LEGIONES DAEMONICA** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments) in which every unit has the **NURGLE** keyword, you have access to the following Nurgle Warp Storm effects, and can spend Warp Storm points to use them.

SWARMING INSECTS — 4 WSP

Use this effect at the start of the Fight phase. Until the end of the phase, each time a **LEGIONES DAEMONICA NURGLE** model from your army makes a melee attack, add 1 to that attack's hit roll.

PLAGUE OF RUST — 2 WSP

Use this effect at the start of the Fight phase. Until the end of the phase, each time a **LEGIONES DAEMONICA NURGLE** model from your army makes a melee attack against an enemy **VEHICLE** unit, improve the Armour Penetration characteristic of that attack by 1.

WAVE OF SICKNESS — 2 WSP

Use this effect at the start of your Shooting phase. Roll one D6 for each enemy unit within 12" of one or more **LEGIONES DAEMONICA NURGLE** units from your army. On a 6, that unit suffers D3 mortal wounds.

SLAANESH

If your army includes any **LEGIONES DAEMONICA** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments) in which every unit has the **SLAANESH** keyword, you have access to the following Slaanesh Warp Storm effects, and can spend Warp Storm points to use them.

MESMERISING DANCE — 4 WSP

Use this effect at the start of the Fight phase. Until the end of the phase, each **LEGIONES DAEMONICA SLAANESH** unit from your army that is within Engagement Range of any enemy units can fight first that phase.

LIGHTNING SPEED — 3 WSP

Use this effect in your Movement or Charge phase. Until the end of the turn, each time an Advance roll or Charge roll is made for a **LEGIONES DAEMONICA SLAANESH** unit from your army, add 1 to the result.

DARK HALLUCINATIONS — 2 WSP

Use this effect at the start of your opponent's turn. Until the end of the turn, while an enemy unit is within 12" of one or more **LEGIONES DAEMONICA SLAANESH** units from your army, each time that enemy unit starts to perform an action, roll 2D6. If the result is greater than that enemy unit's Leadership characteristic, that action fails and that enemy unit suffers D3 mortal wounds.



THE BOOK OF BLOOD

Out through brazen gates they march, across endless fields of slaughter. Searing brass they bear, and coiling fire, and the hatred that beats in every living heart. Cloven hooves crack blackened skulls underfoot as they stalk forth beneath a rain of boiling blood, and mountains of bodies they raise for the Lord of Battles.

In this section you will find the following rules:

EXALTED BLOODTHIRSTERS (PG 62)
Bloodthirsters can be upgraded with potent new abilities. The rules for how you can upgrade these models and the abilities they bestow are described in this section.

KHORNE STRATAGEMS (PG 63)
Khorne armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, and you can spend Command points to use them in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

KHORNE WARLORD TRAITS (PG 64)
Khorne **WARLORD** models can have one of the traits presented in this section. These help to better reflect their individual combat and command style on the battlefield.

RELICS OF KHORNE (PG 65)
Khorne's greatest champions can be equipped with powerful artefacts called Relics of Khorne; these Relics and the rules they bestow are described in this section.

KHORNE DATASHEETS (PG 66-73)
This section is essential to all Chaos Daemons players who wish to include **KHORNE** units in their army, regardless of preferred play style, containing as it does the datasheets for **LEGIONES DAEMONICA KHORNE** units. Each datasheet describes, amongst other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book.

EXALTED BLOODTHIRSTERS

There are those amongst the Bloodthirsters of Khorne who serve as the Blood God's personal guard, his champions, executioners and generals. Such lords of slaughter exhibit might and unholy blessings beyond even those of other Bloodthirsters, and embody the greatest warrior archetypes of the ages. Ka'Bandha is such a being, he who battled the angelic Primarch Sanguinius during the Siege of the Emperor's Palace, and who almost destroyed the assembled might of the Ultramarines Chapter so many millennia later.

If your army includes any **LEGIONES DAEMONICA** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then when you muster your army, you can upgrade any **BLOODTHIRSTER** models from your army to be exalted.

When a model is upgraded to be exalted it gains an Exalted ability. You can select one of the Exalted abilities (see right) for that model. That model's Power Rating is increased accordingly, as shown in the table below. If you are playing a matched play game, or a game that uses a points limit, then the points value of that unit is also increased by the amount shown in the same table. Make a note on your army roster each time you upgrade a unit using these rules, specifying the ability it has gained.

Named characters (e.g. **SKARBRAND**, page 66) cannot be given Exalted abilities. Each model can only be upgraded to have Exalted abilities once. An army (or a Crusade force) cannot include the same Exalted ability more than once.

A Crusade force cannot start with any models having Exalted abilities – to include one in a Crusade force, you must use the Exalted Daemon Requisition (pg 132).

EXALTED ABILITY	POWER	POINTS
Indomitable Onslaught	+2	+40
Master of the Blood Tide	+1	+20
Rage Unchained	+2	+35

EXALTED ABILITIES

INDOMITABLE ONSLAUGHT

Hate and bloodlust bind this daemon's corporeal form together with such furious vehemence that its victims struggle to banish the rampaging monster with even the most powerful weapons.

This model cannot lose more than 8 wounds in the same phase. Any wounds that would be lost after that point are not lost.

MASTER OF THE BLOOD TIDE

The bloody tides of battle fill this daemonic warrior with surging might, every fresh charge and countercharge sending infernal vitality coursing through its limbs and lending renewed ferocity to its blows.

Each time this model fights, if it made a charge move, was charged, or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to this model's Strength and Attacks characteristics.

RAGE UNCHAINED

No matter the hurts done to it, this blood-spattered abomination continues to slaughter its foes without seeming even to register the desperate blows of.

This model is considered to have double the number of wounds remaining for the purposes of determining what its characteristics are.



KHORNE STRATAGEMS

If your army includes any **LEGIONES DAEMONICA KHORNE** units (excluding units in Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them.

FRENETIC BLOODLUST — 1CP/2CP

Legions of Khorne – Battle Tactic Stratagem

Ravening packs of Bloodletters spill across the battlefield seeking out the foe, eager to spill their blood.

Use this Stratagem at the start of the Fight phase. Select one **BLOODLETTERS CORE** unit from your army.

- If that unit is not within Engagement Range of any enemy units, make a Normal Move of up to 6" with that unit. It must end this move closer to the closest visible enemy unit.
- If that unit is within Engagement Range of any enemy units, make a pile-in move with that unit.

If this unit makes a Normal Move, this Stratagem costs 2CP; otherwise, it costs 1CP.

GLORIOUS DECAPITATION — 2CP

Legions of Khorne – Epic Deed Stratagem

No sight does more to drive the legions of the Blood God into a killing frenzy than the head of an enemy champion lopped off in a fountain of gore, and another worthy skull added to the charnel mountain upon which Khorne's brass throne is set.

Use this Stratagem when an enemy **CHARACTER** model is destroyed by a melee attack made by a **LEGIONES DAEMONICA KHORNE CHARACTER** model from your army. Until the end of the battle, that **KHORNE CHARACTER** model has the following ability:

Slayer of Champions (Aura): While a friendly **LEGIONES DAEMONICA KHORNE** unit is within 6" of this model, each time a model in that unit makes an attack, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage. A unit can only suffer a maximum of 6 mortal wounds per phase as a result of this ability.

You can only use this Stratagem once.

RELICS OF THE BRASS CITADEL — 1CP

Legions of Khorne – Requisition Stratagem

The infernal armouries of Khorne's daemon legions overflow with macabre artefacts of unbridled slaughter.

Use this Stratagem before the battle, when you are mustering your army. Select one **LEGIONES DAEMONICA KHORNE CHARACTER** model from your army and give them one Relic of Khorne (this must be a Relic they can have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

CONTEMPT FOR SORCERY — 1CP

Legions of Khorne – Strategic Ploy Stratagem

The loathing for witchery that radiates from the daemons of Khorne can unmake even the mightiest of conjurations.

Use this Stratagem in your opponent's Psychic phase, after a Psychic test is passed for an enemy **PSYKER** unit and after any Deny the Witch attempt is made. If that enemy **PSYKER** unit is within 24" of any **LEGIONES DAEMONICA KHORNE** units from your army, roll one D6, adding 1 to the result if that enemy **PSYKER** is within 12" of any **FLESH HOUNDS** units from your army: on a 4+, that psychic power is denied.

BRASS STAMPEDE — 1CP

Legions of Khorne – Strategic Ploy Stratagem

The daemonic cavalry and chariots of the daemons of Khorne slam into the enemy lines like a brass-shod avalanche of death.

Use this Stratagem after a **LEGIONES DAEMONICA KHORNE CAVALRY** or **LEGIONES DAEMONICA KHORNE VEHICLE** unit from your army finishes a charge move. Select one enemy unit within Engagement Range of that unit and roll one D6 for each model in the charging unit, adding 3 to the result if the charging unit is a **VEHICLE** unit:

- On a 6-8, that enemy unit suffers D3 mortal wounds.
- On a 9, that enemy unit suffers D3+3 mortal wounds.

BANNER OF BLOOD — 1CP

Legions of Khorne – Wargear Stratagem

The dark icons carried above Khorne's daemonic hosts spur those who march below them forward with greater fury.

Use this Stratagem when a **LEGIONES DAEMONICA KHORNE ICON** unit from your army is selected to charge. Until the end of the phase, each time you make a charge roll for that unit, roll one additional D6 and discard the lowest result.

KHORNE WARLORD TRAITS

Fourth, should the inclination take you to read the words of this grimoire backwards, or indeed to intone aloud any of the text scribed herein, resist this urge with all the strength you have. Read neither every sixth word, nor seventh, nor eighth nor ninth, lest something take your voice from you and make it not your own.

If a **LEGIONES DAEMONICA KHORNE CHARACTER** model from your army gains a Warlord Trait, you can use the Khorne Warlord Traits table below to determine which Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one.

If a **KHORNE HERALD** model gains a Warlord Trait, they can only have the Aspect of Death, Brazen Hide or Devastating Blow Warlord Traits. You can either roll one D3 to randomly generate one, or you can select one.

1. ASPECT OF DEATH (AURA)

Such is the palpable aura of dread this daemon emanates that its enemies may die of sheer terror.

While an enemy unit is within 6" of this **WARLORD**:

- Subtract 1 from the Leadership characteristic of models in that unit.
- Each time a Combat Attrition test is taken for that unit, subtract 1 from that Combat Attrition test.

2. BRAZEN HIDE

This daemon's warpflesh is infused with rune-wrought brass that shatters blades and turns aside even the most powerful enemy blows.

Each time this **WARLORD** would lose a wound, roll one D6: on a 5+, that wound is not lost.

3. DEVASTATING BLOW

So monstrous is the strength behind this warlord's blows and so unstoppable their hatred that they can lay victims low with but a single strike.

Each time this **WARLORD** makes a melee attack, rules that ignore wounds cannot be used.

4. GLORY OF BATTLE

The more foes that surround this daemon, the faster and more eagerly it fights.

- Add 1 to this **WARLORD**'s Attacks characteristic.
- While this **WARLORD** is within 3" of 6 or more enemy models, add 1 to this **WARLORD**'s Attacks characteristic.
- While this **WARLORD** is within 3" of 11 or more enemy models, add 1 to this **WARLORD**'s Attacks characteristic.

5. IMMENSE POWER

The molten fury of the Lord of Battle rages within this daemon, and its body is swollen with unholy might.

Each time this **WARLORD** makes a melee attack, add 1 to that attack's wound roll.

6. RAGE INCARNATE

The fury with which this daemon hurls itself at the enemy serves as a beacon of wrath to its like-minded minions.

- Add 1 to Advance and charge rolls made for this **WARLORD**.
- Each time a friendly **LEGIONES DAEMONICA KHORNE CORE** unit declares a charge against an enemy unit within Engagement Range of this **WARLORD**, add 1 to the charge roll made for that unit.

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters gains a Warlord Trait, they must have the relevant one shown below:

Named Character	Warlord Trait
Skarbrand	Rage Incarnate
Skulltaker	Devastating Blow
Karanak	Aspect of Death

RELICS OF KHORNE

If a **LEGIONES DAEMONICA KHORNE CHARACTER** model gains a Relic, you can give them one of the following Relics of Khorne. Named characters and **VEHICLE** models cannot be given any of the following Relics.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics of Khorne your models have on your army roster.

ARMOUR OF SCORN

Though this armour was forged in the Brass Citadel, it was the Blood God's contempt that gave it life. Aeons after its creation, it is this same burning scorn that shields its wearer in battle.

KHORNE MONSTER model only.

- Each time an attack with a Damage characteristic of 1 is allocated to the bearer, add 1 to any saving throw made against that attack.
- Each time the bearer would lose a wound as a result of a mortal wound in the Psychic phase, roll one D6: on a 4+, that wound is not lost.

THE CRIMSON CROWN

It is said that this crown was created from a single drop of Khorne's blood. A measure of the Blood God's endless wrath is bound within the crown, and its effect upon his daemonic servants is palpable. Fuelled by the artefact's fell presence, Khorne's daemons are driven to ever greater heights of savagery and slaughter.

At the end of each battle round, if the bearer destroyed any enemy models during that battle round, you can retain up to 2 unspent Warp Storm points (pg 58).

RUNE OF BRASS

Etched into the daemon's armour – or embedded into its flesh – the Rune of Brass retains the infernal heat of its creation. The glare of its still-molten form is agony to witches, for it conjures the all-consuming blaze of the pyre, and twists their powers against them.

The bearer has the following ability:

Rune of Brass (Aura): While an enemy **PSYKER** unit is within 12" of the bearer:

- Each time a Psychic test is taken for that unit, it suffers Perils of the Warp on any dice roll that includes a double, instead of only a double 1 or double 6.
- Each time that unit suffers Perils of the Warp, it suffers D6 mortal wounds instead of D3.

BLOOD-DRINKER TALISMAN

Seized from the blasted surface of a crone world, this sentient gemstone resides within the warp-wrought body of its daemonic master. There it pulses with malign murderlust, drinking in the blood that sprays its host's flesh during battle and channelling the stolen life force to reknit the corporeal form of the daemon within which it resides.

Each time the bearer fights, after resolving its attacks, roll one D6 for each enemy model that was destroyed by those attacks. On a 5+, the bearer regains 1 lost wound. The bearer cannot regain more than 6 lost wounds in each Fight phase.

A'RGATH, THE KING OF BLADES

When a daemon is bound within a weapon by its infernal master, it rarely submits willingly to this terrible incarceration. The same cannot be said for A'rgath. A lifetime of slaughter and zealous dedication saw this butcher granted daemonhood. Such was his devotion to Khorne that instead of accepting immortality as a Daemon Prince, he instead chose to take the form of a deadly blade so that he could spill the lifeblood of Khorne's greatest enemies. Their hand guided by A'rgath's spirit, this weapon's wielder becomes nigh on unstoppable. Countless are the rival champions and mortal heroes that have fallen to his power.

Select one melee weapon the bearer is equipped with.

- Add 1 to the Damage characteristic of that weapon.
- Each time the bearer makes a melee attack with that weapon, you can ignore any or all modifiers to that attack's hit roll and any or all modifiers to that attack's wound roll.
- That weapon is now considered to be a Relic for all rules purposes.

SKULLREAVER

This monstrous axe forms the prison for a Bloodthirster defeated in a duel against a rival champion of Khorne. The rage of the trammelled daemon causes the blade's infernal runes to blaze with the heat of a captive star, and keeps its edge so supernaturally sharp that a single blow from Skullreaver can lop the head from the mightiest foe or decapitate an entire rank of lesser victims.

Model equipped with axe of Khorne only. This Relic replaces an axe of Khorne and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Skullreaver	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.				
- Mighty strike	Melee	Melee	+4	-4	D6
- Sweeping blow	Melee	Melee	User	-3	1

Abilities: Each time an attack is made against a **VEHICLE** or **MONSTER** unit with this weapon's mighty strike profile, that attack has a Strength characteristic of x2 and a Damage characteristic of D3+3. Each time an attack is made with this weapon's sweeping blow profile, make 2 hit rolls instead of 1.

SKARBRAND

17 POWER



Never pausing, never relenting, Skarbrand storms across realspace hacking apart every luckless foe that stands in its path. Worse, all who find themselves in the daemon's presence are seized by its feral murderlust, a madness that sees elegant strategies collapse into orgies of primal savagery.

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Skarbrand (12+ wounds remaining)	8"	2+	2+	8	8	22	8	9	4+/4+
	Skarbrand (6-11 wounds remaining)	7"	3+	2+	8	8	N/A	9	9	4+/4+
	Skarbrand (1-5 wounds remaining)	6"	4+	2+	8	8	N/A	10	9	4+/4+

Skarbrand is equipped with: bellow of endless fury; Slaughter and Carnage. Your army can only include one **SKARBRAND** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bellow of endless fury	12"	Assault 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Slaughter and Carnage	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Mighty strike	Melee	Melee	x2	-4	D3+3	Each time an attack is made with this weapon profile, invulnerable saving throws cannot be made against that attack.
- Sweeping blow	Melee	Melee	User	-2	2	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.

ABILITIES

Daemonic (pg 56)

Witchbane: This unit cannot be targeted or affected by psychic powers.

Rage Embodied (Aura): While a unit is within 6" of this model:

- Add 1 to the Attacks characteristic of models in that unit.
- Each time a Morale test is taken for that unit, it is automatically passed.
- Each time that unit is selected to Fall Back, the controlling player rolls 3D6. If the total is greater than that unit's Leadership characteristic, that unit cannot Fall Back.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, KHORNE**
KEYWORDS: **MONSTER, CHARACTER, DAEMON, GREATER DAEMON, WARP LOCUS, BLOODTHIRSTER, SKARBRAND**

KHORNE'S FALLEN FAVOURED

Mortals say of Skarbrand that no daemon ever served Khorne more faithfully, nor shed blood more enthusiastically. Yet legend has it that though the Greater Daemon rose high in the Blood God's favour, it became wild and prideful of its conquests and left itself open to manipulation. The Changer of the Ways, they say, was the one to note this weakness and to exploit it with subtle whispers until one day Skarbrand's fury overflowed. Taking up its axes, the mighty daemon struck a blow at Khorne himself.

The legends speak of Khorne's rage at this betrayal as a thing fit to burn out the stars in the heavens. Some even claim this as literal truth, preaching that every star ever to burst in furious supernova since that day has done so as an echo of the Blood God's wrath. Khorne is said to have gripped his wayward servant about the throat, choking until nothing remained within Skarbrand but mindless rage, then to have hurled the Bloodthirster across the heavens as a blazing meteor.

What arose from the impact crater of Skarbrand's final fall was a ruined and wrathful thing whose wings were reduced to gristle-gore tatters, and whose monstrous visage was as much flayed skull as daemonic flesh. Yet the rage that had driven the exile to strike at its master remained and burned hotter than ever. This, the storytellers claim, accounts for the madness said to fall upon friend and foe alike at Skarbrand's coming. Even the meekest coward becomes a murderous berserker in the exile's presence, and the bloodshed that ripples out from the daemon in waves has caused gory apocalypses that have consumed countless worlds.

BLOODTHIRSTER

16 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Bloodthirster (11+ wounds remaining)	12"	2+	2+	8	8	20	8	10	4+/4+
	Bloodthirster (6-10 wounds remaining)	10"	3+	2+	8	8	N/A	7	10	4+/4+
	Bloodthirster (1-5 wounds remaining)	8"	4+	2+	8	8	N/A	6	10	4+/4+

A Bloodthirster is equipped with: hellfire breath; great axe of Khorne.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bloodflail	12"	Assault 1	x2	-4	3D3	Each time an attack is made with this weapon, excess damage it inflicts is not lost. Instead, keep allocating excess damage to another model in the target unit until either all the excess damage has been allocated or the target unit is destroyed.
Hellfire breath	12"	Assault D6	5	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Lash of Khorne	12"	Assault 6	User	-1	2	-
Axe of Khorne	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Mighty strike	Melee	Melee	+4	-4	D6	-
- Sweeping blow	Melee	Melee	User	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
Great axe of Khorne	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Mighty strike	Melee	Melee	x2	-4	D3+3	-
- Sweeping blow	Melee	Melee	User	-3	2	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.

WARGEAR OPTIONS

- This model's great axe of Khorne can be replaced with 1 axe of Khorne and one of the following: 1 bloodflail; 1 lash of Khorne.

ABILITIES

Daemonic (pg 56)

Daemon Lord of Khorne (Aura): While a friendly **LEGIONES DAEMONICA KHORNE CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Relentless Carnage: At the end of the Fight phase, select one enemy unit within Engagement Range of this model and roll one D6 (subtracting 2 from the result if that unit is an **INFANTRY CHARACTER** unit): on a 2+, that unit suffers D3 mortal wounds.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, KHORNE**
KEYWORDS: **MONSTER, CHARACTER, FLY, DAEMON, GREATER DAEMON, BLOODTHIRSTER**



Bloodthirsters are supreme warriors, ferocious embodiments of the Blood God's rage and murderlust. Commanders and champions of the Khornate daemon legions, Bloodthirsters are possessed of supreme martial skill. They wield baroque weapons of appalling power, and slaughter all in their paths.

SKULLTAKER

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Skulltaker	6"	2+	3+	6	6	5	6	8	4+/4+

Skulltaker is equipped with: the Slayer Sword. Your army can only include one **SKULLTAKER** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Slayer Sword	Melee	Melee	User	-3	3	Each time an attack is made with this weapon, invulnerable saving throws cannot be made against that attack.

ABILITIES

Daemonic (pg 56)

Skulls for Khorne:

- Each time this model makes a melee attack against an enemy **CHARACTER** unit, you can re-roll the hit roll and you can re-roll the wound roll.
- Each time an enemy **CHARACTER** unit is destroyed by an attack made by this model, increase the range of this model's Herald of Khorne and Lord of Decapitations abilities (see right) by 3" (to a maximum of 12").

Herald of Khorne (Aura): While a friendly **LEGIONES DAEMONICA KHORNE CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

Lord of Decapitations: In your Command phase, select one friendly **BLOODLETTERS CORE** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a melee attack, add 1 to that attack's hit roll.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, KHORNE**
KEYWORDS: **INFANTRY, CHARACTER, DAEMON, BLOODLETTERS, HERALD, SKULLTAKER**

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hy skulls for Khorne.

BLOODMASTER

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Bloodmaster	6"	2+	3+	6	5	4	5	8	4+/4+

A Bloodmaster is equipped with: blade of blood.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blade of blood	Melee	Melee	User	-3	3	-

ABILITIES

Daemonic (pg 56)

Herald of Khorne (Aura): While a friendly **LEGIONES DAEMONICA KHORNE CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

Bloodmaster: In your Command phase, select one friendly **BLOODLETTERS CORE** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, KHORNE**
KEYWORDS: **INFANTRY, CHARACTER, DAEMON, BLOODLETTERS, HERALD, BLOODMASTER**

Risen victorious from the
horrors of the Skullpit,
Bloodmasters lead
Khorne's Bloodletters
hosts in battle. The
presence of these hulking
daemonic slaughterers
imbues their infernal
followers with even greater
fury and might, even as the
Bloodmasters themselves

SKULLMASTER

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Skullmaster	10"	2+	3+	6	6	7	5	8	4+/4+

A Skullmaster is equipped with: blade of blood; bladed horn.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blade of blood	Melee	Melee	User	-3	3	-
Bladed horn	Melee	Melee	User	-2	1	Malefic 4. Each time the bearer fights, if it made a charge move this turn, then until that fight is resolved, change the Strength characteristic of this weapon to +2.

ABILITIES

Daemonic (pg 56)

Herald of Khorne (Aura): While a friendly **LEGIONES DAEMONICA KHORNE CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

Skullmaster: In your Command phase, select one friendly **BLOODLETTERS CORE** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, KHORNE**
KEYWORDS: **CAVALRY, CHARACTER, DAEMON, BLOODLETTERS, HERALD, SKULLMASTER**



Skullmasters ride daemon steeds known as Juggernauts. Mounted upon these beasts of living brass and molten fury, Skullmasters lead the Khornate cavalry charge into the heart of the enemy lines, hacking, beheading, impaling and crushing. Few are the foes that can stand against this devastating stampede.

RENDMASTER ON BLOOD THRONE

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Rendmaster on Blood Throne	8"	2+	3+	6	7	9	5	8	4+/4+

A Rendmaster on Blood Throne is equipped with: attendants' hellblades; blade of blood.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Attendants' hellblades	Melee	Melee	User	-3	2	Malefic 4
Blade of blood	Melee	Melee	User	-3	3	-

ABILITIES

Daemonic (pg 56)

Champion Slayer: Each time this model makes a melee attack against an enemy **CHARACTER** or **MONSTER** unit, you can re-roll the wound roll.

Herald of Khorne (Aura): While a friendly **LEGIONES DAEMONICA KHORNE CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

Blood Throne: In your Command phase, select one friendly **BLOODLETTERS CORE** unit within 9" of this model. Until the start of your next Command phase, each time a model in that unit makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, KHORNE**
KEYWORDS: **VEHICLE, CHARACTER, DAEMON, BLOODLETTERS, HERALD, BLOOD THRONE, RENDMASTER**



The greatest of Khorne's heralds are Rendmasters, who ride to battle atop monstrous Daemon Engines known as Blood Thrones. Infernal lore suggests these engines are fashioned from slivers of the Blood God's own throne, and that wherever they plough into the foe, Khorne's legions fight beneath his lowering gaze.



k hunts those who
sult to Khorne.
ng its prey across
nd space, it is an
pable predator.
ak's incorporeal
summon the Blood
of Khorne to join it in
ase, a cavalcade of
ous daemons set on
em and slaughter.

KARANAK

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Karanak	12"	2+	-	6	5	5	6	8	5+/4+

Karanak is equipped with: soul-rending fangs. Your army can only include one **KARANAK** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Soul-rending fangs	Melee	Melee	User	-2	2	-

ABILITIES

Daemonic (pg 56)

Brass Collar of Bloody Vengeance: In your opponent's Psychic phase, this model can attempt to deny two psychic powers as if it were a **PSYKER**.

Pack Leader (Aura): While a friendly **FLESH HOUNDS CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1. If the target is a **PSYKER** unit, you can re-roll the wound roll instead.

Prey of the Blood God: In your first Command phase, select one enemy **CHARACTER** unit. Each time this model makes an attack against that **CHARACTER** unit, a successful wound roll inflicts 2 mortal wounds on the target and the attack sequence ends.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, KHORNE**
KEYWORDS: **BEAST, DAEMON, CHARACTER, FLESH HOUNDS, KARANAK**



odletters are hate and
lence made manifest.
acking in berserk packs
in martial, marching
nks, they hack apart their
ctims with monstrous
llblades. These weapons
ow red-hot with the fury
their wielders, and even
e slightest wound they
flict can see the victim
ed dry in seconds.

BLOODLETTERS

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
9	Bloodletter	6"	3+	3+	5	4	1	2	6	5+/4+
1	Bloodreaper	6"	3+	3+	5	4	1	3	7	5+/4+

Every model is equipped with: hellblade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellblade	Melee	Melee	User	-3	2	-

OTHER WARGEAR	ABILITIES
Daemonic icon	While this unit contains any models equipped with a daemonic icon: • It has the **ICON** keyword. • Each time a Combat Attrition test is taken for this unit, you can ignore any or all modifiers.
Instrument of Chaos	While this unit contains any models equipped with an instrument of Chaos: • It has the **INSTRUMENT** keyword. • Add 1 to the Leadership characteristic of models in this unit.

WARGEAR OPTIONS

- One Bloodletter that is not equipped with a daemonic icon can be equipped with 1 instrument of Chaos.
- One Bloodletter that is not equipped with an instrument of Chaos can be equipped with 1 daemonic icon.

ABILITIES

Daemonic (pg 56)

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, KHORNE**
KEYWORDS: **INFANTRY, DAEMON, CORE, BLOODLETTERS**

BLOODCRUSHERS

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
2-5	Bloodcrusher	10"	3+	3+	5	5	4	3	7	4+/4+
1	Bloodhunter	10"	3+	3+	5	5	4	4	8	4+/4+

If this unit contains 4 or more models it has **Power Rating 12**. Every model is equipped with: bladed horn; hellblade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bladed horn	Melee	Melee	User	-2	1	Malefic 4. Each time the bearer fights, if it made a charge move this turn, then until that fight is resolved, change the Strength characteristic of this weapon to +2.
Hellblade	Melee	Melee	User	-3	2	-

OTHER WARGEAR	ABILITIES
Daemonic icon	While this unit contains any models equipped with a daemonic icon: • It has the **ICON** keyword. • Each time a Combat Attrition test is taken for this unit, you can ignore any or all modifiers.
Instrument of Chaos	While this unit contains any models equipped with an instrument of Chaos: • It has the **INSTRUMENT** keyword. • Add 1 to the Leadership characteristic of models in this unit.

WARGEAR OPTIONS

- One Bloodcrusher that is not equipped with a daemonic icon can be equipped with 1 instrument of Chaos.
- One Bloodcrusher that is not equipped with an instrument of Chaos can be equipped with 1 daemonic icon.

ABILITIES

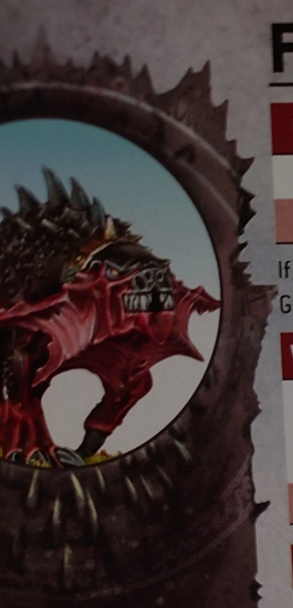
Daemonic (pg 56)

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, KHORNE**
KEYWORDS: **CAVALRY, DAEMON, BLOODLETTERS, CORE, BLOODCRUSHERS**



Unholy fusions of daemon and machine, Juggernauts of Khorne are unstoppable beasts whose blood is fire and whose every step is thunder. When ridden into battle by Bloodletters they act as shock cavalry, bearing down on their victims like battering rams. The destruction when their charge hits home is hideous to behold.





unting hounds of track the terror f their prey across ellar gulfs. The brass about their necks way even the most sorceries of their rate prey, before the ing Flesh Hounds themselves onto victims swinging s talons and sinking ong fangs deep.

FLESH HOUNDS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
4-9	Flesh Hound	12"	3+	-	5	4	2	3	7	5+/4+
1	Gore Hound	12"	3+	-	5	4	2	4	8	5+/4+

If this unit contains 6 or more models it has **Power Rating 10**. Every Flesh Hound is equipped with: gore-drenched fangs. The Gore Hound is equipped with: burning roar; gore-drenched fangs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Burning roar	12"	Assault D6	4	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Gore-drenched fangs	Melee	Melee	User	-2	1	-

ABILITIES

Daemonic (pg 56)

Collar of Khorne: In your opponent's Psychic phase, this unit can attempt to deny one psychic power as if it were a **PSYKER**.

Savage Pounce: Each time a model in this unit makes an attack with its gore-drenched fangs, if that model's unit made a charge move or performed a Heroic Intervention this turn, add 1 to that attack's Damage characteristic.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, KHORNE**
KEYWORDS: **BEAST, DAEMON, CORE, FLESH HOUNDS**



Grotesque brazen war engines that rumble into battle with obscene eagerness, Skull Cannons are fed the corpses of the fallen to fuel their charnel fury. When they fire, these infernal weapons spit blazing skulls that arc through the air like meteors before exploding with thunderous violence

SKULL CANNON

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Skull Cannon	8"	3+	3+	6	7	9	2	7	4+/4+

A Skull Cannon is equipped with: skull cannon; attendants' hellblades; biting maw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Skull cannon	48"	Heavy D3+3	8	-2	2	Blast. Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.
Attendants' hellblades	Melee	Melee	User	-3	2	Malefic 4
Biting maw	Melee	Melee	User	-1	2	-

ABILITIES

Daemonic (pg 56)

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, KHORNE**
KEYWORDS: **VEHICLE, DAEMON, BLOODLETTERS, SKULL CANNON**

SKULL ALTAR

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Skull Altar	-	-	-	6	8	9	-	7	4+/4+

A Skull Altar has no equipment.

ABILITIES

Daemonic (pg 56)

Witchbane (Aura): While a **PSYKER** unit is within 18" of this model, subtract 2 from Psychic tests taken for that unit.

War Altar: While a model is embarked within this **TRANSPORT** model, this **TRANSPORT** model has the same aura abilities as the embarked model.

Ritual Slaughter: While there is a model embarked within this **TRANSPORT** model, this **TRANSPORT** model can attempt the following action:

Ritual Slaughter (Action): At the end of your Movement phase, this model can start to perform this action. The action is completed at the end of your next Charge phase. Once completed, roll one D6 for each **LEGIONES DAEMONICA KHORNE** unit from your army within 12" of this model and within Engagement Range of any enemy units: for each 4+, gain 1 Warp Storm point.

TRANSPORT

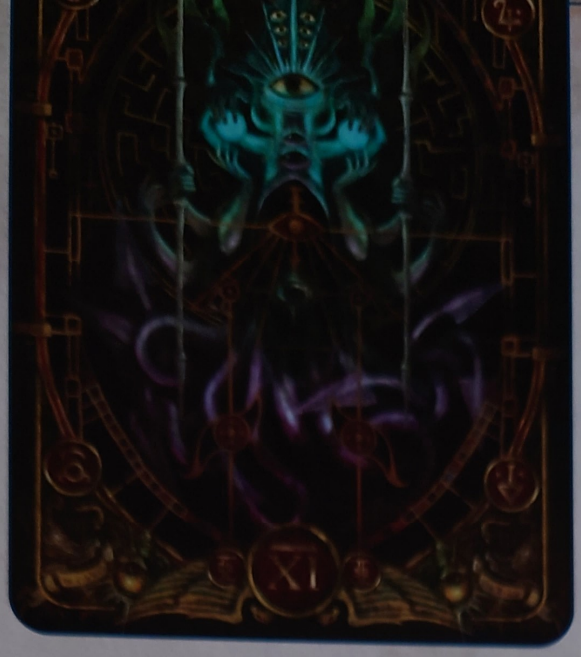
This model has a transport capacity of 1 **KHORNE INFANTRY HERALD** model.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, KHORNE**
KEYWORDS: **BUILDING, VEHICLE, TRANSPORT, WARP LOCUS, SKULL ALTAR**



Rumbling up from the tortured ground amidst geysers of gore and skulls, these grotesque altars mar the land wherever the daemons of Khorne advance. They are sites of sacrifice, the blood shed atop them causing waves of wrathful unreality to roll out across the battlefield spreading hate and destruction.





THE BOOK OF CHANGE

Ever shifting changing flowing one into another sorcery becomes flame becomes diamond talons and always they gibber and shriek and whisper and tell their truthful lies while again the shifting flow of fiery change becomes warp becomes reality and in madness in flux in pandemonium they rule...

In this section you will find the following rules:

EXALTED LORDS OF CHANGE (PG 76)
Lords of Change can be upgraded with potent new abilities. The rules for how you can upgrade these models and the abilities they bestow are described in this section.

TZEENTCH STRATAGEMS (PG 77)
Tzeentch armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, and you can spend Command points to use them in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

PANDAEMONIAC DISCIPLINE (PG 78)
If your army includes any Tzeentch **PSYKER** units, they can be given additional psychic powers from the Pandaemoniac discipline. This represents the different arcane lore and particular talents of each individual psyker. You can find out more about psychic powers in the Warhammer 40,000 Core Book.

TZEENTCH WARLORD TRAITS (PG 79)
Tzeentch **WARLORD** models can have one of the traits presented in this section. These help to better reflect their individual combat and command style on the battlefield.

RELICS OF TZEENTCH (PG 80)
Tzeentch's greatest champions can be equipped with powerful artefacts called Relics of Tzeentch; these Relics and the rules they bestow are described in this section.

TZEENTCH DATASHEETS (PG 81-87)
This section is essential to all Chaos Daemons players who wish to include **TZEENTCH** units in their army, regardless of preferred play style, containing as it does the datasheets for **LEGIONES DAEMONICA TZEENTCH** units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book.

EXALTED LORDS OF CHANGE

Highest amongst the Lords of Change are those entities whose plotting, foresight and esoteric lore please Tzeentch most greatly. Such malevolent manipulators weave webs of fate and deception that span soaring gulfs of time and space. They oversee the sanity-blasting campaigns of Tzeentch's daemon legions, manipulate his cult followers in realspace, and apply themselves to twisting both the warp and reality to most greatly empower the Dark God they serve. For such efforts, Tzeentch rewards his favoured daemons with mind-bending blessings of empyric power.

If your army includes any **LEGIONES DAEMONICA** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then when you muster your army, you can upgrade any **LORD OF CHANGE** models from your army to be exalted. When a model is upgraded to be exalted it gains Exalted abilities.

You can select one of the Exalted abilities (see right) for that model. That model's Power Rating is increased accordingly, as shown in the table below. If you are playing a matched play game, or a game that uses a points limit, then the points value of that unit is also increased by the amount shown in the same table. Make a note on your army roster each time you upgrade a unit using these rules, specifying the ability it has gained.

Named characters (e.g. **KAIROS FATEWEAVER**, page 81) cannot be given Exalted abilities. Each model can only be upgraded to have Exalted abilities once. An army (or a Crusade force) cannot include the same Exalted ability more than once.

A Crusade force cannot start with any models having Exalted abilities – to include one in a Crusade force, you must use the Exalted Daemon Requisition (pg 132).

EXALTED ABILITY	POWER	POINTS
Architect of Deception	+2	+35
Master Mutator	+2	+30
Nexus of Fate	+1	+20

EXALTED ABILITIES

ARCHITECT OF DECEPTION

No foe, be they mortal or daemonic, can trust their perceptions around this most cunning of daemons. A veil of sorcerous illusion wreathes it so densely that its enemies may not discern the daemon's true location even should they stand in its very shadow.

Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

MASTER MUTATOR

The merest touch of this daemon's magicks causes the fabric of realspace to twist and distort. Screaming victims find their bodies and wargear erupting into grotesque mutant growth that soon reduces even the most stoic or magnificent warrior to a mewling heap of fleshy ruination.

At the end of your Psychic phase, roll one D6 for each enemy unit that suffered any mortal wounds as a result of a psychic power manifested by this model this turn: on a 2+, that unit suffers 1 mortal wound.

NEXUS OF FATE

Orbited by glowing runes that dance through the air like will-o'-the-wisps, the fates of all its allies and foes play out before the bottomless wells of this daemon's unblinking eyes.

In your Command phase, if this model is on the battlefield, roll one D6: on a 4+, you gain one Command point.





TZEENTCH STRATAGEMS

If your army includes any **LEGIONES DAEMONICA TZEENTCH** units (excluding units in Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them.

MINIONS OF MAGIC — 1CP

Legions of Tzeentch – Battle Tactic Stratagem

The mutating change-fires unleashed by the freakish daemons of Tzeentch pour through or melt away even the most formidable armour.

Use this Stratagem in your Shooting phase, when a **HORRORS CORE** unit is selected to shoot. Until the end of the phase, each time a ranged attack is made by a model in that unit, on an unmodified wound roll of 6, change the Armour Penetration characteristic of that attack to -3.

BURNING WARPFIRE — 1CP/2CP

Legions of Tzeentch – Battle Tactic Stratagem

Employing their rubbery flesh as a conduit for the raw energies of the warp, these daemons spew the resultant torrent of warp-stuff as wave upon wave of mutating flame.

Use this Stratagem in your Shooting phase, when a **FLAMERS** unit is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack with flickering flames or the pink fire profile of fire of Tzeentch that targets an enemy unit that contains 11 or more models, when determining how many attacks that model makes with that weapon, count results of less than 9 as 9. If that **FLAMERS** unit contains 4 or more models, this Stratagem costs 2CP; otherwise, it costs 1CP.

WARP JAWS — 1CP

Legions of Tzeentch – Battle Tactic Stratagem

Many Tzeentchian daemons possess slavering maws that drool corrosive warp-stuff quite capable of eating through or transmogrifying the toughest corporeal armour.

Use this Stratagem in the Fight phase, when a **SCREAMERS**, **FATESKIMMER** or **BURNING CHARIOT** unit from your army is selected to fight. Until the end of the phase, each time an attack is made with a lamprey bite or Screamer bites by a model in that unit, add 1 to that attack's wound roll.

MAGICAL BOON — 1CP

Legions of Tzeentch – Epic Deed Stratagem

Arcane knowledge and mystical power have ever been the domain of Tzeentch and his minions.

Use this Stratagem at the start of your Psychic phase. Select one **LEGIONES DAEMONICA TZEENTCH PSYKER** unit from your army. That unit can attempt to manifest one additional psychic power this turn.

RELICS OF THE IMPOSSIBLE FORTRESS — 1CP

Legions of Tzeentch – Requisition Stratagem

Many are the arcane devices wielded by the servants of Tzeentch.

Use this Stratagem before the battle, when you are mustering your army. Select one **LEGIONES DAEMONICA TZEENTCH CHARACTER** model from your army and give them one Relic of Tzeentch (this must be a Relic they can have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

WARP PORTAL — 1CP/2CP

Legions of Tzeentch – Strategic Ploy Stratagem

This daemon prises open an unnatural shortcut through the warp.

Use this Stratagem in your Movement phase, when you select a **LEGIONES DAEMONICA TZEENTCH CHARACTER** model from your army to make a Normal Move. Instead of moving it as normal, remove that unit from the battlefield and set it up anywhere on the battlefield that is more than 9" from any enemy models. If that **CHARACTER** model has the **HERALD** keyword, this Stratagem costs 1CP, otherwise, it costs 2CP.

FLAMES OF MUTATION — 1CP

Legions of Tzeentch – Strategic Ploy Stratagem

Tzeentchian daemons advance wreathed in kaleidoscopic flame.

Use this Stratagem at the end of the Fight phase. Select one **HORRORS** unit from your army that had any models destroyed during this phase. Select one enemy unit within Engagement Range of that unit, and roll one D6 for each model in that **HORRORS** unit that was destroyed during this phase. For each 6, that enemy unit suffers 1 mortal wound. A unit can only suffer a maximum of 6 mortal wounds per phase as a result of this Stratagem.

BLASTED STANDARD — 1CP

Legions of Tzeentch – Wargear Stratagem

The daemons unleash transmutational energies from their icon.

Use this Stratagem at the start of your Psychic phase. Select one **LEGIONES DAEMONICA TZEENTCH ICON** unit from your army. Until the end of the phase, each time you make an unmodified Psychic test of 9 or more for a friendly **LEGIONES DAEMONICA TZEENTCH PSYKER** unit within 12" of that unit, the closest enemy unit within 24" of and visible to that selected unit suffers 1 mortal wound.

PANDAEMONIAC DISCIPLINE

Before the battle, generate the psychic powers for **PSYKER** models in your army that know powers from the Pandaemoniac discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the **PSYKER** model knows.

1. BOON OF CHANGE

As the daemon chants, its minions begin to twist and new forms take shape as the will of Tzeentch demands.

Blessing: *Boon of Change* has a warp charge value of 6. If manifested, select one friendly **LEGIONES DAEMONICA TZEENTCH** unit within 18" of this **PSYKER** and roll one D3. Until the start of your next Psychic phase, that unit gains the relevant bonus from the table below:

D3	EFFECT
1	**Extra Limbs:** Add 2" to the Move characteristic of models in that unit.
2	**Mystical Strength:** Add 1 to the Strength characteristic of models in that unit.
3	**Resilient Hide:** Add 1 to the Toughness characteristic of models in that unit.

If the result of the Psychic test was 9 or more, you can select which result applies instead of rolling a D3.

2. BOLT OF CHANGE

The daemon unleashes a bolt of warp energy that afflicts the foe with sickening and uncontrollable mutations.

Witchfire: *Bolt of Change* has a warp charge value of 7. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**, and roll nine D6:

- For each 5+, that enemy unit suffers 1 mortal wound.
- For each model destroyed as a result of these mortal wounds, that unit suffers 1 additional mortal wound (to a maximum of 3). These additional mortal wounds cannot generate any additional mortal wounds.

3. GAZE OF FATE

Using its powers of precognition to unravel the strands of destiny, this daemon extracts secrets from the sea of souls and channels them through its own potent form.

Blessing: *Gaze of Fate* has a warp charge value of 7. If manifested, at the end of the battle round, if this **PSYKER** is on the battlefield, you can retain up to 2 unspent Warp Storm points (pg 58).

4. TREASON OF TZEENTCH

The psyker reaches into the mind of its victim, subverting their will and turning them upon their own allies.

Malediction: *Treason of Tzeentch* has a warp charge value of 7. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**. Until the start of your next Psychic phase, that enemy unit is not affected by the aura abilities of other enemy units.

5. INFERNAL FLAMES

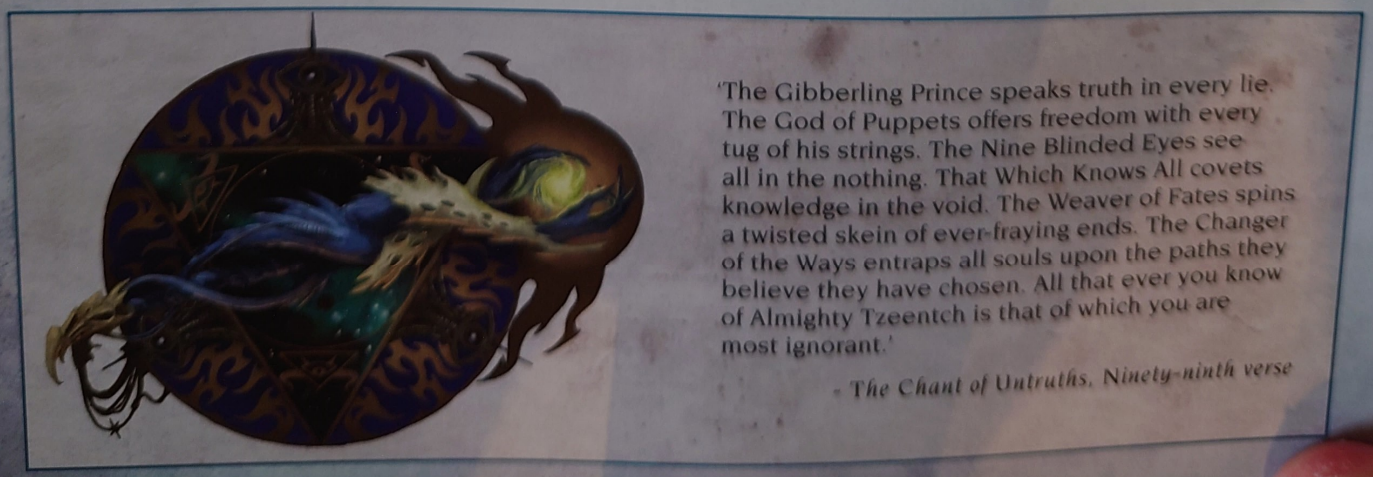
Cackling madly, the psyker's minions are wreathed in pink and blue flames that leap forth to consume their foes.

Blessing: *Infernal Flames* has a warp charge value of 7. If manifested, select one friendly **LEGIONES DAEMONICA TZEENTCH CORE** unit within 18" of and visible to this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit makes a ranged attack, add 1 to that attack's wound roll.

6. INFERNAL GATEWAY

Opening a portal to the warp, this daemon creates a tear in the fabric of the mortal plane that sucks foes into certain oblivion.

Witchfire: *Infernal Gateway* has a warp charge value of 8. If manifested, the closest enemy unit within 18" of and visible to this **PSYKER** and each other enemy unit within 3" of that enemy unit suffers D3 mortal wounds. If the result of the Psychic test was 12 or more, each affected unit suffers 3 mortal wounds instead.



'The Gibberling Prince speaks truth in every lie. The God of Puppets offers freedom with every tug of his strings. The Nine Blinded Eyes see all in the nothing. That Which Knows All covets knowledge in the void. The Weaver of Fates spins a twisted skein of ever-fraying ends. The Changer of the Ways entraps all souls upon the paths they believe they have chosen. All that ever you know of Almighty Tzeentch is that of which you are most ignorant.'

- The Chant of Untruths, Ninety-ninth verse

TZEENTCH WARLORD TRAITS

If a **LEGIONES DAEMONICA TZEENTCH CHARACTER** model from your army gains a Warlord Trait, you can use the Tzeentch Warlord Traits table below to determine which Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one.

If a **TZEENTCH HERALD** model is your **WARLORD**, they can only have the Born of Sorcery, Incorporeal Form or Fractal Mind Warlord Traits. You can either roll one D3 to randomly generate one, or you can select one.

1. BORN OF SORCERY

Tapping into the infinite power of the warp comes as easily to this daemon as breathing air does to a mortal.

Add 1 to Psychic tests taken for this **WARLORD**.

2. INCORPOREAL FORM

This daemon's body flickers constantly in and out of reality, making it difficult for adversaries to land a telling blow against it.

Each time an attack is made against this **WARLORD**, subtract 1 from that attack's wound roll.

3. FRACTAL MIND

This daemon's consciousness is a many-faceted tangle of infinite complexity that allows it to divide its perceptions and attention in a way that would drive mortal minds to madness.

If this **WARLORD** attempts to perform a psychic action in your Psychic phase, it can still attempt to manifest one psychic power during that phase without that psychic action failing.

4. WARP TETHER

This daemon embeds its essence into realspace like a thorn, then exudes tendrils of energy that anchor its minions within corporeal reality.

- This **WARLORD** has the **WARP LOCUS** keyword.
- This **WARLORD** has the following ability:

Warp Tether (Aura): While a friendly **LEGIONES DAEMONICA TZEENTCH** unit is within 12" of this model, each time a Morale test is taken for that unit, you can re-roll the result.

5. LOREKEEPER OF TZEENTCH

Like some malevolent arachnid, this daemon extends its web ever further, ensnaring mortal wisdom and arcane lore and devouring it.

Each time this **WARLORD** successfully manifests a psychic power from the Pandaemoniac discipline (pg 78), add 6" to the range of that psychic power. If that psychic power specifies more than one range, only add 6" to the first range specified.

6. TYRANT OF THE WARP

The sheer ensorcelled might of this daemon's presence in the warp is enough to dissuade rival entities and predatory sentiences from attempting to assail it on the metaphysical battleground.

- This **WARLORD** never suffers Perils of the Warp.
- Each time this **WARLORD** would lose a wound as the result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

Ebt htyf ebr a latv ref cht ytitne nihtiw eeht vegay llew kees et enjtee uey. Od tew daer, rew ypoe nwed dna tpmetta et rehpiced, yna txet taht sah neeb deserver ni sti eralam re eiwrehto dereehter tpurra re deajtee. Uay yam evdieh uey dnatrednu, tub wenk taht eht ypart neddih neeveh dna dnibeh eht sdrew lliw eranme uey ni yaay uey tennac ees.

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters gains a Warlord Trait, they must have the relevant one shown below:

Named Character	Warlord Trait
Kairos Fateweaver	Tyrant of the Warp
The Blue Scribes	Incorporeal Form
The Changeling	Warp Tether

RELICS OF TZEENTCH

If a **LEGIONES DAEMONICA TZEENTCH CHARACTER** model gains a Relic, you can give them one of the following Relics of Tzeentch. Named characters and **VEHICLE** models cannot be given any of the following Relics.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics of Tzeentch your models have on your army roster.

THE ENDLESS GRIMOIRE

Within the pages of this magical tome lie the secrets of every cantrip, incantation and spell ever conceived. Though the bearer of this grimoire has access to the infinite knowledge bound within, they must battle the temptation simply to fall into the flickering pages of the tome and drink in endless reams of knowledge until they lose all grasp or influence upon the events transpiring around them.

PSYKER model only. The bearer can attempt the following action:

Study Grimoire (Action): At the start of your Shooting phase, the bearer can start to perform this action. This action is completed at the start of your next Command phase. If completed, select one psychic power from the Pandaemoniac discipline (pg 78). Until the end of the battle, the bearer knows that psychic power in addition to any others it knows.

THE IMPOSSIBLE ROBE

The wearer of this robe exists between several realities at once. Thus can a daemonic commander potentially control Tzeentch's interests in multiple times and places simultaneously to further multiple aspects of the Great Plan. This effect makes it hard for foes to truly harm the wearer, who flickers between planes of reality in an unpredictable fashion. However, the robe is capricious, and has been known to rip its wearer out of reality altogether should they lose control of its powers.

Once per phase, when a saving throw is failed for the bearer, you can use this ability. If you do so, the Damage characteristic of that attack is changed to 0.

THE EVERSTAVE

This staff blazes with vibrant warpflame. As soon as its master takes up the eldritch weapon, they too are wreathed in the same daemonic fire. From within this magenta inferno, the Everstave's daemonic bearer hurls searing gouts of Tzeentch's pink fire, turning armour to ash and immolating or irrevocably mutating the flesh beneath.

PSYKER model only. Each time the bearer attempts to manifest a Witchfire psychic power or *Smite*, on an unmodified Psychic test of 9 or more, that psychic power cannot be denied.

WARPFIRE BLADE

Existing in nine times nine dimensions, the Warpfire Blade flickers with its bearer's sorcerous power. Every iteration of the blade strikes in differing forms and at varying angles – a plane of sharpened will, an outstretched hand of friendship, a wave of stellar fire – seeking a route through every sub-existence to sever the soul of those it strikes.

Select one melee weapon the bearer is equipped with.

- Add 1 to the Damage characteristic of that weapon.
- Each time an attack is made with that weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
- That weapon is now considered to be a Relic for all rules purposes.

SOULBANE

This incorporeal blade inflicts no harm upon its victim's physical body, instead carving its way through the stuff of their very soul. So ephemeral and unreal is this strange weapon that it is impossible to cross blades with Soulbane, for its ghostly edge will pass straight through any guard. Those struck by Soulbane collapse in agony, writhing and screaming as their lacerated essences slowly bleed away into the immaterium.

Model equipped with rod of sorcery only. This Relic replaces a rod of sorcery and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Soulbane	12"	Assault 3D3	6	-2	3

SOUL-EATER STAVE

Invisible to those without witch-sight, ethereal pseudopods, grasping talons and maws of non-matter surround this twisted staff, ever alert to the cry of a soul newly torn from its body. Riding the power channelled by the staff's bearer, they hungrily devour every scrap of life essence they can catch before it is lost to the maelstrom of the warp's myriad predators. This unholy feast serves to infuse the stave's daemon wielder with stolen vigour, which flows from the weapon into its master through its nightmarish web of tendrils and parasitic tethers.

PSYKER model only. Each time an enemy model is destroyed by a mortal wound inflicted as a result of a psychic power manifested by the bearer, roll one D6: on a 4+, the bearer regains 1 lost wound. The bearer cannot regain more than 6 lost wounds in each Psychic phase as a result of this ability.

KAIROS FATEWEAVER

16 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Kairos Fateweaver (12+ wounds remaining)	12"	3+	3+	6	7	22	5	10	5+/3+
	Kairos Fateweaver (6-11 wounds remaining)	10"	4+	3+	6	7	N/A	4	10	5+/3+
	Kairos Fateweaver (1-5 wounds remaining)	8"	5+	3+	6	7	N/A	3	10	5+/3+

Kairos Fateweaver is equipped with: Staff of Tomorrow. Your army can only include one **KAIROS FATEWEAVER** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of Tomorrow	Melee	Melee	+2	-3	2D3	-

ABILITIES

Daemonic (pg 56)

Daemon Lord of Tzeentch (Aura): While a friendly **LEGIONES DAEMONICA TZEENTCH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

One Head Looks Forward: Each time a Psychic test is taken for this model, add the current battle round number to the result.

One Head Looks Back: Once per battle, when your opponent uses a Stratagem (excluding the Command Re-roll Stratagem, see the Warhammer 40,000 Core Book) you can use this ability. If you do so, until the end of the battle, the CP cost your opponent must pay to use that Stratagem again is increased by 1.

PSYKER

This model can attempt to manifest three psychic powers in your Psychic phase, and attempt to deny three psychic powers in your opponent's Psychic phase. It knows *Smite* and all of the psychic powers from the Pandaemoniac discipline (pg 78).

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, TZEENTCH**
KEYWORDS: **MONSTER, CHARACTER, DAEMON, FLY, PSYKER, GREATER DAEMON, WARP LOCUS, LORD OF CHANGE, KAIROS FATEWEAVER**



Wielding the warp-forged Staff of Tomorrow, and with the ability to predict all that may come to pass while knowing all that has already transpired, Kairos Fateweaver is amongst the galaxy's most canny strategists. What the daemon lacks in physical and martial prowess, it more than makes up for in pure Tzeentchian cunning.

LORD OF CHANGE

15 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Lord of Change (11+ wounds remaining)	12"	3+	3+	6	7	20	5	10	5+/3+
	Lord of Change (6-10 wounds remaining)	10"	4+	3+	6	7	N/A	4	10	5+/3+
	Lord of Change (1-5 wounds remaining)	8"	5+	3+	6	7	N/A	3	10	5+/3+

A Lord of Change is equipped with: staff of Tzeentch.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Rod of sorcery	12"	Assault D6	6	-1	2	-
Baleful sword	Melee	Melee	+1	-3	3	Malefic 3
Staff of Tzeentch	Melee	Melee	User	-2	3	-

WARGEAR OPTIONS

- This model can be equipped with one of the following: 1 baleful sword; 1 rod of sorcery.

ABILITIES

Daemonic (pg 56)

Daemon Lord of Tzeentch (Aura): While a friendly **LEGIONES DAEMONICA TZEENTCH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Master of Magicks: Each time a Psychic test is taken for this model, add 1 the result. If this model has 10 or more wounds remaining, add 2 to the result instead.

PSYKER

This model can attempt to manifest three psychic powers in your Psychic phase, and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and three psychic powers from the Pandaemoniac discipline (pg 78).

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, TZEENTCH**



These Greater Daemons of Tzeentch are infinitely cunning sorcerers and manipulators. Their malevolent gaze lays bare the souls of their victims and blasts the sanity of even the staunchest mortal, while their ensorcelled weapons and unholy magicks violently reshape reality itself into ever-mutating forms.



nown also as the rickster of Tzeentch, he Changeling can alter s form at will to mimic nortal beings from the mallest insect to the most titanic monster. The daemon's favourite game s to impersonate pivotal mortal leaders or heroes, and then to wreak untold mischief by abusing their power and position.

THE CHANGELING

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	The Changeling	6"	4+	3+	3	5	5	2	8	5+/3+

The Changeling is equipped with: Trickster's staff. Your army can only include one **THE CHANGELING** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Trickster's staff	Melee	Melee	User	0	1	Each time the bearer is selected to fight, you can select one melee weapon an enemy **INFANTRY** model within Engagement Range of the bearer is equipped with. Until that fight is resolved, this weapon has the same profile as the selected weapon.

ABILITIES

Daemonic (pg 56)

Formless Horror: Each time this model is selected to fight, you can select one enemy **INFANTRY** model within Engagement Range of this model. Until that fight is resolved, this model has the same Weapon Skill, Strength and Attacks characteristics as the selected model.

Herald of Tzeentch (Aura): While a friendly **LEGIONES DAEMONICA TZEENTCH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

PSYKER

This model can attempt to manifest one psychic power in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Pandaemoniac discipline (pg 78).

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, TZEENTCH**
KEYWORDS: **INFANTRY, CHARACTER, DAEMON, PSYKER, HERALD, HORRORS, THE CHANGELING**



These daemons ride upon Burning Chariots, arcane constructs fashioned from the energies of dread omens and foretelling. They hurtle along anarchic and illogical trajectories that defy all physical laws, often surrounded by shoals of predatory daemonic entities empowered and emboldened by the herald's presence.

FATESKIMMER

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Fateskimmer	14"	4+	3+	3	6	9	2	8	5+/3+

A Fateskimmer is equipped with: ritual dagger; Screamer bites.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of change	18"	Assault 3	+4	-4	2	-
Ritual dagger	Melee	Melee	User	-1	1	-
Screamer bites	Melee	Melee	6	-3	2	Malefic 6

OTHER WARGEAR	ABILITIES
Retinue of Horrors	Add 1 to Psychic tests taken for the bearer.

WARGEAR OPTIONS

- This model's ritual dagger can be replaced with 1 staff of change.
- This model can be equipped with 1 retinue of Horrors.

ABILITIES

Daemonic (pg 56)

Herald of Tzeentch (Aura): While a friendly **LEGIONES DAEMONICA TZEENTCH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

Fateskimmer: In your Command phase, select one friendly **SCREAMERS** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Pandaemoniac discipline (pg 78).

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, TZEENTCH**
KEYWORDS: **VEHICLE, CHARACTER, DAEMON, FLY, PSYKER, HERALD, HORRORS, FATESKIMMER**

FLUXMASTER

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Fluxmaster	12"	4+	3+	3	4	6	2	8	6+/3+

A Fluxmaster is equipped with: Disc blades; ritual dagger.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of change	18"	Assault 3	+4	-4	2	-
Disc blades	Melee	Melee	4	0	1	Malefic 1
Ritual dagger	Melee	Melee	User	-1	1	-

WARGEAR OPTIONS

- This model can be equipped with 1 staff of change.

ABILITIES

Daemonic (pg 56)

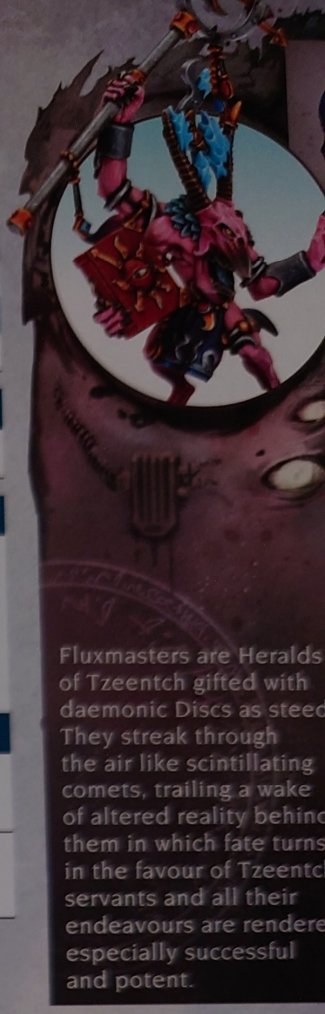
Herald of Tzeentch (Aura): While a friendly **LEGIONES DAEMONICA TZEENTCH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

Fluxmaster: In your Command phase, select one friendly **HORRORS CORE** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a ranged attack, an unmodified hit roll of 6 automatically wounds the target.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Pandaemoniac discipline (pg 78).

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, TZEENTCH**
KEYWORDS: **INFANTRY, CHARACTER, DAEMON, FLY, PSYKER, HERALD, HORRORS, FLUXMASTER**



Fluxmasters are Heralds of Tzeentch gifted with daemonic Discs as steed They streak through the air like scintillating comets, trailing a wake of altered reality behind them in which fate turns in the favour of Tzeentch servants and all their endeavours are rendered especially successful and potent.

THE BLUE SCRIBES

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	The Blue Scribes	12"	4+	4+	3	4	5	2	8	5+/3+

The Blue Scribes are equipped with: disc blades; sharp quills. Your army can only include one **THE BLUE SCRIBES** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Disc blades	Melee	Melee	4	0	1	Malefic 1
Sharp quills	Melee	Melee	User	0	1	-

ABILITIES

Daemonic (pg 56)

P'tarix's Sorcerous Syphon (Aura): While an enemy **PSYKER** unit is within 12" of this model:

- Subtract 1 from Psychic tests taken for that unit.
- Each time a Psychic test is failed for that unit, that psychic power is syphoned, and until the end of the battle, that unit cannot attempt to manifest that psychic power. Psychic actions are unaffected.

Xirat'p's Sorcerous Barrage: At the start of your Psychic phase, you can resolve each of the following effects once, in any order:

- Roll two D6 and select one result. This model can automatically manifest the psychic power from the Pandaemoniac discipline (pg 78) that corresponds with that number.
- If this model successfully syphoned any psychic powers in the previous enemy Psychic phase (see left), it can automatically manifest the *Smite* psychic power.

These powers are considered to have been manifested with a roll equal to their warp charge value (do not make a Psychic test), and they cannot be denied.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, TZEENTCH**
KEYWORDS: **CAVALRY, CHARACTER, DAEMON, FLY, HORRORS, THE BLUE SCRIBES**



These quarrelsome daemons flit through and space upon their skimming Disc, seeki scattered shards of th sorcerous wisdom of Tzeentch. P'tarix leec away the secrets and power of enemy sorc even as Xirat'p unlea storms of sorcerous destruction drawn fr their arcane stash of



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CHANGECASTER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Changecaster	6"	4+	3+	3	4	5	2	8	6+/3+

A Changecaster is equipped with: ritual dagger.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of change	18"	Assault 3	+4	-4	2	-
Ritual dagger	Melee	Melee	User	-1	1	-

WARGEAR OPTIONS

- This model's ritual dagger can be replaced with 1 staff of change.

ABILITIES

Daemonic (pg 56)

Herald of Tzeentch (Aura): While a friendly **LEGIONES DAEMONICA TZEENTCH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

Changecaster: In your Command phase, select one friendly **HORRORS CORE** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Pandaemoniac discipline (pg 78).

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, TZEENTCH**
KEYWORDS: **INFANTRY, CHARACTER, DAEMON, PSYKER, HERALD, HORRORS, CHANGECASTER**



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BLUE HORRORS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
10	Blue Horror	6"	5+	4+	2	3	1	1	5	6+/4+
-	Brimstone Horror	6"	5+	4+	1	3	1	1	4	6+/5+

Every model is equipped with: coruscating flames.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Coruscating flames	18"	Assault 2	+1	-1	1	-

ABILITIES

Daemonic (pg 56)

Capering Horrors:
- This unit cannot perform actions (see the Warhammer 40,000 Core Book).
- This unit can never gain the Objective Secured ability (see the Warhammer 40,000 Core Book).

Split: Each time an enemy unit shoots or fights, after resolving those attacks, if any Blue Horrors models in this unit were destroyed as a result of those attacks but this unit was not destroyed, make a Split roll for each destroyed model. To make a Split roll, roll one D6: on a 4+, that model splits and you can add 1 Brimstone Horror model to this unit. When doing so, that Brimstone Horror model cannot be set up within Engagement Range of any enemy units unless those enemy units are already within Engagement Range of its unit.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, TZEENTCH**
KEYWORDS: **INFANTRY, DAEMON, CORE, HORRORS, BLUE HORRORS**

PINK HORRORS

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
9	Pink Horror	6"	4+	3+	3	3	1	1	6	6+/3+
1	Iridescent Horror	6"	4+	3+	3	3	1	2	7	6+/3+
-	Blue Horror	6"	5+	4+	2	3	1	1	5	6+/4+
-	Brimstone Horror	6"	5+	4+	1	3	1	1	4	6+/5+

Every model is equipped with: coruscating flames.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Coruscating flames	18"	Assault 2	+1	-1	1	-

OTHER WARGEAR	ABILITIES
Daemonic icon	While this unit contains any models equipped with a daemonic icon: • It has the **ICON** keyword. • Each time a Combat Attrition test is taken for this unit, you can ignore any or all modifiers.
Instrument of Chaos	While this unit contains any models equipped with an instrument of Chaos: • It has the **INSTRUMENT** keyword. • Add 1 to the Leadership characteristic of models in this unit.

WARGEAR OPTIONS

- One Pink Horror that is not equipped with a daemonic icon can be equipped with 1 instrument of Chaos.
- One Pink Horror that is not equipped with an instrument of Chaos can be equipped with 1 daemonic icon.

ABILITIES

Daemonic (pg 56)

Exploding Horrors: While this unit only contains Blue Horror or Brimstone Horror models:

- This unit cannot perform actions (see the Warhammer 40,000 Core Book).
- This unit loses the Objective Secured ability (see the Warhammer 40,000 Core Book).

Split: Each time an enemy unit shoots or fights, after resolving those attacks, if any Pink Horror, Iridescent Horror or Blue Horror models in this unit were destroyed as a result of those attacks but this unit was not destroyed, make a Split roll for each destroyed model. To make a Split roll, roll one D6: on a 4+, that model splits:

- If a Pink Horror or Iridescent Horror model splits, you can add up to 2 Blue Horror models to this unit (this can increase the size of this unit above its Starting Strength and does not change this unit's Power Rating).
- If a Blue Horror model splits, you can add 1 Brimstone Horror model to this unit.
- Each time a model is added to this unit, that model cannot be set up within Engagement Range of any enemy units unless those enemy units are already within Engagement Range of its unit.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, TZEENTCH**
KEYWORDS: **INFANTRY, DAEMON, CORE, HORRORS, PINK HORRORS**



Magic made manifest, these cavorting grotesques hurl balls of warpfire into the enemy ranks where they transmogrify and immolate their victims. Pink Horrors cackle, riddle and caper endlessly, their unsettling glee ending only in the moment when their mortal form is destroyed and forced to split messily into two Blue Horrors.



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FLAMERS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
2-5	Flamer	12"	4+	3+	5	4	3	3	7	6+/3+
1	Pyrocaster	12"	4+	3+	5	4	3	4	8	6+/3+

If this unit contains 4 or more models it has **Power Rating 6**. Every model is equipped with: flickering flames.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flickering flames	12"	Assault D6+3	User	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.

ABILITIES

Daemonic (pg 56)

FACTION KEYWORDS: **Chaos, Legiones Daemonica, Tzeentch**
KEYWORDS: **Infantry, Daemon, Core, Fly, Flamers**



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EXALTED FLAMER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Exalted Flamer	10"	3+	3+	6	5	5	4	8	6+/3+

An Exalted Flamer is equipped with: fire of Tzeentch.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fire of Tzeentch	Before selecting targets, select one of the profiles below to make attacks with.					
- Blue fire	18"	Assault 3	+3	-4	3	-
- Pink fire	12"	Assault 2D6	User	-2	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.

ABILITIES

Daemonic (pg 56)

Manifestation of Destruction: This model can never have a Relic or a Warlord Trait.

Blazing Warpfire (Aura): While a friendly **Flamers** unit is within 6" of this model, each time a model in that unit makes an attack with flickering flames, that attack has a Strength characteristic of +1.

FACTION KEYWORDS: **Chaos, Legiones Daemonica, Tzeentch**
KEYWORDS: **Infantry, Character, Daemon, Flamers, Fly, Exalted Flamer**

SCREAMERS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
3-6	Screamer	16"	4+	-	4	4	3	3	8	6+/3+

If this unit contains 4 or more models it has **Power Rating 8**. Every model is equipped with: lamprey bite.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lamprey bite	Melee	Melee	+2	-3	2	-

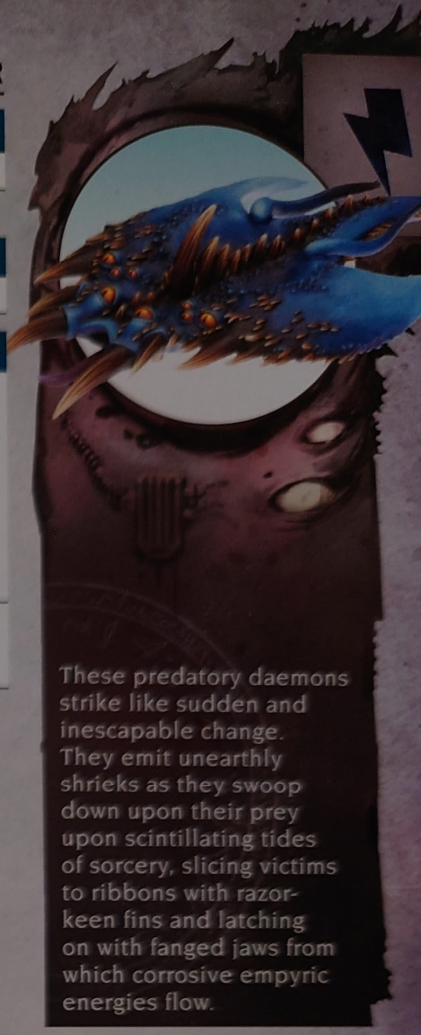
ABILITIES

Daemonic (pg 56)

Riders of the Immaterial Winds: Each time this unit Advances, you can instead remove this unit from the battlefield and set it up again anywhere on the battlefield that is more than 9" away from any enemy models.

Slashing Dive: In your Movement phase, after this unit makes a Normal Move or Advances, if you did not set this unit up again using the Riders of the Immaterial Winds ability (see left), you can select one enemy unit this unit moved across as part of that move. Roll one D6 for each model in this unit that moved across that enemy unit: on a 4+, that enemy unit suffers 1 mortal wound.

FACTION KEYWORDS: **Chaos, Legiones Daemonica, Tzeentch**
KEYWORDS: **Beast, Daemon, Core, Fly, Screamers**



These predatory daemons strike like sudden and inescapable change. They emit unearthly shrieks as they swoop down upon their prey upon scintillating tides of sorcery, slicing victims to ribbons with razor-keen fins and latching on with fanged jaws from which corrosive empyric energies flow.

BURNING CHARIOT

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Burning Chariot	14"	4+	3+	6	6	9	4	8	4+/4+

A Burning Chariot is equipped with: fire of Tzeentch; Screamer bites.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fire of Tzeentch	Before selecting targets, select one of the profiles below to make attacks with.					
- Blue fire	18"	Assault 3	+3	-4	3	-
- Pink fire	12"	Assault 2D6	User	-2	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.
Screamer bites	Melee	Melee	6	-3	2	Malefic 6

OTHER WARGEAR	ABILITIES
Horror infestation	This model has the following ability: **Horror Infestation (Aura):** While an enemy unit is within 12" of this model, subtract 1 from Psychic tests taken for that unit.

WARGEAR OPTIONS

- This model can be equipped with 1 Horror infestation.

ABILITIES

Daemonic (pg 56)

Blazing Warpfire (Aura): While a friendly **Flamers** unit is within 6" of this model, each time a model in that unit makes an attack with flickering flames, that attack has a Strength characteristic of +1.

FACTION KEYWORDS: **Chaos, Legiones Daemonica, Tzeentch**
KEYWORDS: **Vehicle, Daemon, Fly, Exalted Flamer, Flamers, Burning Chariot**



Burning Chariots of Tzeentch are often seen in the visions and nightmares of mortals as blazing omens of ill fortune. Upon the battlefield such warnings become self-fulfilling prophecies, the eldritch war engines serving as the agents of the very devastation and misery their coming is said to warn of.



THE BOOK OF CONTAGION

Bountiful the gruesome gifts they offer in their ghastly glee. Droning the count and droning the pestilential swarms that bring despair to all. Thrice toll the bells, seven times thrice, for the Plague Legions are come to sow the rotting of all things...

In this section you will find the following rules:

EXALTED GREAT UNCLEAN ONES (PG 90)

Great Unclean Ones can be upgraded with potent new abilities. The rules for how you can upgrade these models and the abilities they bestow are described in this section.

NURGLE STRATAGEMS (PG 91)

Nurgle armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, and you can spend Command points to use them in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

WARPROT DISCIPLINE (PG 92)

If your army includes any Nurgle **PSYKER** units, they can be given additional psychic powers from the Warprot discipline. This represents the different arcane lore and particular talents of each individual psyker. You can find out more about psychic powers in the Warhammer 40,000 Core Book.

NURGLE WARLORD TRAITS (PG 93)

Nurgle **WARLORD** models can have one of the traits presented in this section. These help to better reflect their individual combat and command style on the battlefield.

RELICS OF NURGLE (PG 94)

Nurgle's greatest champions can be equipped with powerful artefacts called Relics of Nurgle; these Relics and the rules they bestow are described in this section.

NURGLE DATASHEETS (PG 95-103)

This section is essential to all Chaos Daemons players who wish to include **NURGLE** units in their army, regardless of preferred play style, containing as it does the datasheets for **LEGIONES DAEMONICA NURGLE** units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book.

EXALTED GREAT UNCLEAN ONES

Just as the power of disease waxes and wanes through outbreak and remission, so does Nurgle's favour see some of his Great Unclean Ones swell almost to bursting with power, even as the blessings of others seep away to naught. Those daemons highest in the Grandfather's regard boast a veritable cornucopia of malignant abilities and malodorous mutations.

If your army includes any **LEGIONES DAEMONICA** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then when you muster your army, you can upgrade any **GREAT UNCLEAN ONE** models from your army to be exalted. When a model is upgraded to be exalted it gains Exalted abilities.

You can select one of the Exalted abilities (see right) for that model. That model's Power Rating is increased accordingly, as shown in the table below. If you are playing a matched play game, or a game that uses a points limit, then the points value of that unit is also increased by the amount shown in the same table. Make a note on your army roster each time you upgrade a unit using these rules, specifying the ability it has gained.

Named characters (e.g. **ROTIGUS**, page 95) cannot be given Exalted abilities. Each model can only be upgraded to have Exalted abilities once. An army (or a Crusade force) cannot include the same Exalted ability more than once.

A Crusade force cannot start with any models having Exalted abilities – to include one in a Crusade force, you must use the Exalted Daemon Requisition (pg 132).

EXALTED ABILITY	POWER	POINTS
Bountiful Gifts	+2	+25
Hideous Visage	+1	+20
Revoltingly Resilient	+2	+30

EXALTED ABILITIES

BOUNTIFUL GIFTS

Deep in this daemon's unnatural innards is a captive warp rent that leads to a near-infinite ocean of supernatural foulness. The Great Unclean One holds this tide of filth within itself, occasionally burping forth pure warp energy, invigorating its fellows with the noisome stench.

At the end of each battle round, if this model is on the battlefield, you can retain up to 2 unspent Warp Storm points (pg 58).

HIDEOUS VISAGE

To look upon this creature is to see the fate of all flesh, rotting and sloughing off the bone. Even the sternest warrior is shaken by the inevitability of decay.

This model has the following ability:

Hideous Visage (Aura): While an enemy unit is within 6" of this model, subtract 1 from the Leadership characteristic of models in that unit and subtract 1 from Combat Attrition tests taken for that unit.

REVOLTINGLY RESILIENT

Between the foul gases that belch from every rent in this daemon's diseased form, the swarms of biting plague-mites that engulf its victims, and the slick of fever-sweat and curdled pus that coats its hide, it is nigh on impossible for its enemies to land a clean blow.

Each time a melee attack is made against this model, subtract 1 from that attack's Damage characteristic (to a minimum of 1).



NURGLE STRATAGEMS

If your army includes any **LEGIONES DAEMONICA NURGLE** units (excluding units in Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them.

REVOLTING CONSTITUTION — 1CP/2CP

Legions of Nurgle – Battle Tactic Stratagem

The supernatural corruption of Plaguebearers' physical forms is such that even the most grievous wounds do not trouble them.

Use this Stratagem when a **PLAGUEBEARERS** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have. If that unit has a Power Rating of 12 or more, this Stratagem costs 2CP, otherwise, it costs 1CP.

CHORTLING MURRAIN — 1CP

Legions of Nurgle – Epic Deed Stratagem

Sloppity Bilepipers are carriers of the deadly chortling murrain, a disease that causes those who contract it to laugh themselves to death.

Use this Stratagem in your Shooting phase. Select one enemy unit within 6" of a **SLOPPITY BILEPIPER** model from your army and roll one D6 for each model in that enemy unit. For each roll that exceeds that model's Toughness characteristic, that model's unit suffers 1 mortal wound. A unit can only suffer a maximum of 6 mortal wounds per phase as a result of this Stratagem. You can only use this Stratagem once.

PESTILENT INSPIRATION — 1CP

Legions of Nurgle – Epic Deed Stratagem

From the germ of an idea may grow the most perfect plagues.

Use this Stratagem at the start of your Psychic phase. Select one **LEGIONES DAEMONICA NURGLE PSYKER** model from your army. Until the end of the phase, that model knows all of the psychic powers from the Warprot discipline (pg 92).

RELICS OF THE GREAT GARDEN — 1CP

Legions of Nurgle – Requisition Stratagem

Nurgle is said to be all-too-generous with his glopsome gifts.

Use this Stratagem before the battle, when you are mustering your army. Select one **LEGIONES DAEMONICA NURGLE CHARACTER** model from your army and give them one Relic of Nurgle (this must be a Relic they can have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

SLIME TRAIL — 1CP

Legions of Nurgle – Strategic Ploy Stratagem

The more slug-like of Nurgle's daemons exude a paralysing slime that leaves victims numbed and despairing.

Use this Stratagem at the start of your opponent's Movement phase. Select one **BEASTS OF NURGLE** or **HORTICULOUS SLIMUX** unit from your army. Each time an enemy unit (excluding **AIRCRAFT** or **TITANIC** units) within Engagement Range of that unit is selected to move, roll one D6: on a 4+, that enemy unit cannot Fall Back this turn.

SWARMING FLIES — 2CP

Legions of Nurgle – Strategic Ploy Stratagem

A tsunami of thrumming plague flies roars around the daemons of Nurgle at all times. They carpet the enemy, providing a horrible distraction as they swarm, bite and choke their victims.

Use this Stratagem in your opponent's Shooting phase or the Fight phase. Select one **LEGIONES DAEMONICA NURGLE** unit from your army. Until the end of the phase, each time an enemy model makes an attack against that unit, subtract 1 from that attack's hit roll.

CRUSHING BULK — 1CP

Legions of Nurgle – Strategic Ploy Stratagem

Many daemons of Nurgle manifest lumpen and ponderous physical forms whose sheer bulk is a weapon in its own right.

Use this Stratagem after a **PLAGUE DRONES**, **BEASTS OF NURGLE** or **GREAT UNCLEAN ONE** unit from your army finishes a charge move. Select one enemy unit within Engagement Range of that unit and roll one D6 for each model in the charging unit, adding 3 to the result if that unit is a **GREAT UNCLEAN ONE** unit:

- On a 6+, that unit suffers D3 mortal wounds.
- On a 9, that unit suffers D3+3 mortal wounds instead.

PLAGUE BANNER — 1CP

Legions of Nurgle – Wargear Stratagem

A pervasive aura of pestilence surrounds this icon, causing rusted blades to weep with even fouler and more toxic diseases.

Use this Stratagem in the Fight phase, when a **LEGIONES DAEMONICA NURGLE ICON** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack, on an unmodified wound roll of 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends. Each unit can only suffer a maximum of 6 mortal wounds as a result of this Stratagem in each phase.

WARPROT DISCIPLINE

Before the battle, generate the psychic powers for **PSYKER** models in your army that know powers from the Warprot discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the **PSYKER** model knows.

1. STREAM OF CORRUPTION

The daemon's jaws stretch impossibly wide. Its rotten body convulses, heaving out clouds of rancid gas and flies before at last it ejects a jetting river of diseased vomit. So contagious and corrosive is this tide of foulness that those not drowned by it are often dissolved into organic gruel or left stricken by supernatural sickness.

Witchfire: *Stream of Corruption* has a warp charge value of 6. If manifested, the closest enemy unit within 12" of and visible to this **PSYKER** suffers D3 mortal wounds. If that unit contains 11 or more models, that unit suffers D3+2 mortal wounds instead.

2. FLESHY ABUNDANCE

The daemon blesses their allies with Nurgle's bountiful energies, swelling them into even more grotesquely resilient and corpulent forms.

Blessing: *Fleshy Abundance* has a warp charge value of 7. If manifested, select one friendly **LEGIONES DAEMONICA NURGLE CORE** unit within 18" of and visible to this **PSYKER**. Until the start of your next Psychic phase, add 1 to the Toughness characteristic of models in that unit.

3. NURGLE'S ROT

Gurgling praise to its god, the daemon exudes a wave of soul-pox that eats away the spiritual essence of those who lack Nurgle's blessings. Victims' eyes become glassy, their flesh sinks upon their bones and their limbs fall slack before they collapse and begin to rot before their horrified comrades' eyes.

Witchfire: *Nurgle's Rot* has a warp charge value of 7. If manifested, roll 2D6 for each enemy unit within 6" of this **PSYKER**. If the result is higher than the highest Toughness characteristic of models in that unit, that unit suffers D3 mortal wounds. If the result is at least double the highest Toughness characteristic of models in that unit, that unit suffers D6 mortal wounds instead.

4. SHRIVELLING POX

Muttering an unholy chant in a blighted tongue, the daemon calls down a foul malignancy that races through the enemies' ranks like wildfire and chews away at their flesh and organs like a tide of ravenous maggots.

Malediction: *Shrivelling Pox* has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**. Until the start of your next Psychic phase, subtract 1 from the Toughness characteristic of models in that unit.

5. VIRULENT BLESSING

Calling upon the myriad gifts of Nurgle, the daemon infuses its allies' weapons, fangs and talons with a seething mix of supernatural maladies that render their merest touch inimical to their luckless victims.

Blessing: *Virulent Blessing* has a warp charge value of 6. If manifested, select one friendly **LEGIONES DAEMONICA NURGLE CORE** unit within 18" of and visible to this **PSYKER**. Until the start of your next Psychic phase, add 1 to the Damage characteristic of melee weapons models in that unit are equipped with.

6. MALODOROUS PALL

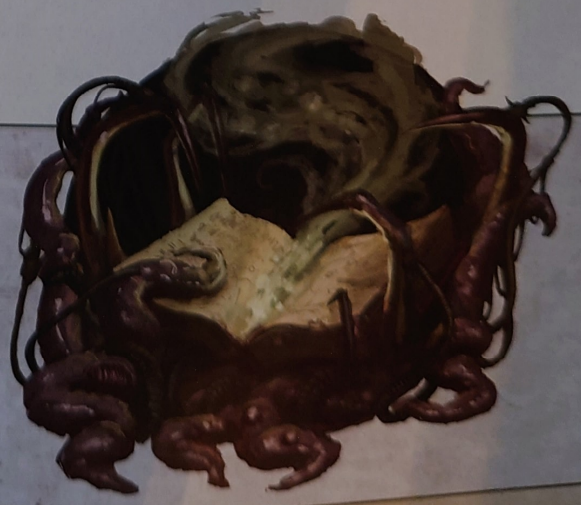
Chanting in a phlegm-choked drone, the daemon conjures forth a dense cloud of occluding corpse-gas and biting, blinding flies to engulf the enemy and leave them nauseated and reeling.

Malediction: *Malodorous Pall* has a warp charge value of 8. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**. Until the start of your next Psychic phase, that enemy unit:

- Cannot perform actions (if that enemy unit is currently performing an action, it immediately fails).
- Loses the Objective Secured ability (see the Warhammer 40,000 Core Book).

'Slitherslop the rotpus guts, spatterpop the strainsome boil, festerdrip the rancid heart, scratch and rip the reeking flesh. Heave and spew the bilewet worms, purple-blue the bloated corpse, scrabblesquirm the glutton-mite, daemongerm the bounty ripe. Then the bubbling cauldron. Then the sevenfold plagues. Then the tri-lobe sickness a-spreading swift as flames.'

- Extract, The Dirge of Gleeful Despair



NURGLE WARLORD TRAITS

If a **LEGIONES DAEMONICA NURGLE CHARACTER** model from your army gains a Warlord Trait, you can use the Nurgle Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one.

If a **NURGLE HERALD** model is your **WARLORD**, they can only have the Heaving Mass, Acidic Ichor or Virulent Touch Warlord Traits. You can either roll one D3 to randomly generate one, or you can select one.

1. HEAVING MASS

Saturated with corruption and fatted upon a diet of mortal souls, this daemon's swollen frame seethes with unclean vitality.

Add 2 to this **WARLORD**'s Wounds characteristic.

2. ACIDIC ICHOR

Those that pierce this daemon's straining flesh are sprayed with sizzling bile that melts through armour, flesh and bone.

Each time this **WARLORD** loses a wound as a result of a melee attack made by an enemy unit, after the attacking model's unit has finished making its attacks, roll one D6: on a 4+, that enemy unit suffers 1 mortal wound. Each unit can only suffer a maximum of 6 mortal wounds per phase as a result of this ability.

3. VIRULENT TOUCH

So saturated with noxious toxins and poisons is this daemon that its merest touch causes its victims to erupt into spreading masses of buboes and sores that burst and redouble until their bodies collapse under the repugnant strain.

Each time this **WARLORD** makes a melee attack (excluding attacks made against **TITANIC** units), if a hit is scored, that attack automatically wounds the target.

4. PLAGUE FLY HIVE (AURA)

This daemon's hole-riddled hide supports a colony of plague flies that crawl busily in and out of its flesh, and swarm forth to bedevil the foe.

While an enemy unit is within 6" of this **WARLORD**:

- Each time a model in that unit makes a melee attack, subtract 1 from that attack's hit roll.
- That unit cannot start to perform any actions (see the Warhammer 40,000 Core Book).

5. OVERFLOWING FECUNDITY

This daemon's hurts are swiftly unmade amidst swift-clotting filth and rotten regrowth.

Each time an attack is made against this **WARLORD**, an unmodified wound roll of 1-3 for that attack automatically fails, irrespective of any abilities that the weapon or the model making the attack may have.

6. PESTILENT MIASMA

Those who venture too close to this daemon find their injuries blackening in seconds and their infected flesh swiftly turning to rancid soup.

At the start of the Fight phase, roll one D6 for each enemy unit within Engagement Range of this **WARLORD**:

- On a 2-5, that enemy unit suffers 1 mortal wound.
- On a 6, that enemy unit suffers D3 mortal wounds.

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters gains a Warlord Trait, they must have the relevant one shown below:

Named Character	Warlord Trait
Epidemius	Virulent Touch
Horticulous Slimux	Acidic Ichor
Rotigus	Pestilent Miasma

RELICS OF NURGLE

If a **LEGIONES DAEMONICA NURGLE CHARACTER** model gains a Relic, you can give them one of the following Relics of Nurgle. Named characters and **VEHICLE** models cannot be given any of the following Relics.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics of Nurgle your models have on your army roster.

HORN OF NURGLE'S ROT

A daemon crowned with this repulsive horn can, with but a single touch, infect mortal victims with Nurgle's Rot. Even as the afflicted lay dying, their bodies and souls decay and deform, despair curdling their last moments. What were once enemy soldiers rise anew as Plaguebearers of Nurgle, and shamble to take their place in the festering ranks of their fellows.

Each time the bearer is selected to fight, after its attacks have been resolved you can select one friendly **PLAGUEBEARERS INFANTRY CORE** unit wholly within 18" of the bearer to be replenished. Roll one D6 for each enemy model that was destroyed by the bearer this phase. For each 4+, you can return 1 destroyed model to that **PLAGUEBEARERS** unit with its full wounds remaining, to a maximum of 3 models per turn. These models cannot be set up within Engagement Range of any enemy units unless those enemy units are already within Engagement Range of its unit. Each unit can only be replenished once per turn.

THE ENTROPIC KNELL

To hear the grim tolling of this great bell upon the winds is a death sentence, for its sound heralds the arrival of the Plague Legions. Such is its dread power that a single peal reverberates for long minutes, spreading despair even over the clangour of battle.

In your Command phase, select one enemy unit within 12" of this model. Until the start of your next Command phase:

- Enemy units cannot benefit from that enemy unit's aura abilities.
- For the purposes of determining which player controls an objective marker, treat the number of models in that unit as half its current number (rounding up).

TOME OF A THOUSAND POXES

How this rotten volume found its way out of the diseased libraries of the scholar Ku'gath may never be known, but within its foetid daemon-hide pages are the secrets of many of that daemon's most ruinous plagues. Even the simplest infection can bloom into new and vibrant potency by using the arcane incantations it contains, each inscribed in divine ichor.

PSYKER model only.

- The bearer knows one additional psychic power from the Warprot discipline (pg 92).
- Each time the bearer attempts to manifest a psychic power from the Warprot discipline, if the result of the Psychic test is 7, that psychic power cannot be denied.

CORRUPTION

This fabled weapon is the physical manifestation of corruption. Constantly dripping with foul ooze, the merest scratch from its edge is enough to lay low the hardiest foe, and its toxins can effortlessly overcome even the resilience of a Space Marine.

Select one melee weapon the bearer is equipped with:

- Add 1 to the Damage characteristic of that weapon.
- Each time an attack made with that weapon is allocated to a model, that model cannot use any rules to ignore the wounds it loses.
- That weapon is now considered to be a Relic for all rules purposes.

EFFLUVIOR

Within the hanging skulls of this accursed flail, there is a rancid rot-hole burrowing through reality itself. Down these vile channels rush torrents of liquid warp-filth, the raw and seething slops of the Garden of Nurgle. With every ponderous swing and bludgeoning impact, Effluvior's skulls spray fans of this lethal slime, causing victims to contort as flesh, metal and bone putrefy. Those not pulverised by the daemon's attacks are instead reduced to a slick of slime that seeps back into Nurgle's metaphysical realm.

Model equipped with plague flail only. This Relic replaces a plague flail and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Effluvior	7"	Assault 3D3	+1	-3	3

Abilities: Each time an attack is made with this weapon, excess damage it inflicts is not lost. Instead, keep allocating excess damage to another model in the target unit until either all the excess damage has been allocated or the target unit is destroyed.

THE ENDLESS GIFT

Only the most accomplished plague daemons are granted the Endless Gift. A disease of unutterable malignancy and repulsive beneficence, it changes form constantly from plague to infestation to malaise. The one constant is its ability to reknit its sufferer's corporeal form from even the most catastrophic of wounds. One moment, infernal bacteria may multiply like wildfire until their gelid mass fills a fleshy rent with fresh daemon-flesh. The next, pestilential vapours may billow from the daemon's yawning maw, veiling its ravaged bulk before tattering away to reveal a form healed of its recent hurts. However it happens, the longer the enemy must watch their efforts to fell the daemon falter, the more their despair feeds into the gift and increases its supernatural potency until its vessel is all but immune to banishment.

At the start of your Command phase, the bearer regains up to a number of lost wounds equal to the current battle round number.

ROTIGUS

16 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Rotigus (13+ wounds remaining)	7"	2+	3+	7	9	24	6	10	5+/4+
	Rotigus (7-12 wounds remaining)	6"	3+	3+	7	9	N/A	5	10	5+/4+
	Rotigus (1-6 wounds remaining)	5"	4+	3+	7	9	N/A	4	10	5+/4+

Rotigus is equipped with: streams of brackish filth; fanged maw; gnarlrod; Nurgling claws. Your army can only include one **ROTIGUS** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Streams of brackish filth	12"	Assault 2D6	6	-3	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Fanged maw	Melee	Melee	User	-1	2	Malefic 1
Gnarlrod	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Mighty strike	Melee	Melee	+1	-3	3	Each time an attack is made with this weapon profile, an unmodified hit roll of 6 automatically wounds the target.
- Sweeping blow	Melee	Melee	User	-2	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
Nurgling claws	Melee	Melee	2	0	1	Malefic 7

ABILITIES

Daemonic (pg 56)

Deluge of Nurgle: Each time this model successfully manifests a psychic power, if the result of the Psychic test was 7+, after resolving that psychic power, the closest enemy unit within 24" suffers D3 mortal wounds.

Daemon Lord of Nurgle (Aura): While a friendly **LEGIONES DAEMONICA NURGLE CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Warprot discipline (pg 92).

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, NURGLE**
KEYWORDS: **MONSTER, CHARACTER, DAEMON, PSYKER, GREATER DAEMON, WARP LOCUS, GREAT UNCLEAN ONE, ROTIGUS**



Rotigus Rainfather lumbers into battle vomiting jetting rivers of corrosive, plague-laden filth across all who stand in its path. In its bloated fist it clutches a gnarlrod, while an endless and infectious downpour accompanies the daemon, a fecund flood fit to drown, corrupt and mutate all it touches.

THE BOUNTIFUL ONE

Generosity. It is a word seldom heard in so dark and desperate an age, its allure all the stronger for that. Yet one should be mindful that overabundance can be just as much a curse as can scarcity. Drought; starvation; sterility – each a doom that brings slow extinction, that inflicts pain and misery enough to wear down the resolve of the unwary until, in their utmost need, they cry out for salvation from any that can offer it. The servants of Nurgle scent such despair upon the winds of the warp. They hear the threnody of sorrow's choir echoing across impossible gulfs and they follow it, full of malevolent mirth, for they know what lies at its source. And when at last the cry goes up from mortal throats, when the final bargain is struck, the get of Grandfather Nurgle are only too pleased to demonstrate their largesse. At such times, none is more giving than Rotigus Rainfather.

At his bidding did the sterile agri-beasts of Ullden begin birthing young once more, and the locals rejoiced until it became clear that this spawning would not stop, until they were buried beneath the crushing weight of mewling and mutant flesh. It was Rotigus, too, who offered freely his gifts to the T'au of Dh'artan in the form of a planetwide deluge that banished the hated drought, yet welled then into an endless flood of brackish and diseased swamp water that saw all they had made disappear beneath the waves. The overflowing corpse-starch vats that filled Hive Yuras to bursting and beyond; the omniphagic infestation that consumed the Necrons of Jula II, but then turned as well on the frightened locals who had prayed for it; the Last Banquet of Pordec's Reach and the Everwave of Amalicar – all these and more have been Rainfather's boons to reality.



GREAT UNCLEAN ONE

15 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Great Unclean One (12+ wounds remaining)	7"	2+	3+	7	9	22	6	10	5+/4+
	Great Unclean One (6-11 wounds remaining)	6"	3+	3+	7	9	N/A	5	10	5+/4+
	Great Unclean One (1-5 wounds remaining)	5"	4+	3+	7	9	N/A	4	10	5+/4+

A Great Unclean One is equipped with: plague flail; putrid vomit; bilesword; Nurgling claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plague flail	7"	Assault D6+3	User	-3	2	-
Putrid vomit	12"	Assault D6	5	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Bileblade	Melee	Melee	User	-3	2	Each time an attack is made with this weapon, you can re-roll the wound roll.
Bilesword	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Mighty strike	Melee	Melee	+1	-3	D6	Each time an attack is made with this weapon profile, an unmodified hit roll of 6 automatically wounds the target.
- Sweeping blow	Melee	Melee	User	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
Doomsday bell	Melee	Melee	+1	-1	2	-
Nurgling claws	Melee	Melee	2	0	1	Malefic 7

OTHER WARGEAR	ABILITIES
Bileblade	Each time the bearer attempts to manifest a psychic power, before taking the Psychic test, you can select for this model to suffer 1 mortal wound. If you do so, add 1 to that Psychic test.
Doomsday bell	In your Command phase, you can select one friendly **PLAGUEBEARERS CORE** unit within 12" of the bearer to be replenished. You can return one destroyed model from that unit to the battlefield with its full wounds remaining. If that unit is an **INFANTRY** unit, you return D3 destroyed models instead. These models cannot be set up within Engagement Range of any enemy units unless those enemy units are already within Engagement Range of its unit. Each unit can only be replenished once per turn.

WARGEAR OPTIONS

- This model's bilesword can be replaced with 1 doomsday bell.
- This model's plague flail can be replaced with 1 bileblade.

ABILITIES

Daemonic (pg 56)

Daemon Lord of Nurgle (Aura): While a friendly **LEGIONES DAEMONICA NURGLE CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Warprot discipline (pg 92).

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, NURGLE**
KEYWORDS: **MONSTER, CHARACTER, DAEMON, PSYKER, GREATER DAEMON, GREAT UNCLEAN ONE**

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POXBRINGER

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Poxbringer	5"	2+	3+	5	6	6	3	8	5+/4+

A Poxbringer is equipped with: foul balesword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Foul balesword	Melee	Melee	User	-3	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.

ABILITIES

Daemonic (pg 56)

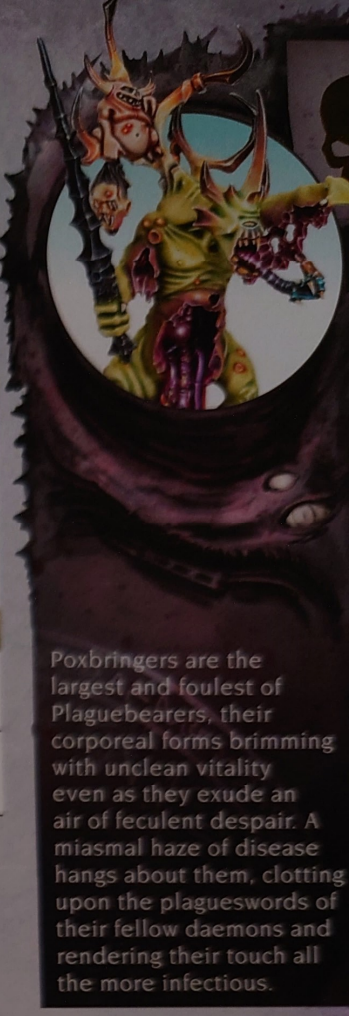
Herald of Nurgle (Aura): While a friendly **LEGIONES DAEMONICA NURGLE CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

Poxbringer: In your Command phase, select one friendly **PLAGUEBEARERS CORE** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a melee attack, on an unmodified wound roll of 6, add 1 to the Damage characteristic of that attack.

PSYKER

This model can attempt to manifest one psychic power in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Warprot discipline (pg 92).

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, NURGLE**
KEYWORDS: **INFANTRY, CHARACTER, DAEMON, PLAGUEBEARERS, PSYKER, HERALD, POXBRINGER**



Poxbringers are the largest and foulest of Plaguebearers, their corporeal forms brimming with unclean vitality even as they exude an air of feculent despair. A miasmal haze of disease hangs about them, clotting upon the plagueswords of their fellow daemons and rendering their touch all the more infectious.

SPOILPOX SCRIVENER

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Spoilpox Scrivener	5"	2+	3+	5	6	6	3	8	5+/4+

A Spoilpox Scrivener is equipped with: disgusting sneezes; distended maw; plaguesword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Disgusting sneezes	6"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Distended maw	Melee	Melee	+1	-1	3	Malefic 1
Plaguesword	Melee	Melee	User	-2	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.

ABILITIES

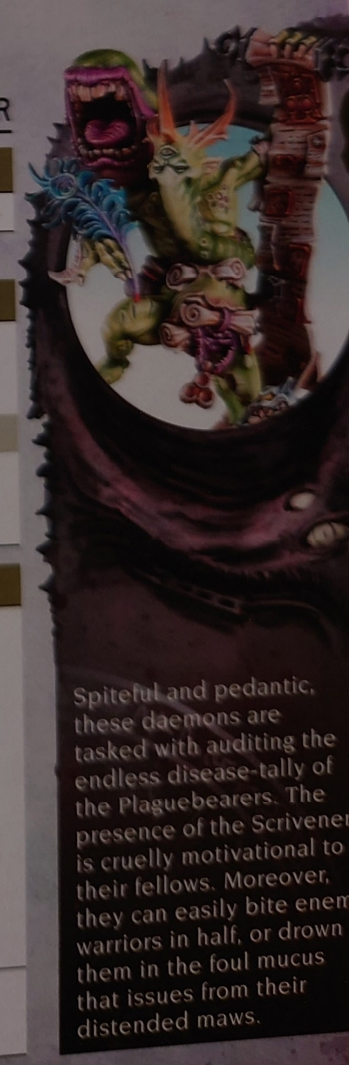
Daemonic (pg 56)

Herald of Nurgle (Aura): While a friendly **LEGIONES DAEMONICA NURGLE CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

Keep Counting! Meet Your Quota!: In your Command phase, select one friendly **PLAGUEBEARERS CORE** unit within 6" of this model. Until the start of your next Command phase:

- Each time a model in that unit makes a melee attack, add 1 to that attack's hit roll.
- That unit has the Objective Secured ability (see the Warhammer 40,000 Core Book). If that unit already has the Objective Secured ability, then for the purposes of determining which player controls an objective marker, each model in that unit counts as two models.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, NURGLE**
KEYWORDS: **INFANTRY, CHARACTER, DAEMON, PLAGUEBEARERS, HERALD, SPOILPOX SCRIVENER**



Spiteful and pedantic, these daemons are tasked with auditing the endless disease-tally of the Plaguebearers. The presence of the Scrivener is cruelly motivational to their fellows. Moreover, they can easily bite enem warriors in half, or drown them in the foul mucus that issues from their distended maws.



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EPIDEMIUS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Epidemius	5"	2+	3+	5	6	9	4	8	5+/4+

Epidemius is equipped with: foul balesword; Nurgling claws. Your army can only include one **EPIDEMIUS** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Foul balesword	Melee	Melee	User	-3	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.
Nurgling claws	Melee	Melee	2	0	1	Malefic 7

ABILITIES

Daemonic (pg 56)

Herald of Nurgle (Aura): While a friendly **LEGIONES DAEMONICA NURGLE CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

Tally of Pestilence: While this model is on the battlefield, keep a tally of how many enemy models are destroyed by attacks made by **LEGIONES DAEMONICA NURGLE** units from your army. At the start of each battle round, if there are 7 or more marks on that tally, after making a Warp Storm roll (pg 58), gain 1 additional Warp Storm point, and reset that tally to 0. If this model is destroyed, any marks on that tally are lost.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, NURGLE**
KEYWORDS: **INFANTRY, CHARACTER, DAEMON, PLAGUEBEARERS, HERALD, EPIDEMIUS**



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SLOPPITY BILEPIPER

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Sloppity Bilepiper	5"	2+	3+	5	6	6	3	8	5+/4+

A Sloppity Bilepiper is equipped with: marotter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Marotter	Melee	Melee	User	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.

ABILITIES

Daemonic (pg 56)

Herald of Nurgle (Aura): While a friendly **LEGIONES DAEMONICA NURGLE CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

Jolly Gutpipes: In your Command phase, select one friendly **GREAT UNCLEAN ONE, NURGLINGS** or **PLAGUEBEARERS CORE** unit within 6" of this model. Until the start of your next Command phase:
- Add 1 to the Move characteristic of models in that unit.
- Add 1 to Advance and charge rolls made for this unit.

Disease of Mirth: In the Morale phase, you can select one enemy unit within 12" of this model and roll 3D6: if the result is greater than that enemy unit's Leadership characteristic, select one of the results below to take effect until the start of the next Morale phase. Each unit can only be selected for this ability once per phase.
- The selected unit cannot perform actions (see the Warhammer 40,000 Core Book), and if that unit is currently performing an action, it immediately fails.
- The selected unit loses the Objective Secured ability (see the Warhammer 40,000 Core Book).

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, NURGLE**
KEYWORDS: **INFANTRY, CHARACTER, DAEMON, PLAGUEBEARERS, HERALD, SLOPPITY BILEPIPER**

HORTICULOUS SLIMUX

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Horticulous Slimux	5"	2+	2+	5	7	9	4	8	4+/4+

Horticulous Slimux is equipped with: acidic maw; lopping shears. Your army can only include one **HORTICULOUS SLIMUX** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Acidic maw	Melee	Melee	7	-4	3	Malefic 2
Lopping shears	Melee	Melee	+1	-3	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.

ABILITIES

Daemonic (pg 56)

Herald of Nurgle (Aura): While a friendly **LEGIONES DAEMONICA NURGLE CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

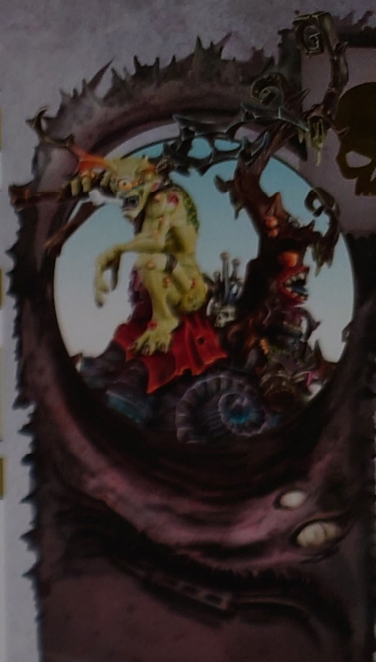
Beast Handler: In your Command phase, you can select one friendly **BEASTS OF NURGLE** or **PLAGUE DRONES** unit within 9" of this model. Until the start of your next Command phase:

- You can re-roll charge rolls made for that unit.
- Each time a model in that unit makes a melee attack, add 1 to that attack's hit roll.

Seed the Garden of Nurgle: At the end of your Movement phase, if this model is wholly within an Area Terrain feature, you can select for that Area Terrain feature to be seeded. If you do so, until the end of the battle:

- Enemy units treat that Area Terrain feature as if it had the Difficult Ground terrain trait.
- Each time an enemy unit ends any type of move (excluding pile-in or consolidation moves) within that Area Terrain feature, roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, NURGLE**
KEYWORDS: **CAVALRY, CHARACTER, DAEMON, PLAGUEBEARERS, HERALD, HORTICULOUS SLIMUX**



Horticulous Slimux is the Grand Cultivator, roaming realspace to sow the seeds of corruption in all unspoilt lands. Sat atop the heaving bulk of the snail-like daemon Mulch, Slimux goads packs of thrashing plague beasts into battle even as it lops mortal heads with thwicker-snick flashes of its wickedly sharp lopping shears.



m the souls of
ho die of Nurgle's
guebearers are the
diers of Nurgle.
ield plagueswords
p with infectious
and are surrounded
endless drone of
ng as they pursue
opeless and eternal
f tallying each new
eak of the Plague
many diseases.

PLAGUEBEARERS

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
9	Plaguebearer	5"	4+	4+	4	5	2	2	6	5+/4+
1	Plagueridden	5"	4+	4+	4	5	2	3	7	5+/4+

Every model is equipped with: plaguesword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plaguesword	Melee	Melee	User	-2	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.

OTHER WARGEAR	ABILITIES
Daemonic icon	While this unit contains any models equipped with a daemonic icon: • It has the **ICON** keyword. • Each time a Combat Attrition test is taken for this unit, you can ignore any or all modifiers.
Instrument of Chaos	While this unit contains any models equipped with an instrument of Chaos: • It has the **INSTRUMENT** keyword. • Add 1 to the Leadership characteristic of models in this unit.

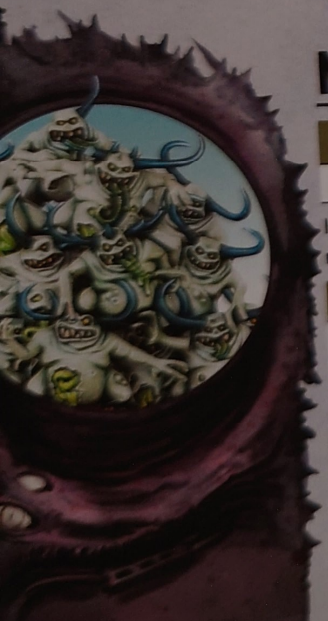
WARGEAR OPTIONS

- One Plaguebearer that is not equipped with a daemonic icon can be equipped with 1 instrument of Chaos.
- One Plaguebearer that is not equipped with an instrument of Chaos can be equipped with 1 daemonic icon.

ABILITIES

Daemonic (pg 56)

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, NURGLE**
KEYWORDS: **INFANTRY, DAEMON, CORE, PLAGUEBEARERS**



urglings are malicious
lague mites that pour
cross the battlefield in
giggling masses. These
foul imps might seem
almost amusing from a
distance, yet the illusion
is shattered as the
Nurglings spill forth to
engulf their screaming
victims in a rancid
avalanche of needle
fangs, filthy talons and

NURGLINGS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
3-9	Nurgling Swarm	5"	4+	4+	2	3	4	4	6	6+/5+

If this unit contains 4-6 models, it has **Power Rating 6**. If this unit contains 7 or more models, it has **Power Rating 9**. Every model is equipped with: diseased claws and teeth.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Diseased claws and teeth	Melee	Melee	User	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.

ABILITIES

Daemonic (pg 56)

Bothersome Scamps: Each time an attack is made against this unit, subtract 1 from that attack's hit roll.

Mischief Makers: During deployment, when you set up this unit, it can be set up anywhere on the battlefield that is more than 9" away from your opponent's deployment zone and any enemy models.

Tide of Tiny Bodies: If your army is Battle-forged, this unit cannot be selected to fill a compulsory Battlefield Role slot in a Detachment.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, NURGLE**
KEYWORDS: **SWARM, DAEMON, NURGLINGS**

BEASTS OF NURGLE

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1-3	Beast of Nurgle	6"	4+	-	6	6	7	6	7	5+/4+

If this unit contains 2 models it has **Power Rating 8**. If this unit contains 3 models it has **Power Rating 12**. Every model is equipped with: putrid appendages.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Putrid appendages	Melee	Melee	User	-2	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 inflicts 2 mortal wounds on the target and the attack sequence ends.

ABILITIES

Daemonic [pg 56]

Attention Seeker: This unit is eligible to perform Heroic Interventions as if it were a **CHARACTER** unit. This unit is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this unit makes a Heroic Intervention move, it can move up to 6". All other rules for Heroic Interventions still apply.

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

Gooey Demise: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each enemy unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, NURGLE**
KEYWORDS: **BEAST, DAEMON, BEASTS OF NURGLE**



Filled with dim-witted ebullience at odds with their plague-ridden and nightmarish forms, Beasts of Nurgle flollop into battle like eager hounds. They are drawn instinctively to mortal playthings, whose desperate cries and frantic flight they mistake for participation, at least until their luckless new friends have twitched their last.





Drones ride
rous Rot Flies to
hese vile steeds
ble and bite at their
mpaling them on
ng probosces or
off and gulping
the heads of their
s. The finest stolen
ums are recovered
ashioned into
swollen projectiles
th's heads – for the
onic riders to hurl at
foes.

PLAGUE DRONES

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
2-5	Plague Drone	10"	4+	4+	5	6	5	2	7	5+/4+
1	Plaguebringer	10"	4+	4+	5	6	5	3	8	5+/4+

If this unit contains 4 or more models, it has **Power Rating 12**. Every model is equipped with: death's heads; foul mouthparts; plaguesword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Death's heads	12"	Assault D3	4	-1	1	Blast
Foul mouthparts	Melee	Melee	5	-2	2	Malefic 2
Plaguesword	Melee	Melee	User	-2	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.
Prehensile proboscis	Melee	Melee	4	-2	1	Malefic 4

OTHER WARGEAR	ABILITIES
Daemonic Icon	While this unit contains any models equipped with a daemonic icon: • It has the **ICON** keyword. • Each time a Combat Attrition test is taken for this unit, you can ignore any or all modifiers.
Instrument of Chaos	While this unit contains any models equipped with an instrument of Chaos: • It has the **INSTRUMENT** keyword. • Add 1 to the Leadership characteristic of models in this unit.

WARGEAR OPTIONS

- One Plague Drone that is not equipped with a daemonic icon can be equipped with 1 instrument of Chaos.
- One Plague Drone that is not equipped with an instrument of Chaos can be equipped with 1 daemonic icon.
- Any model's foul mouthparts can be replaced with 1 prehensile proboscis.

ABILITIES

Daemonic (pg 56)

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, NURGLE**
KEYWORDS: **CAVALRY, DAEMON, CORE, FLY, PLAGUEBEARERS, PLAGUE DRONES**

FECULENT GNARLMAW

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Feculent Gnarlmaw	-	-	-	6	7	9	-	7	4+/3+

A Feculent Gnarlmaw has no equipment.

ABILITIES

Daemonic (pg 56)

The Garden Grows: During deployment, when you set up this unit, it can be set up anywhere on the battlefield that is more than 9" away from your opponent's deployment zone and any enemy models.

Sickness Blossoms: At the start of each turn, roll one D6 for each enemy unit within Engagement Range of this model:

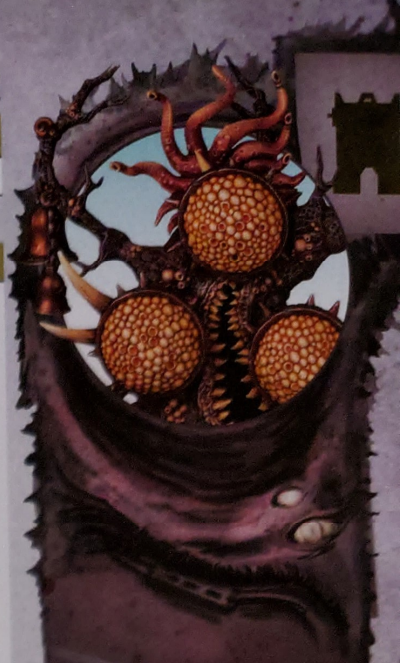
- On a 2-5, that enemy unit suffers 1 mortal wound.
- On a 6, that enemy unit suffers D3 mortal wounds.

If any enemy models are destroyed as a result of these mortal wounds, gain 1 Warp Storm point (pg 58).

Shroud of Flies (Aura): While a friendly **LEGIONES DAEMONICA NURGLE** unit (excluding **VEHICLE** and **MONSTER** units) is within 6" of this model, each time a ranged attack is made against that unit, subtract 1 from that attack's hit roll.

The Plague Bells Chime: In your Command phase, you can select one friendly **PLAGUEBEARERS INFANTRY CORE** unit within 6" of this model to be replenished. If you do so, roll seven D6. For each 6, return 1 destroyed model to that unit with its full wounds remaining. These models cannot be set up within Engagement Range of any enemy units unless those enemy units are already within Engagement Range of its unit. Each unit can only be replenished once per turn.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, NURGLE**
KEYWORDS: **WARP LOCUS, FECULENT GNARLMAW**



Where the most grievous foulness reigns, there sprout the Feculent Gnarlmaws. Daemonic warp-flora, these cankers in the flesh of reality exude an aura of supernatural disease. Clouds of fatted plague flies boil around them, while the dull tolling of their plague bells draws the daemons of Nurgle to the battlefield in swarms.





THE BOOK OF EXCESS

They are joy turned to horror, want become need become obsession. Surging sinuous across the field of war, their every caress is a knife thrust, their every sighing exhalation a howl that bursts hearts and shatters bones. Hideously beautiful, savagely delicate, they promise only delightful misery garbed in the desperate finery of unattainable fulfilment.

In this section you will find the following rules:

EXALTED KEEPERS OF SECRETS (PG 106)
Keepers of Secrets can be upgraded with potent new abilities. The rules for how you can upgrade these models and the abilities they bestow are described in this section.

SLAANESH STRATAGEMS (PG 107)
Slaanesh armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, and you can spend Command points to use them in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

SOULSTAIN DISCIPLINE (PG 108)
If your army includes any Slaanesh **PSYKER** units, they can be given additional psychic powers from the Soulstain discipline. This represents the different arcane lore and particular talents of each individual psyker. You can find out more about psychic powers in the Warhammer 40,000 Core Book.

SLAANESH WARLORD TRAITS (PG 109)
Slaanesh **WARLORD** models can have one of the traits presented in this section. These help to better reflect their individual combat and command style on the battlefield.

RELICS OF SLAANESH (PG 110)
Slaanesh's greatest champions can be equipped with powerful artefacts called Relics of Slaanesh; these Relics and the rules they bestow are described in this section.

SLAANESH DATASHEETS (PG 111-121)
This section is essential to all Chaos Daemons players who wish to include **SLAANESH** units in their army, regardless of preferred play style, containing as it does the datasheets for **LEGIONES DAEMONICA SLAANESH** units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book.

EXALTED KEEPERS OF SECRETS

The most gifted amongst the Greater Daemons of Slaanesh are living embodiments of unfettered excess and sensory overload. At once sublimely graceful and menacingly bestial, they terrify and repulse mortals even as they beguile them and bewitch their every sense. To stand against such a sublime nightmare given corporeal form is to endure a test of will and resolve that few mortals stand any chance of passing.

If your army includes any **LEGIONES DAEMONICA** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then when you muster your army, you can upgrade any **KEEPER OF SECRETS** models from your army to be exalted. When a model is upgraded to be exalted it gains Exalted abilities.

You can select one of the Exalted abilities (see right) for that model. That model's Power Rating is increased accordingly, as shown in the table below. If you are playing a matched play game, or a game that uses a points limit, then the points value of that unit is also increased by the amount shown in the same table. Make a note on your army roster each time you upgrade a unit using these rules, specifying the ability it has gained.

Named characters (e.g. **SHALAXI HELBANE**, page 111) cannot be given Exalted abilities. Each model can only be upgraded to have Exalted abilities once. An army (or a Crusade force) cannot include the same Exalted ability more than once.

A Crusade force cannot start with any models having Exalted abilities – to include one in a Crusade force, you must use the Exalted Daemon Requisition (pg 132).

EXALTED ABILITY	POWER	POINTS
Diaphanous Panoply	+2	+35
Epicurean of Agonies	+2	+25
Insatiable Onslaught	+1	+20

EXALTED ABILITIES

DIAPHANOUS PANOPLY

Though the smooth flesh and flowing silken finery of this daemon appear almost delicate, they are as impenetrable as a mind lost to the deepest throes of addiction. Even the largest calibre shots rebound from them as though the blows were no more than the kiss of a perfumed breeze.

Each time a ranged attack is made against this model, subtract 1 from that attack's wound roll.

EPICUREAN OF AGONIES

It is in this daemon's gift to know the innermost secrets, the most desperate desires and deeply harboured fears of all those it looks upon. It delights in exploiting such stolen insights to maximise the torments of its victims, dissecting their bodies with precise, nerve-shredding blows even as it drowns their minds in sadistic illusions that leave them all but unable to resist.

Each time this model makes a melee attack, an unmodified hit roll of 6 scores 1 additional hit.

INSATIABLE ONSLAUGHT

The unfulfilled desires of myriad desperate souls surge through this daemon, filling it with a ravenous appetite for cruelty and slaughter that drives it on with ever-greater urgency.

Add 2 to Advance rolls and charge rolls made for this model.



SLAANESH STRATAGEMS

If your army includes any **LEGIONES DAEMONICA SLAANESH** units (excluding units in Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them.

THIRST FOR SOULS 1CP

Legions of Slaanesh – Battle Tactic Stratagem

As extensions of their patron deity, the daemons of Slaanesh salivate with undisguised desire at the thought of devouring Aeldari souls.

Use this Stratagem in the Fight phase, when a **LEGIONES DAEMONICA SLAANESH** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack against an **AELDARI** unit, you can re-roll the hit roll and you can re-roll the wound roll.

RAZOR-SHARP CARESS 1CP

Legions of Slaanesh – Battle Tactic Stratagem

The keenness of the Daemonettes' desire to torment their foes manifests in the razored kiss of their vicious talons.

Use this Stratagem in the Fight phase, when a **DAEMONETTES** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.

THE ENDLESS DANCE 1CP

Legions of Slaanesh – Battle Tactic Stratagem

These daemons flow ever-onward through the steps of an immortal ballet, a hideously graceful and wholly unnatural performance that speeds them across the battlefields of realspace.

Use this Stratagem in the Fight phase, when a **DAEMONETTES** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a pile-in or consolidation move, it can move up to an additional 3". This is not cumulative with any other rule that increases the distance models can pile in or consolidate.

IMPOSSIBLE ELEGANCE 1CP

Legions of Slaanesh – Epic Deed Stratagem

The greatest of Slaanesh's daemons move with an idealised grace and agility rendered hideous by its sheer precision and impossibility.

Use this Stratagem at the start of the Fight phase. Select one **LEGIONES DAEMONICA SLAANESH CHARACTER** model from your army (excluding **VEHICLE** units). Until the end of the phase, each time a melee attack is made against that unit, an unmodified hit roll of 1-3 always fails, irrespective of any abilities that the weapon or the model making the attack may have.

EXQUISITE GIFTS 1CP

Legions of Slaanesh – Requisition Stratagem

The most exalted of Slaanesh's daemons wield mighty artefacts, powerful symbols of the favour of the Dark Prince.

Use this Stratagem before the battle. Select one **LEGIONES DAEMONICA SLAANESH CHARACTER** model from your army and give them one Relic of Slaanesh (this must be a Relic they can have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

MELODIC DELIRIUM 1CP

Legions of Slaanesh – Strategic Ploy Stratagem

Fiends sing a strange dirge, its melodies catching in the minds of enemy psykers like hooks in flesh and flooding their thoughts with feverish bewilderment.

Use this Stratagem at the start of your opponent's Psychic phase. Select one **FIENDS** unit from your army. Until the end of the phase, that unit has the following ability:

Melodic Delirium (Aura): While an enemy **PSYKER** unit is within 12" of this unit, each time a Psychic test is taken for that unit, subtract 2 from the result.

RACE THROUGH THE WARP 1CP

Legions of Slaanesh – Strategic Ploy Stratagem

Slicing the skein of reality, Slaaneshi charioteers steer their charge into the warp before re-emerging to run the enemy down.

Use this Stratagem in your Command phase. Select one **LEGIONES DAEMONICA SLAANESH VEHICLE** unit (excluding **SOUL GRINDER** units) from your army. Remove that unit from the battlefield and place it into Strategic Reserves.

RAPTUROUS STANDARD 1CP

Legions of Slaanesh - Wargear Stratagem

This icon fills all who gaze upon it with such euphoria that they stand slack and glazed even as the daemons of Slaanesh descend upon them.

Use this Stratagem at the start of the Fight phase. Select one **LEGIONES DAEMONICA SLAANESH ICON** unit from your army. Until the end of the phase, each time a model in that unit makes a melee attack, you can re-roll the hit roll.

SOULSTAIN DISCIPLINE

Before the battle, generate the psychic powers for **PSYKER** models in your army that know powers from the Soulstain discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the **PSYKER** model knows.

1. CACOPHONIC CHOIR

The daemon emits an ear-piercing chorus of warp-infused screams that erupt from its distended maw and shatter the sanity of its foes.

Witchfire: *Cacophonic Choir* has a warp charge value of 7. If manifested, roll 3D6. The closest enemy unit within 18" of and visible to this **PSYKER** suffers 1 mortal wound for each point that the result exceeds that enemy unit's Leadership characteristic by (to a maximum of 6 mortal wounds).

2. SYMPHONY OF PAIN

Drawing in all the screams of pain and pleasure from across the battlefield, the daemon melds them into a disorienting and otherworldly music that beguiles even as it torments.

Malediction: *Symphony of Pain* has a warp charge value of 7. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**. Until the start of your next Psychic phase, each time a melee attack is made by a model in that unit, subtract 1 from that attack's hit roll and wound roll.

3. HYSTERICAL FRENZY

The daemon sends a barbed lash of deranged fervour and furious bliss uncoiling across the battlefield to goad its allies to greater efforts.

Blessing: *Hysterical Frenzy* has a warp charge value of 7. If manifested, select one friendly **LEGIONES DAEMONICA SLAANESH CORE** unit within 18" of and visible to this **PSYKER**. Until the start of your next Psychic phase:

- Add 1 to the Attacks characteristic of models in that unit.
- Each time a model in that unit makes a melee attack, on an unmodified hit roll of 6, that attack scores 1 additional hit.

4. DELIGHTFUL AGONIES

Manipulating the very stuff of its allies' corporeal manifestations, the daemon turns their physical hurts to euphoric stimuli, allowing them to fight on even with their physical selves in tatters.

Blessing: *Delightful Agonies* has a warp charge value of 6. If manifested, select one friendly **LEGIONES DAEMONICA SLAANESH CORE** unit within 18" of and visible to this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit would lose a wound, roll one D6: on a 5+, that wound is not lost.

5. PAVANE OF SLAANESH

Compelled by this daemon's plaintive urging, its victims begin an ever-more-desperate dance, flailing and contorting with wild abandon until flesh tears and bones snap from the unnatural contortions.

Witchfire: *Pavane of Slaanesh* has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**. Roll one D6 for each model in that unit. For each 5+, that unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

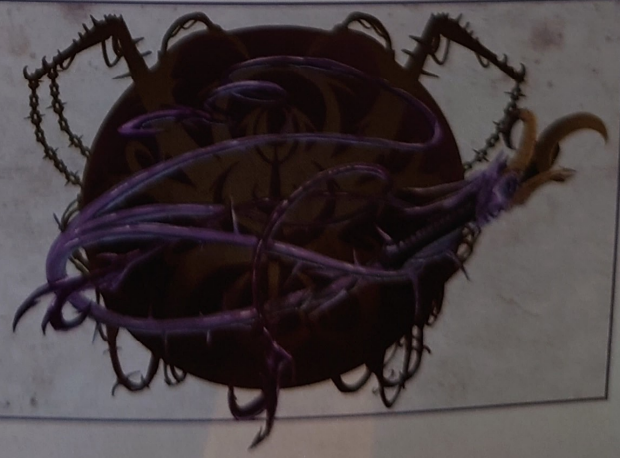
6. PHANTASMAGORIA

Fixing its malevolent gaze upon its chosen victims, the daemon floods their minds with rapturous visions of delight and horror. These escalate to such overwhelming heights that soon those foes not tearing themselves or one another to pieces instead simply drop dead from insupportable sensory overload.

Witchfire: *Phantasmagoria* has a warp charge value of 7. If manifested, select one enemy unit within 18" of and visible to this **PSYKER** and roll six D6. For each 5+, that unit suffers 1 mortal wound. Until the start of your next Psychic phase, each time that unit suffers a mortal wound as a result of this psychic power, subtract 1 from the Leadership characteristic of models in that unit.

'Every shudder of pain and moment of delight, every peak of agony or ecstasy, each moment of mortal bliss or langour or desire, all give succour and form to the daemons of Slaanesh. No intensity of sensation goes unsampled, no pit of hedonistic indulgence left to waste. Only through numb and absolute unfeeling could the sentient races of the galaxy defeat the excesses of the Dark Prince, and so, of course, it shall never be.'

- Rucharis, the Grimoire of Infernal Entities



SLAANESH WARLORD TRAITS

If a **LEGIONES DAEMONICA SLAANESH CHARACTER** model gains a Warlord Trait, you can use the Slaanesh Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one.

If a **SLAANESH HERALD** model is your **WARLORD**, they can only have the Warp Mists, Fatal Caress or The Murderdance Warlord Traits. You can either roll one D3 to randomly generate one, or you can select one.

1. WARP MISTS

The stuff of the warp clings to this daemon's form, swirling around it like iridescent silks.

At the end of each battle round, if this **WARLORD** is on the battlefield, you can retain up to 2 unspent Warp Storm points (pg 58).

2. FATAL CARESS

With a swift flick of a blade or razor-sharp claw, this daemon can inflict agonising pleasures that drive the victim instantly insane.

Each time this **WARLORD** makes a melee attack, on an unmodified successful wound roll of 5+, invulnerable saving throws cannot be made against that attack.

3. THE MURDERDANCE

A performer in the maniacal dance of death, this daemon hacks and cavorts its way through the enemy ranks without ever missing a step.

Each time this **WARLORD** fights, if it made a charge move this turn, then until that fight is resolved, add D3 to its Attacks characteristic.

4. QUICKSILVER DUELLIST

A corporeal embodiment of arrogance, this daemon redoubles its efforts when humbling an enemy champion.

Each time this **WARLORD** makes a melee attack:

- You can re-roll the hit roll.
- If that attack is made against an enemy **CHARACTER** model, you can re-roll the wound roll.

5. SAVAGE HEDONIST

This daemon is a glutton for violence, striking ever harder to maintain the thrill of combat.

At the start of each battle round, add 1 to this **WARLORD**'s Strength characteristic (to a maximum of +3).

6. AURA OF BEWITCHMENT (AURA)

Even the most disciplined warriors succumb to this daemon's beguilements, all thoughts lost in a haze of hallucinatory desire.

While an enemy unit is within 6" of this **WARLORD**, that unit cannot perform actions (see the Warhammer 40,000 Core Book). If that unit is performing an action when it comes into range of this ability, it immediately fails.

At the end of your need, should all other containment measures and wardings fail you, the entity and grimoire both maybe be destroyed but only by means of eglaghaa'ity ulgha'tak r'yekh asalamash, s'kr'yk khaeankar, ul'gt'sak ghumrglyth, ph'tak'yr t'znaalytch ocha'tu eg'klash t'skah urushak k'tzar khaeankar, ul'gt'sak ghumrglyth, ph'tak'yr t'znaalytch OC'TU EG'KLASH T'SKAH URUSHAK K'TZAR KH'ARTH TZ'ENETH NURG'LATH TSLAANA'TSH

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters gains a Warlord Trait, they must have the relevant one shown below:

Named Character	Warlord Trait
Shalaxi Helbane	Quicksilver Duellist
Syll'Esske	Aura of Bewitchment
The Masque of Slaanesh	The Murderdance

RELICS OF SLAANESH

If a **LEGIONES DAEMONICA SLAANESH CHARACTER** model gains a Relic, you can give them one of the following Relics of Slaanesh. Named characters cannot be given any of the following Relics.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics of Slaanesh your models have on your army roster.

THE FORBIDDEN GEM

This gem was the purest diamond in the Aeldari empire in the time before the Fall. It was a source of jealous pride to its keeper, a noble by the name of Ydrisyll, who spent increasing amounts of time transfixed by its beauty. One of Slaanesh's first deeds after his apocalyptic birth was to capture Ydrisyll's soul and cage it within the very gem he once so coveted. Gazing upon this corrupted diamond now inspires uncontrollable jealousy, leaving mortal senses hopelessly addled.

In your Command phase, select one enemy unit within 12" of the bearer. Until the start of your next Command phase, any aura abilities that unit has have no effect.

THE MARK OF EXCESS

A daemon favoured with Slaanesh's own mark of excess faces an existence of constant, desperate addiction. Whenever the cursed recipient sheds the lifeblood of a worthy foe it is rewarded by a sensory explosion of bliss so all-consuming that the daemon will fight harder than ever to feel such sensations again.

- Add 1 to the bearer's Attacks characteristic.
- Each time the bearer makes a melee attack that destroys a **CHARACTER**, **MONSTER** or **VEHICLE** unit, add 1 to the bearer's Attacks characteristic.

SOULSTEALER

This gluttonous blade gulps down the souls of its victims before invigorating the corporeal form of its wielder. Its greed stems from the starving Keeper of Secrets bound within – an arrogant entity that sought to devour enough Aeldari souls to challenge Slaanesh itself. As punishment for the daemon's monstrous hubris, Slaanesh trapped it within Soulstealer, condemning the Keeper of Secrets to sustain other daemons with its frenzied appetite while retaining nothing for itself.

Model equipped with witstealer sword or hellforged sword only. This Relic replaces a witstealer sword or hellforged sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Soulstealer	Melee	Melee	+2	-3	3

Abilities: Each time a model is destroyed by an attack made with this weapon, the bearer regains 1 lost wound (to a maximum of 6 regained wounds per phase). Each time the bearer makes an attack with this weapon against an **AELDARI** unit, if a hit is scored, that attack automatically wounds the target.

SLOTHFUL CLAWS

Formed from the essence of a Keeper of Secrets, these claws have taken many guises and been bound to the corporeal forms of countless daemons. The slightest scratch from them imparts a smothering lethargy that weighs heavy on limbs, mind and soul alike, leaving victims mired in blissful lassitude.

Model equipped with ravaging claws or snapping claws only. Select 1 ravaging claws or snapping claws the bearer is equipped with.

- Add 1 to the Damage characteristic of that weapon.
- Each time an enemy model loses any wounds as a result of an attack made with that weapon, until the end of the phase, that enemy unit is not affected by the aura abilities of other enemy units.
- That weapon is now considered to be a Relic for all rules purposes.

SILVERSTRIKE

The blinding speed with which this blade flicks out makes it appear as if it does not even occupy the space between thrust and strike. This swiftness makes the weird languor the blade inflicts on its victims seem all the more grotesque by comparison, those struck responding with slow and witless smiles even as their flesh peels apart or their limbs thump heavily to the ground.

Model equipped with witstealer sword only. This Relic replaces a witstealer sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Silverstrike	Melee	Melee	+3	-3	3

Abilities: Each time an enemy model loses any wounds as a result of an attack made with this weapon, until the end of the battle, each time that model makes a melee attack, subtract 1 from that attack's hit roll and wound roll.

WHIP OF AGONY

This twitching lash coils lazily and deceptively around its master's limbs, lurking innocently like a hidden compulsion until willed into a serpentine strike. The Whip of Agony exudes a psychic poison, linking its sentience with the nerves of any it touches. With the connection made, the whip's febrile imagination pours pain and horror into the sensoria of its victims.

Model equipped with living whip or lashes of torment only.

- Change the Type characteristic of any living whip or lashes of torment the bearer is equipped with to Assault 8.
- Each time the bearer makes an attack with a living whip or lashes of torment (excluding attacks made against **VEHICLE** units), on an unmodified successful hit roll of 4+, that attack automatically wounds the target.

SHALAXI HELBANE

15 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Shalaxi Helbane (12+ wounds remaining)	16"	2+	2+	6	7	22	6	10	5+/4+
	Shalaxi Helbane (6-11 wounds remaining)	14"	3+	2+	6	7	N/A	5	10	5+/4+
	Shalaxi Helbane (1-5 wounds remaining)	12"	4+	2+	6	7	N/A	4	10	5+/4+

Shalaxi Helbane is equipped with: living whip; snapping claws; Soulpiercer. Your army can only include one **SHALAXI HELBANE** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Living whip	12"	Assault 6	6	-2	2	-
Snapping claws	Melee	Melee	User	-4	3	Malefic 4
Soulpiercer	Melee	Melee	x2	-4	3	Each time an attack is made with this weapon against a **CHARACTER** model, this weapon has a Damage characteristic of D3+3.

OTHER WARGEAR	ABILITIES
Shining aegis	The bearer has a Daemonic Save characteristic of 4+/4+.

WARGEAR OPTIONS

- This model's living whip can be replaced with 1 shining aegis.

ABILITIES

Daemonic (pg 56)

Daemon Lord of Slaanesh (Aura): While a friendly **LEGIONES DAEMONICA SLAANESH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Mesmerising Form: Each time an attack is made against this model, subtract 1 from that attack's hit roll.

Cloak of Constriction: Each time a melee attack is made against this model, subtract 1 from that attack's wound roll.

Monarch of the Hunt: This model is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy **CHARACTER** units, instead of 3" horizontally and 5" vertically. Each time this model makes a Heroic Intervention move, it can move up to 6" if it finishes that move within Engagement Range of an enemy **CHARACTER** unit. All other rules for Heroic Interventions still apply.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Soulstain discipline (pg 108).

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, SLAANESH**
KEYWORDS: **MONSTER, CHARACTER, DAEMON, PSYKER, GREATER DAEMON, WARP LOCUS, KEEPER OF SECRETS, SHALAXI HELBANE**



Cloven hooves pounding against broken earth, Shalaxi Helbane bears down upon its doomed quarry with the Soulpiercer gleaming in its grip. No prey can evade the Monarch of the Hunt, for the daemon's obsession with its victim is so singular and so powerful that no mortal means of flight could ever escape it.

PREDATOR AND PREY

How does one humble a god? What symbolic victory combines the metaphysical and the real in such a fashion as to make mock of the eternal and the divine? If whispered tales are to be believed, the daemon known as Shalaxi Helbane is tool and architect both of just such a feat. Unstinting huntress; obsessive duellist; inescapable bane of champions, regents, even daemons whose pride in their own martial achievements makes them prey for Helbane's spear; the Monarch of the Hunt manifests all these aspects and, in doing so, plants the flags of its victories firmly in territory that should belong to the Blood God, Khorne.

Yet Shalaxi Helbane's mockery extends not only to a single deity's realm. Myths tell how this entity quested deep into the Garden of Nurgle on the trail of the fecund Prince of Corpseblooms, and how it returned to the Palace of Slaanesh to plant its quarry's final flower in soil saturated with deviance.

Then there are the stories told amongst the Asuryani, of a stolen blade that might otherwise have wakened their own slumbering god, and of the tireless pursuit of Yvraine who should be the end of death. Cruellest of all, tales of a battle unimaginable between this daemon predator and many great Aeldari heroes, wherein banishment and corporeal extinction appeared to be Helbane's end. Yet it seems that Shalaxi Helbane bested even the champions of the god-of-a-death-cheated, by sending nought but an illusion of self to battle them before revealing its own survival and cheating death itself.



KEEPER OF SECRETS

14 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Keeper of Secrets (11+ wounds remaining)	16"	2+	2+	6	7	20	6	10	5+/4+
	Keeper of Secrets (6-10 wounds remaining)	14"	3+	2+	6	7	N/A	5	10	5+/4+
	Keeper of Secrets (1-5 wounds remaining)	12"	4+	2+	6	7	N/A	4	10	5+/4+

A Keeper of Secrets is equipped with: ritual knife; snapping claws; witstealer sword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Living whip	12"	Assault 6	6	-2	2	-
Snapping claws	Melee	Melee	User	-4	3	Malefic 4
Witstealer sword	Melee	Melee	+2	-3	3	Each time an enemy model loses any wounds as a result of an attack made with this weapon, until the end of the battle, each time that model makes a melee attack, subtract 1 from that attack's wound roll.

OTHER WARGEAR	ABILITIES
Ritual knife	At the end of the Fight phase, you can select one enemy model within 3" of the bearer that lost any wounds during that phase as a result of an attack made by the bearer. Roll one D6: on a 2+, that model suffers D3 mortal wounds.
Shining aegis	The bearer has a Daemonic Save characteristic of 4+/4+.
Sinistrous hand	At the end of the Fight phase, if any enemy models (excluding **VEHICLE** models) were destroyed by an attack made by the bearer that phase, the bearer regains up to D3 lost wounds.

WARGEAR OPTIONS

- This model's ritual knife can be replaced with one of the following: 1 living whip; 1 shining aegis; 1 sinistrous hand.

ABILITIES

Daemonic (pg 56)

Daemon Lord of Slaanesh (Aura): While a friendly **LEGIONES DAEMONICA SLAANESH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Mesmerising Form: Each time an attack is made against this model, subtract 1 from that attack's hit roll.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Soulstain discipline (pg 108).

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, SLAANESH**
KEYWORDS: **MONSTER, CHARACTER, DAEMON, PSYKER, GREATER DAEMON, KEEPER OF SECRETS**

intelligent, horribly
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INFERNAL ENRAPTURESS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Infernal Enrapturess	9"	2+	3+	4	4	4	4	8	5+/4+

An Infernal Enrapturess is equipped with: heartstring lyre; ravaging claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heartstring lyre	Before selecting targets, select one of the profiles below to make attacks with.					
- Cacophonous melody	18"	Assault 6	5	-1	1	-
- Euphonic blast	24"	Assault 1	9	-3	D3+3	-
Ravaging claws	Melee	Melee	User	-2	2	-

ABILITIES

Daemonic (pg 56)

Herald of Slaanesh (Aura): While a friendly **LEGIONES DAEMONICA SLAANESH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

Discordant Disruption (Aura): While an enemy **PSYKER** unit is within 24" of this model, each time a Psychic test is taken for that unit, it suffers Perils of the Warp on any dice roll that includes a double, instead of only a double 1 or double 6.

Harmonic Alignment: In your Command phase, select one model with this ability from your army and one friendly **LEGIONES DAEMONICA SLAANESH CORE** unit from your army within 6" of that model. You can return one destroyed model from that unit to the battlefield with its full wounds remaining. If that unit is an **INFANTRY** unit, you can return up to D3 destroyed models instead. These models cannot be set up within Engagement Range of any enemy units unless those enemy units are already within Engagement Range of its unit.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, SLAANESH**
KEYWORDS: **INFANTRY, CHARACTER, DAEMON, WARP LOCUS, DAEMONETTES, HERALD, INFERNAL ENRAPTURESS**



The symphonies of torment and cacophonies of bliss unleashed by these daemons can tear their foes apart body and soul. Yet perhaps their greatest ability is to draw the disembodied energies of fellow Slaaneshi daemons to the battlefield, constantly bolstering their comrades' ranks with fresh and soul-hungry entities.

THE MASQUE OF SLAANESH

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	The Masque of Slaanesh	10"	2+	3+	4	4	4	6	8	4+/4+

The Masque of Slaanesh is equipped with: serrated claws. Your army can only include one **THE MASQUE OF SLAANESH** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Serrated claws	Melee	Melee	User	-3	2	-

ABILITIES

Daemonic (pg 56)

The Eternal Dance: At the start of the Fight phase, select one enemy unit within Engagement Range of this model. Then select one of the following effects:

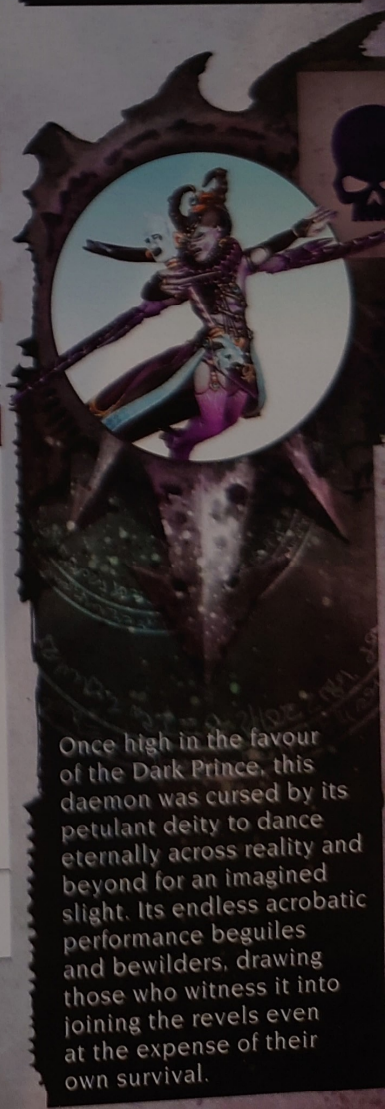
- Until the end of the phase, each time a friendly **LEGIONES DAEMONICA SLAANESH** model makes a melee attack against that unit, add 1 to that attack's hit roll.
- Until the end of the phase, each time a model in that unit makes a melee attack, subtract 1 from that attack's hit roll.
- Until the end of the phase, each time a model in that unit makes a melee attack, subtract 1 from that attack's wound roll.

Herald of Slaanesh (Aura): While a friendly **LEGIONES DAEMONICA SLAANESH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

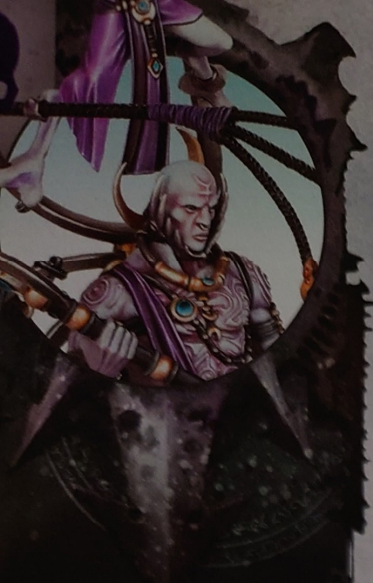
Dazzling Acrobatics:

- Each time this model makes a Normal Move, Advances, Falls Back or makes a charge move, until that move is finished, this model can move horizontally through models and terrain features (it cannot finish a move on top of another model, or its base).
- This unit is eligible to charge in a turn in which it Fell Back.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, SLAANESH**
KEYWORDS: **INFANTRY, CHARACTER, DAEMON, DAEMONETTES, HERALD, THE MASQUE OF SLAANESH**



Once high in the favour of the Dark Prince, this daemon was cursed by its petulant deity to dance eternally across reality and beyond for an imagined slight. Its endless acrobatic performance beguiles and bewilders, drawing those who witness it into joining the revels even at the expense of their own survival.



This strange alliance of the daemon herald Syll and the hulking Daemon Prince Esske has borne bloody fruit across countless battlefields. Not only do the pairing wreak red ruin amidst the foe themselves, but also their presence entices the daemons of Slaanesh to ever more excessive acts of cruelty and violence.

SYLL'ESSKE — 10 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Syll'Esske	10"	2+	3+	4	6	8	6	9	5+/4+

Syll'Esske is equipped with: scourging whip; Axe of Dominion. Your army can only include one **SYLL'ESSKE** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Scourging whip (shooting)	9"	Assault 6	User	-2	1	-
Axe of Dominion	Melee	Melee	+3	-3	3	-
Scourging whip (melee)	Melee	Melee	User	-2	1	Malefic 6

ABILITIES

Daemonic (pg 56)

Prince of Chaos (Aura): While a friendly **LEGIONES DAEMONICA SLAANESH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Herald of Slaanesh (Aura): While a friendly **LEGIONES DAEMONICA SLAANESH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Soulstain discipline (pg 108).

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, SLAANESH**
KEYWORDS: **MONSTER, CHARACTER, DAEMON, PSYKER, DAEMONETTES, HERALD, DAEMON PRINCE, SYLL'ESSKE**



These ghastly daemonic manifestations writhe into battle on nests of metallic tendrils, their leering attendants riding their twisted steeds to war. It reflects the darkest desires of those who look upon its surface, even as it swallows up the most potent energies and throws back overwhelming onslaughts of empyric devastation.

CONTORTED EPITOME — 8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Contorted Epitome	12"	2+	3+	4	5	8	8	8	4+/4+

A Contorted Epitome is equipped with: coiled tentacles; ravaging claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Coiled tentacles	Melee	Melee	+1	-2	3	Malefic 3
Ravaging claws	Melee	Melee	User	-2	2	-

ABILITIES

Daemonic (pg 56)

Swallow Energy: Each time this model would lose a wound as a result of a mortal wound, roll one D6: on a 2+, that wound is not lost.

Herald of Slaanesh (Aura): While a friendly **LEGIONES DAEMONICA SLAANESH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

Horrible Fascination (Aura): While an enemy unit is within 6" of this model, at the start of your opponent's Command phase, your opponent must roll 3D6 for that unit. If the result is higher than that unit's Leadership characteristic, until the start of your opponent's next Command phase:

- Halve the Move characteristic of models in that unit.
- Each time a model in that unit makes an attack, subtract 1 from that attack's hit roll.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Soulstain discipline (pg 108).

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, SLAANESH**
KEYWORDS: **CAVALRY, CHARACTER, DAEMON, PSYKER, DAEMONETTES, HERALD, CONTORTED EPITOME**

TORMENTBRINGER ON EXALTED SEEKER CHARIOT — 6 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Tormentbringer on Exalted Seeker Chariot (7+ wounds remaining)	14"	2+	3+	4	5	12	8	8	4+/4+
	Tormentbringer on Exalted Seeker Chariot (4-6 wounds remaining)	12"	3+	3+	4	5	N/A	7	8	4+/4+
	Tormentbringer on Exalted Seeker Chariot (1-3 wounds remaining)	10"	4+	3+	4	5	N/A	6	8	4+/4+

A Tormentbringer on Exalted Seeker Chariot is equipped with: lashes of torment; exalted Seeker tongues; ravaging claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lashes of torment	6"	Assault 6	4	-1	1	-
Exalted Seeker tongues	Melee	Melee	4	0	1	Malefic 8
Ravaging claws	Melee	Melee	User	-2	2	-

ABILITIES

Daemonic (pg 56)

Herald of Slaanesh (Aura): While a friendly **LEGIONES DAEMONICA SLAANESH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

Tormentbringer: In your Command phase, select one friendly **LEGIONES DAEMONICA SLAANESH CORE** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a melee attack, add 1 to that attack's hit roll.

Evasive Speed: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Scything Impact: Each time this model finishes a charge move:

- Roll four D6 for each enemy unit within Engagement Range of this model. For each 5+, that enemy unit suffers 1 mortal wound.
- Until the end of the turn, add 2 to this model's Attacks characteristic.

PSYKER

This model can attempt to manifest one psychic power in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Soulstain discipline (pg 108).

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, SLAANESH**
KEYWORDS: **VEHICLE, CHARACTER, DAEMON, PSYKER, EXALTED SEEKER CHARIOT, HERALD, DAEMONETTES, TORMENTBRINGER**



Riding to battle above the clatterslash blades of their Exalted Seeker Chariot, these wilfully vicious entities delight in ploughing screaming souls into the churned dirt of the battlefield. They strive to travel faster, strike harder, and leave even their lightning-fast fellow charioteers envious in their wakes.



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oard their Seeker
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d exhilaration, the
emon Heralds slam into
e enemy ranks in ecstatic

TRANCEWEAVER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Tranceweaver	9"	2+	3+	4	4	4	5	8	5+/4+

A Tranceweaver is equipped with: ravaging claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ravaging claws	Melee	Melee	User	-2	2	-

ABILITIES

Daemonic (pg 56)

Herald of Slaanesh (Aura): While a friendly **LEGIONES DAEMONICA SLAANESH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

Tranceweaver: In your Command phase, select one friendly **DAEMONETTES CORE** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a melee attack, improve the Armour Penetration characteristic of that attack by 1.

PSYKER

This model can attempt to manifest one psychic power in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Soulstain discipline (pg 108).

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, SLAANESH**
KEYWORDS: **INFANTRY, CHARACTER, DAEMON, PSYKER, DAEMONETTES, HERALD, TRANCEWEAVER**

TORMENTBRINGER ON SEEKER CHARIOT

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Tormentbringer on Seeker Chariot	14"	2+	3+	4	5	7	8	8	4+/4+

A Tormentbringer on Seeker Chariot is equipped with: lashes of torment; ravaging claws; Seeker tongues.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lashes of torment	6"	Assault 6	4	-1	1	-
Ravaging claws	Melee	Melee	User	-2	2	-
Seeker tongues	Melee	Melee	4	0	1	Malefic 4

ABILITIES

Daemonic (pg 56)

Herald of Slaanesh (Aura): While a friendly **LEGIONES DAEMONICA SLAANESH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

Tormentbringer: In your Command phase, select one friendly **LEGIONES DAEMONICA SLAANESH CORE** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a melee attack, add 1 to that attack's hit roll.

Evasive Speed: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Scything Impact: Each time this model finishes a charge move:

- Roll four D6 for each enemy unit within Engagement Range of this model. For each 5+, that enemy unit suffers 1 mortal wound.
- Until the end of the turn, add 2 to this model's Attacks characteristic.

PSYKER

This model can attempt to manifest one psychic power in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Soulstain discipline (pg 108).

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, SLAANESH**
KEYWORDS: **VEHICLE, CHARACTER, DAEMON, PSYKER, SEEKER CHARIOT, HERALD, DAEMONETTES, TORMENTBRINGER**

TORMENTBRINGER ON HELLFLAYER

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Tormentbringer on Hellflayer	14"	2+	3+	4	5	7	8	8	4+/4+

A Tormentbringer on Hellflayer is equipped with: lashes of torment; bladed axle; ravaging claws; Seeker tongues.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lashes of torment	6"	Assault 6	4	-1	1	-
Bladed axle	Melee	Melee	+2	-2	2	Malefic 4
Ravaging claws	Melee	Melee	User	-2	2	-
Seeker tongues	Melee	Melee	4	0	1	Malefic 4

ABILITIES

Daemonic (pg 56)

Herald of Slaanesh (Aura): While a friendly **LEGIONES DAEMONICA SLAANESH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a wound roll of 1.

Tormentbringer: In your Command phase, select one friendly **LEGIONES DAEMONICA SLAANESH CORE** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a melee attack, add 1 to that attack's hit roll.

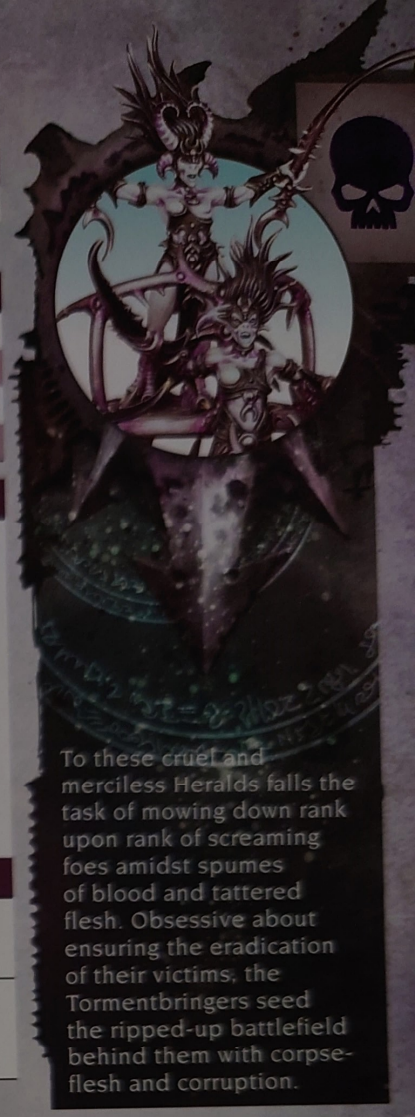
Evasive Speed: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Cutting Down the Foe: Each time this model is selected to fight, if it made a charge move this turn, change this model's bladed axle's ability to Malefic 6.

PSYKER

This model can attempt to manifest one psychic power in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Soulstain discipline (pg 108).

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, SLAANESH**
KEYWORDS: **VEHICLE, CHARACTER, DAEMON, PSYKER, HELLFLAYER, HERALD, DAEMONETTES, TORMENTBRINGER**



To these cruel and merciless Heralds falls the task of mowing down rank upon rank of screaming foes amidst spumes of blood and tattered flesh. Obsessive about ensuring the eradication of their victims, the Tormentbringers seed the ripped-up battlefield behind them with corpse-flesh and corruption.





Known to mortals as the handmaidens of Slaanesh, these daemons are a mixture of the beautiful and the monstrous, made all the more disturbing by the visceral clash of both. They delight in the carnage of battle, weaving around enemies' clumsy blows as they shrill and sigh their delight amidst swift-taloned slaughter.

DAEMONETTES

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
9	Daemonette	10"	3+	3+	4	3	1	4	6	5+/4+
1	Alluress	10"	3+	3+	4	3	1	5	7	5+/4+

Every model is equipped with: piercing claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Piercing claws	Melee	Melee	User	-2	1	-

OTHER WARGEAR	ABILITIES
Daemonic icon	While this unit contains any models equipped with a daemonic icon: • It has the **ICON** keyword. • Each time a Combat Attrition test is taken for this unit, you can ignore any or all modifiers.
Instrument of Chaos	While this unit contains any models equipped with an instrument of Chaos: • It has the **INSTRUMENT** keyword. • Add 1 to the Leadership characteristic of models in this unit.

WARGEAR OPTIONS

- One Daemonette that is not equipped with a daemonic icon can be equipped with 1 instrument of Chaos.
- One Daemonette that is not equipped with an instrument of Chaos can be equipped with 1 daemonic icon.

ABILITIES

Daemonic (pg 56)

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, SLAANESH**
KEYWORDS: **INFANTRY, DAEMON, CORE, DAEMONETTES**



Few daemonic entities approach the sheer disturbing horror of the Fiends of Slaanesh. Malicious hunting beasts that croon their delight across the battlefield, these ghastly abominations are wreathed in a soporific musk that leaves their prey witless and helpless before their flashing talons and stabbing tails.

FIENDS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
2-5	Fiend	14"	3+	-	5	4	4	4	7	5+/4+
1	Blissbringer	14"	3+	-	5	4	4	5	8	5+/4+

If this unit contains 4 or more models it has **Power Rating 10**. Every model is equipped with: barbed tail; dissecting claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Barbed tail	Melee	Melee	User	-3	3	Malefic 1
Dissecting claws	Melee	Melee	User	-2	2	-

ABILITIES

Daemonic (pg 56)

Soporific Musk (Aura): While an enemy unit (excluding **VEHICLE** and **TITANIC** units) is within Engagement Range of this unit, each time a model in that enemy unit makes an attack, subtract 1 from that attack's hit roll.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, SLAANESH**
KEYWORDS: **BEAST, DAEMON, CORE, FIENDS**

SEEKERS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
4-9	Seeker	16"	3+	3+	4	4	2	4	7	5+/4+
1	Heartseeker	16"	3+	3+	4	4	2	5	8	5+/4+

If this unit contains 6 or more models it has **Power Rating 10**. Every model is equipped with: lashing tongue; piercing claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lashing tongue	Melee	Melee	4	0	1	Malefic 2
Piercing claws	Melee	Melee	User	-2	1	-

OTHER WARGEAR	ABILITIES
Daemonic icon	While this unit contains any models equipped with a daemonic icon: • It has the **ICON** keyword. • Each time a Combat Attrition test is taken for this unit, you can ignore any or all modifiers.
Instrument of Chaos	While this unit contains any models equipped with an instrument of Chaos: • It has the **INSTRUMENT** keyword. • Add 1 to the Leadership characteristic of models in this unit.

WARGEAR OPTIONS

- One Seeker that is not equipped with a daemonic icon can be equipped with 1 instrument of Chaos.
- One Seeker that is not equipped with an instrument of Chaos can be equipped with 1 daemonic icon.

ABILITIES

Daemonic (pg 56)

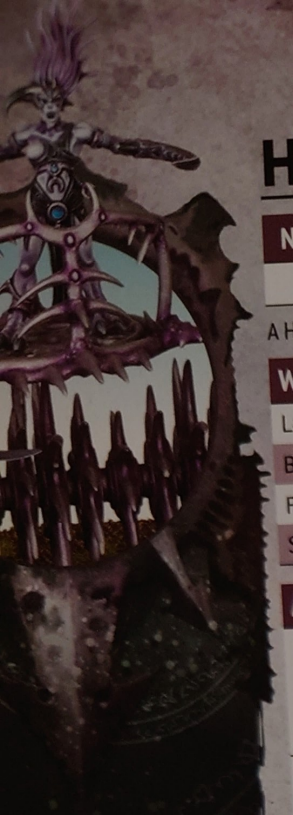
Unholy Speed: Add 1 to charge rolls made for this unit.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, SLAANESH**
KEYWORDS: **CAVALRY, DAEMON, CORE, DAEMONETTES, SEEKERS**



Sat astride swift Steeds of Slaanesh, Seekers pursue their mortal prey with obsessive delight. Even the fastest of mortal vehicles cannot outpace these vicious entities, while those who stand and fight soon find their ranks smashed asunder by charging shock-cavalry drawn from the darkest depths of nightmare.





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HELLFLAYER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Hellflayer	14"	3+	3+	4	5	7	8	8	4+/4+

A Hellflayer is equipped with: lashes of torment; bladed axle; piercing claws; Seeker tongues.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lashes of torment	6"	Assault 6	4	-1	1	-
Bladed axle	Melee	Melee	+2	-2	2	Malefic 4
Piercing claws	Melee	Melee	User	-2	1	-
Seeker tongues	Melee	Melee	4	0	1	Malefic 4

ABILITIES

Daemonic (pg 56)

Evasive Speed: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Cutting Down the Foe: Each time this model is selected to fight, if it made a charge move this turn, change this model's bladed axle's ability to Malefic 6.

FACTION KEYWORDS: **Chaos, Legiones Daemonica, Slaanesh**
KEYWORDS: **Vehicle, Daemon, Daemonettes, Hellflayer**



SEEKER CHARIOT

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Seeker Chariot	14"	3+	3+	4	5	7	8	8	4+/4+

A Seeker Chariot is equipped with: lashes of torment; piercing claws; Seeker tongues.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lashes of torment	6"	Assault 6	4	-1	1	-
Piercing claws	Melee	Melee	User	-2	1	-
Seeker tongues	Melee	Melee	4	0	1	Malefic 4

ABILITIES

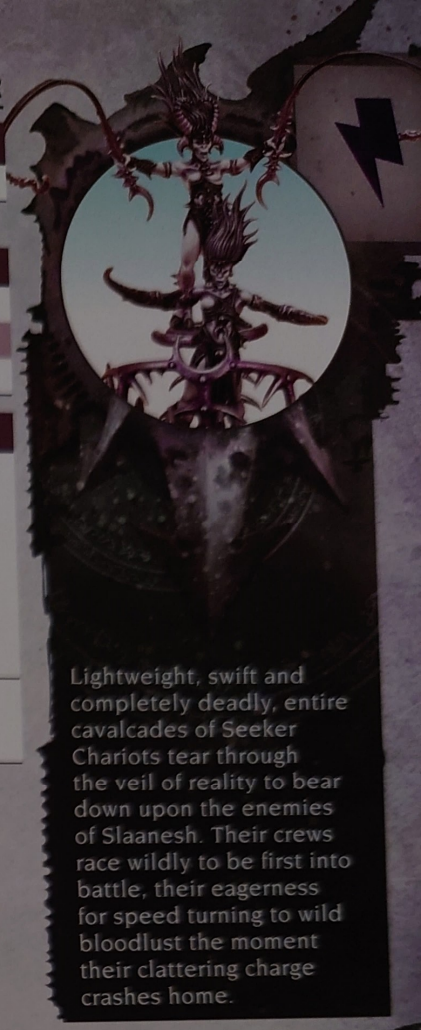
Daemonic (pg 56)

Evasive Speed: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Scything Impact: Each time this model finishes a charge move:

- Roll four D6 for each enemy unit within Engagement Range of this model. For each 5+, that enemy unit suffers 1 mortal wound.
- Until the end of the turn, add 2 to this model's Attacks characteristic.

FACTION KEYWORDS: **Chaos, Legiones Daemonica, Slaanesh**
KEYWORDS: **Vehicle, Daemon, Daemonettes, Seeker Chariot**



Lightweight, swift and completely deadly, entire cavalcades of Seeker Chariots tear through the veil of reality to bear down upon the enemies of Slaanesh. Their crews race wildly to be first into battle, their eagerness for speed turning to wild bloodlust the moment their clattering charge crashes home.

EXALTED SEEKER CHARIOT

5 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Exalted Seeker Chariot (7+ wounds remaining)	14"	2+	3+	4	5	12	8	8	4+/4+
	Exalted Seeker Chariot (4-6 wounds remaining)	12"	3+	3+	4	5	N/A	7	8	4+/4+
	Exalted Seeker Chariot (1-3 wounds remaining)	10"	4+	3+	4	5	N/A	6	8	4+/4+

An Exalted Seeker Chariot is equipped with: lashes of torment; exalted Seeker tongues; piercing claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lashes of torment	6"	Assault 6	4	-1	1	-
Exalted Seeker tongues	Melee	Melee	4	0	1	Malefic 8
Piercing claws	Melee	Melee	User	-2	1	-

ABILITIES

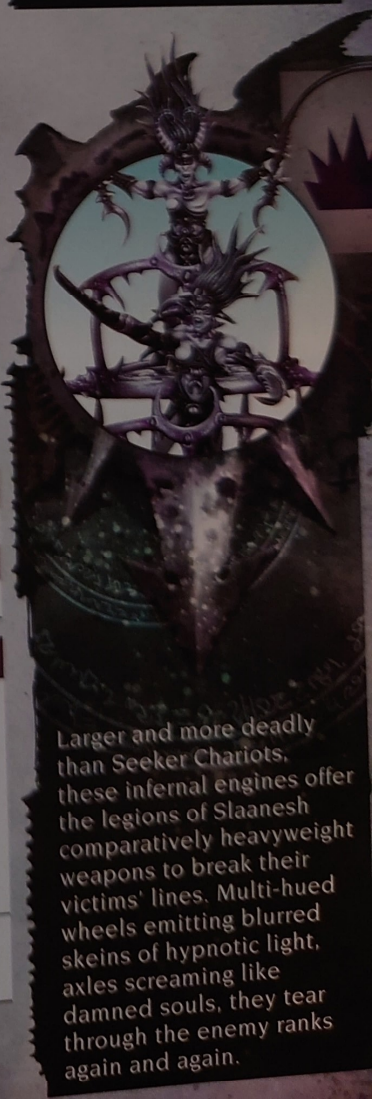
Daemonic (pg 56)

Evasive Speed: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Scything Impact: Each time this model finishes a charge move:

- Roll four D6 for each enemy unit within Engagement Range of this model. For each 5+, that enemy unit suffers 1 mortal wound.
- Until the end of the turn, add 2 to this model's Attacks characteristic.

FACTION KEYWORDS: **Chaos, Legiones Daemonica, Slaanesh**
KEYWORDS: **Vehicle, Daemon, Daemonettes, Exalted Seeker Chariot**



Larger and more deadly than Seeker Chariots, these infernal engines offer the legions of Slaanesh comparatively heavyweight weapons to break their victims' lines. Multi-hued wheels emitting blurred skeins of hypnotic light, axles screaming like damned souls, they tear through the enemy ranks again and again.

THE BOOK OF THE WARP

Warp space is an eternal and endless realm of roiling possibility and nightmarish dreamscapes, inhabited by every manner of supernatural entity mortal hearts and minds can conceive. It is a place of seething formless wastes haunted by carrion entities, of conjured realms and manifest deities. More than simply the animate will of the four true Dark Gods inhabits this infernal infinity.

In this section you will find the following rules:

NOCTIC DISCIPLINE (PG 124)

If your army includes Be'lakor, or you are using his Army of Renown, models in your army can be given additional psychic powers from the Noctic discipline. These represent the arcane lore and particular talents of each individual psyker. You can find out more about psychic powers in the Warhammer 40,000 Core Book.

DATASHEETS (PG 125-127)

This section is essential to all Chaos Daemons players regardless of preferred play style, containing as it does the datasheets for remaining **LEGIONES DAEMONICA** units which are not dedicated specifically to one of the Dark Gods. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book.

ARMY OF RENOWN: DISCIPLES OF BE'LAKOR (PG 128)

If your army includes Be'lakor, you can choose to use these Army of Renown rules for it. This army can also include units from *Codex: Chaos Space Marines*.

DISCIPLES OF BE'LAKOR STRATAGEMS (PG 129)

If you are using the Disciples of Be'lakor Army of Renown, you have access to these Stratagems and can spend Command points to use them during your battles.

ARMY OF RENOWN

An Army of Renown is a specialised force that has earned fame or infamy across the 41st Millennium, the experience of which has given its warriors unique skills to use on the battlefield.

An Army of Renown is a variant army list for a particular Faction in Warhammer 40,000 that is themed around a particular disposition of forces. Each imposes certain restrictions on what units can be included, but it also grants access to a wider range of rules such as Stratagems, Relics, etc. to reflect that Army of Renown's unique methods of waging war in the 41st Millennium.

If you wish for your army to become an Army of Renown, it must first adhere to all the restrictions laid out for that Army of Renown, it must be Battle-forged and it must not include any Specialist Detachments. You can then make a note in the Army Faction section of your army roster of which Army of Renown your army is. Some, or all the units in an Army of Renown then gain the benefits listed, such as new keywords, abilities, Stratagems, etc. Note that your army does not automatically become an Army of Renown just because it happens to abide by the restrictions – you must choose for it to be an Army of Renown.

CRUSADE ARMY OF RENOWN

You can use any of the rules listed in an Army of Renown to make a Crusade Army of Renown when you start a Crusade force. In this case, the Restrictions and Benefits apply to your entire Crusade force – replace all instances of 'army' listed in the Restrictions and Benefits sections to instead say 'Crusade force', and make a note in the Crusade Faction section of your Order of Battle of which Army of Renown your Crusade force is. Note that means that certain units can never be added to your Order of Battle; but it will result in a particularly focused and themed collection. Whenever you select a Crusade force from such an Order of Battle, it must be Battle-forged and cannot include any Specialist Detachments.

NOCTIC DISCIPLINE

Before the battle, generate the psychic powers for **PSYKER** models in your army that know powers from the Noctic discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the **PSYKER** model knows.

1. SHROUDED STEP

A black fume envelops the psyker's allies. It flows across the battlefield before coalescing into a roiling darkness from which they then emerge.

Blessing: *Shrouded Step* has a warp charge value of 6. If manifested, select one friendly **LEGIONES DAEMONICA INFANTRY** or **DISCIPLES OF BE'LAKOR INFANTRY** unit within 18" of this **PSYKER**. Remove that unit from the battlefield and set it up anywhere on the battlefield that is more than 9" from any enemy models.

2. WREATHED IN SHADES

The psyker draws from the warp a churning mass of damned shades, abandoned worshippers of Be'lakor now doomed to conceal and protect his current servants.

Blessing: *Wreathed in Shades* has a warp charge value of 7. If manifested, select one friendly **LEGIONES DAEMONICA** or **DISCIPLES OF BE'LAKOR** unit (excluding **MONSTER** and **VEHICLE** units) within 12" of this **PSYKER**. Until the start of your next Psychic phase, enemy models cannot target that unit with ranged weapons unless that unit is the closest eligible target to the firing model or it is within 12" of the firing model.

3. PALL OF DESPAIR

The psyker draws forth every bleak imagining and hopeless terror their victims have ever felt, drowning their enemies' minds in misery until they barely have the will to keep breathing.

Malediction: *Pall of Despair* has a warp charge value of 7. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**. Roll 3D6: if the result is greater than that unit's Leadership characteristic, select one of the following to apply to that unit:

- Until the start of your next Psychic phase, if that unit has any aura abilities, select one of those abilities: that unit loses that ability.
- Until the start of your next Psychic phase, that unit cannot perform actions (see the Warhammer 40,000 Core Book). If that unit is currently performing an action, it immediately fails.
- Until the start of your next Psychic phase, in the Fight phase, that unit is not eligible to fight that phase until after all eligible units from your army have done so.

4. VOIDSLIVERS

Reaching with their mind into the darkest depths of the void, the psyker draws forth crystallised slivers of terror, misery and loss before hurling them in a storm at the foe. The darts rip through soul-matter, while leaving the enemy's corporeal forms lifeless but seemingly unharmed.

Witchfire: *Voidslivers* has a warp charge value of 5. If manifested, select one enemy model within 12" of and visible to this **PSYKER**. Draw a line between any part of this **PSYKER**'s base and any part of the selected model's base (or hull):

- The selected model's unit suffers 1 mortal wound (if that unit contains 11 or more models, it suffers D3 mortal wounds instead).
- Every other enemy unit that this line passes over or through suffers 1 mortal wound (if any of those units contains 11 or more models, it suffers D3 mortal wounds instead).

5. PENUMBRAL CURSE

The psyker curses the blades of the enemy, causing them to become as insubstantial as shadows, and to pass harmlessly through the very foes they should have hewn in two.

Malediction: *Penumbral Curse* has a warp charge value of 7. If manifested, select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit makes a melee attack, subtract 1 from that attack's wound roll and worsen the Armour Penetration characteristic of that attack by 1.

6. BETRAYING SHADES

Falling to the psyker's whispered blandishments, the enemy's very shadows turn upon them, clawing and ripping at the mortal forms that cast them.

Witchfire: *Betraying Shades* has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**.

- Select up to 6 models in that unit, and add together the unmodified Attacks characteristics of those models.
- Roll a number of D6 equal to the total (for example, if five of the selected models had an Attacks characteristic of 2, and one had an Attacks characteristic of 3, you would roll thirteen D6).
- If the result of the Psychic test was 11 or more, add 1 to each dice result.
- For each roll of 6+, that unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

BE'LAKOR

21 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	NAME	M	WS	BS	S	T	W	A	Ld	DSv
1	Be'lakor (11+ wounds remaining)	12"	2+	2+	8	7	20	6	9	4+/4+
	Be'lakor (6-10 wounds remaining)	8"	2+	2+	7	7	N/A	5	9	4+/4+
	Be'lakor (1-5 wounds remaining)	6"	2+	2+	6	7	N/A	4	9	4+/4+

Be'lakor is equipped with: the Blade of Shadows. Your army can only include one **BE'LAKOR** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Blade of Shadows	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Sweeping strike	Melee	Melee	User	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
- Piercing strike	Melee	Melee	+4	-4	D3+3	Each time an attack is made with this weapon profile, invulnerable saving throws cannot be made against that attack.

ABILITIES

Daemonic (pg 56)

Shadow Form:

- Each time an attack is made against this model, your opponent cannot re-roll the hit roll.
- Each time an attack is made against this model, subtract 1 from that attack's hit roll and wound roll.
- Each time a ranged attack is made against this model, subtract 1 from that attack's Damage characteristic (to a minimum of 1).

Lord of Torment (Aura): While an enemy unit is within 6" of this model, subtract 1 from the Leadership characteristic of models in that unit, and each time a Combat Attrition test is taken for that unit, subtract 1 from that Combat Attrition test.

The Dark Master (Aura): While a friendly **LEGIONES DAEMONICA** or **DISCIPLES OF BE'LAKOR** unit (excluding **VEHICLE** units) is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Spiteful Jealousy: If your army is Battle-forged, you cannot include this model in a Detachment that includes any other **DAEMON PRINCE** models. Each time this model makes an attack against a **DAEMON PRINCE** model, you can re-roll the hit roll and you can re-roll the wound roll.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Noctic discipline (pg 124).

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, KHORNE, TZEENTCH, NURGLE, SLAANESH**
KEYWORDS: **MONSTER, CHARACTER, DAEMON, PSYKER, WARP LOCUS, SUPREME COMMANDER, FLY, DAEMON PRINCE, BE'LAKOR**



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WARLORD TRAIT

If Be'lakor gains a Warlord Trait, he must have the one shown below:

SHADOW LORD

Be'lakor is a nexus for occluding shadow, veiling his enemies' sight and leaving them helpless to parry the vicious blows of his servants both mortal and daemonic.

In your Command phase, select one friendly **LEGIONES DAEMONICA CORE** or **DISCIPLES OF BE'LAKOR** unit (excluding **VEHICLE** units) within 9" of this **WARLORD**. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.



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DAEMON PRINCE OF CHAOS

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	DSv
1	Daemon Prince of Chaos	8"	2+	2+	7	6	8	6	10	5+/4+

A Daemon Prince of Chaos is equipped with: hellforged sword; malefic talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Daemonic axe	Melee	Melee	+2	-2	3	-
Hellforged sword	Melee	Melee	+1	-3	3	-
Malefic talons	Melee	Melee	User	-1	2	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Wings	The bearer has a Move characteristic of 12" and the **FLY** keyword.

WARGEAR OPTIONS

- This model's hellforged sword can be replaced with one of the following: 1 daemonic axe; 1 malefic talons.
- This model can be equipped with 1 wings **(Power Rating +2)**.

ABILITIES

Daemonic [pg 56]

Prince of Chaos (Aura): While a friendly **LEGIONES DAEMONICA <ALLEGIANCE> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Daemonic Rewards:

- If this model has the **KHORNE** keyword, add 1 to this model's Strength characteristic and add 2 to this model's Attacks characteristic.
- If this model has the **TZEENTCH** keyword, it can attempt to manifest one additional psychic power in your Psychic phase and knows one additional psychic power from the Pandaemoniac discipline.
- If this model has the **NURGLE** keyword, add 1 to this model's Toughness characteristic.
- If this model has the **SLAANESH** keyword, add 2" to this model's Move characteristic.

PSYKER

If this model has the **TZEENTCH**, **NURGLE** or **SLAANESH** keyword, it has the **PSYKER** keyword. If this model is a **PSYKER** it can attempt to manifest one psychic power in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and:

- If this model has the **TZEENTCH** keyword, its knows one psychic power from the Pandaemoniac discipline [pg 78].
- If this model has the **NURGLE** keyword, its knows one psychic power from the Warprot discipline [pg 92].
- If this model has the **SLAANESH** keyword, its knows one psychic power from the Soulstain discipline [pg 108].

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, <ALLEGIANCE>**
KEYWORDS: **CHARACTER, MONSTER, DAEMON, DAEMON PRINCE**

SOUL GRINDER

10 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	NAME	M	WS	BS	S	T	W	A	Ld	DSv
1	Soul Grinder [9+ wounds remaining]	8"	3+	3+	8	8	16	5	7	5+/4+
	Soul Grinder [5-8 wounds remaining]	6"	4+	4+	8	8	N/A	5	7	5+/4+
	Soul Grinder [1-4 wounds remaining]	4"	5+	5+	8	8	N/A	5	7	5+/4+

A Soul Grinder is equipped with: harvester cannon; phlegm bombardment; iron claw; warpsword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Harvester cannon	36"	Heavy 6	7	-1	2	-
Phlegm bombardment	36"	Heavy D6	8	-2	3	Blast
Iron claw	Melee	Melee	x2	-3	D6	-
Warpclaw	Melee	Melee	User	-2	2	Malefic 4
Warpsword	Melee	Melee	User	-3	D3+3	Malefic 2

WARGEAR OPTIONS

- This model's warpsword can be replaced with 1 warpclaw.

ABILITIES

Daemonic [pg 56]

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Daemonic Rewards:

- If this model has the **KHORNE** keyword, add 2 to this model's Attacks characteristic.
- If this model has the **TZEENTCH** keyword, change this model's Daemonic Save characteristic to 4+/4+.
- If this model has the **NURGLE** keyword, add 1 to this model's Toughness characteristic.
- If this model has the **SLAANESH** keyword, add 4" to this model's Move characteristic.

FACTION KEYWORDS: **CHAOS, LEGIONES DAEMONICA, <ALLEGIANCE>**
KEYWORDS: **VEHICLE, DAEMON, SOUL GRINDER**



Daemons desperate to gain power above their station may strike an unwise bargain with the master of the Forge of Souls. Thus are they remade into the hulking war engines known as S Grinders, and given the might to crush and blas in their path – for a ste and ultimately never-ending price...

DISCIPLES OF BE'LAKOR

It pleases the Dark Master to be worshipped as a daemonic deity, and to have his devotees fight and die on his behalf. There is no shortage of heretics willing to do so. After all, Be'lakor promises great rewards to those who serve him, and he has had millennia to perfect his lies...

Heretic Astartes, mortal cultists and nightmarish daemons – all serve Be'lakor and fight amongst the ranks of his Disciples. These fanatical heretics have forsaken the Dark Gods in favour of worshipping their first and greatest champion, whom many of them view as at least a demigod in his own right. Be'lakor's servants manifest echoes of his own supernatural powers, exuding terrifying auras or flickering in and out of reality amidst cowls of animate shadow. Yet the price of power is eternal servitude, for Be'lakor will suffer no rival.

The Disciples of Be'lakor is an Army of Renown (pg 123).

RESTRICTIONS

- All units in your army (excluding **UNALIGNED** units) must have the **CHAOS** keyword.
- Your **WARLORD** must be **BE'LAKOR**. With the exception of **BE'LAKOR**, your army cannot include any named characters or **DAEMON PRINCE** models.
- Your army cannot include any **GREATER DAEMON**, **DAEMON ENGINE**, **WORLD EATERS**, **THOUSAND SONS**, **DEATH GUARD**, **EMPEROR'S CHILDREN**, **CHAOS KNIGHTS** (excluding one **HOUSE KORVAX** unit as described under Benefits), **TITANICUS TRAITORIS**, **KHORNE BERZERKERS**, **RUBRIC MARINES**, **PLAGUE MARINES** or **NOISE MARINES** units.
- You cannot include more **CULTISTS** units than other **TRAITORIS ASTARTES INFANTRY** units (excluding **CHARACTER** units) in each Detachment in your army.
- You cannot include **LEGIONES DAEMONICA** units and **TRAITORIS ASTARTES** units in the same Detachment.
- **TRAITORIS ASTARTES** units in your army cannot be given any Marks of Chaos (see *Codex: Chaos Space Marines*).
- If you upgrade a **HOUSE KORVAX DISCIPLES OF BE'LAKOR** unit to have a Favour of the Dark Gods, it must be Blessing of the Dark Master (see *Codex: Chaos Knights*).
- You cannot include a second **LEGIONES DAEMONICA** unit in your army with the same Allegiance keyword unless your army also includes at least one **LEGIONES DAEMONICA** unit with each of the other Allegiance keywords. You cannot include a third **LEGIONES DAEMONICA** unit in your army with the same Allegiance keyword until your army also includes at least two **LEGIONES DAEMONICA** units with each of the other Allegiance keywords, and so on. **BE'LAKOR** is excluded when considering this restriction.

Example: *If your army includes a* **LEGIONES DAEMONICA KHORNE** *unit, you cannot add a second* **LEGIONES DAEMONICA KHORNE** *unit to your army unless your army also includes one* **LEGIONES DAEMONICA TZEENTCH** *unit, one* **LEGIONES DAEMONICA NURGLE** *unit and one* **LEGIONES DAEMONICA SLAANESH** *unit.*

BENEFITS

- All units in your army (excluding **UNALIGNED** and **BUILDING** units) gain the **DISCIPLES OF BE'LAKOR** Faction keyword.
- All units in your army with the **TRAITORIS ASTARTES** Faction keyword (excluding **CULTISTS** units) gain the **LEGION DISCIPLES** keyword.
- All units in your army with the **LEGIONES DAEMONICA** Faction keyword gain the **DAEMONIC DISCIPLES** keyword.
- Your army can include up to one Super-heavy Auxiliary Detachment that contains one **CHAOS KNIGHTS HOUSE KORVAX** unit. That unit gains the **AGENT OF CHAOS** keyword. This Detachment still gains all the Detachment abilities available to **HOUSE KORVAX** units as listed in *Codex: Chaos Knights*, even though Super-heavy Auxiliary Detachments do not normally gain any Detachment abilities.
- All Troops units in your army gain the Objective Secured ability (see the Warhammer 40,000 Core Book).
- If a Detachment contains any units with the **TRAITORIS ASTARTES** Faction keyword, such a Detachment never counts as a Legion Detachment (see *Codex: Chaos Space Marines*), and you cannot use any Legion-specific Stratagems, Relics, Warlord Traits or psychic powers (e.g. even if such a Detachment only contained **TRAITORIS ASTARTES** units with the **BLACK LEGION** keyword, it would not count as a Legion Detachment, you cannot use Black Legion Stratagems, you cannot give a **BLACK LEGION CHARACTER** model a Black Legion Warlord Trait, etc.).
- You have access to the Disciples of Be'lakor Stratagems (pg 129).
- **DISCIPLES OF BE'LAKOR PSYKER** units from your army can generate their psychic powers from the Noctic discipline (pg 124).
- **LEGION DISCIPLES** units in your army cannot have a Legion Trait, but instead gain the Disciples of Shadows ability (see below).
- Your army can use the Warp Storm ability (pg 57) even if it includes any **TRAITORIS ASTARTES** units.

DISCIPLES OF SHADOWS

Fanatical worship of Be'lakor affords his disciples a fragment of his unnatural obfuscatory powers.

- Each time a Combat Attrition test is taken for this unit, add 1 to that Combat Attrition test.
- Each time a ranged attack is made against this unit, if the attacker is more than 12" away, subtract 1 from that attack's hit roll.

DISCIPLES OF BE'LAKOR STRATAGEMS

If your army is the Disciples of Be'lakor, you have access to these Stratagems, and can spend CPs to use them.

SHADOW PACT — 1CP

Disciples of Be'lakor – Battle Tactic Stratagem

Though they have forsaken the Chaos Gods in favour of Be'lakor, the Dark Master's mortal Disciples can still draw temporary power from offering soul-pacts to the daemons who fight in his service.

Use this Stratagem in your Command phase. Select one **CHAOS UNDIVIDED LEGION DISCIPLES INFANTRY** unit from your army (see *Codex: Chaos Space Marines*), then select one of the pacts below. Until the start of your next Command phase, that unit has that pact:

- **Pact of Blood:** Add 1 to the Attacks characteristic of models in that unit.
- **Pact of Fate:** Models in that unit have a 5+ invulnerable save.
- **Pact of Plague:** Add 1 to the Toughness characteristic of models in that unit.
- **Pact of Excess:** Add 1" to the Move characteristic of models in that unit. In addition, add 1 to Advance and charge rolls made for that unit.

DAEMONIC BOON — 1CP

Disciples of Be'lakor – Battle Tactic Stratagem

Mortal and daemon alike fight side by side in the service of the Dark Master, the energies of the immaterium flowing through and empowering both.

Use this Stratagem at the start of the Fight phase, when a **LEGION DISCIPLES** unit (excluding **VEHICLE** units) from your army that is within 6" of a friendly **DAEMONIC DISCIPLES** unit is selected to fight. Until the end of the phase:

- Add 1 to the Strength characteristic of models in that **LEGION DISCIPLES** unit.
- Each time a model in that **LEGION DISCIPLES** unit makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

LEGIONS OF SHADE — 1CP

Disciples of Be'lakor – Strategic Ploy Stratagem

The Disciples of Be'lakor flow around and through their enemies like wraiths from the depths of the warp.

Use this Stratagem at the start of your Movement phase or at the start of your Charge phase. Select one **DISCIPLES OF BE'LAKOR** unit from your army. Until the end of the phase, models in that unit can move horizontally through enemy models (they cannot finish a move on top of another model, or its base).

MORTAL BOON — 2CP

Disciples of Be'lakor – Strategic Ploy Stratagem

Be'lakor's daemonic hosts draw strength from the mortals fighting beside them, anchoring themselves in realspace by sinking ephemeral talons into the soul-stuff of their allies.

Use this Stratagem at the start of the Morale phase. Select one **DAEMONIC DISCIPLES** unit from your army that is within 6" of a friendly **LEGION DISCIPLES** unit (excluding **VEHICLE** units). Until the end of the phase, each time a Morale test is taken for that **DAEMONIC DISCIPLES** unit, it is automatically passed and counts as having been passed with an unmodified roll of a 1.

DRAUGHT OF TERROR — 1CP

Disciples of Be'lakor – Strategic Ploy Stratagem

The swelling fear of their mortal prey serves as an intoxicating elixir to Be'lakor's daemonic followers, each draught reknitting sundered warpflesh or drawing fresh and hungry entities through the veil to war.

Use this Stratagem at the start of the Morale phase. Select one **DAEMONIC DISCIPLES** unit from your army. Until the end of the phase, that unit gains the following ability:

Draught of Terror (Aura): While an enemy unit is within 6" of this unit, each time a model flees from that enemy unit:

- If any models in this unit have lost any wounds, one model in this unit regains 1 lost wound.
- If no models in this unit have lost any wounds, but it is not at its Starting Strength, one of this unit's destroyed models is returned with 1 wound remaining.
- Models returned to this unit in this way can only be set up within Engagement Range of enemy units that are already within Engagement Range of this unit.

BLESSING OF BE'LAKOR — 2CP

Disciples of Be'lakor – Epic Deed Stratagem

In the instant the enemy's blows fall, Be'lakor's blessings render his worshippers as insubstantial as shadow.

Use this Stratagem in any phase, when a saving throw made for a **DISCIPLES OF BE'LAKOR** model from your army against an attack is failed. If **BE'LAKOR** is on the battlefield, the Damage characteristic of that attack is changed to 0.

HQ

The Blue Scribes (pg 83)
Unit size ..... 1 model
Unit cost ..... 90 pts

Changecaster (pg 84)
Unit size ..... 1 model
Unit cost ..... 80 pts
- Staff of change ..... +5 pts

The Changeling (pg 82)
Unit size ..... 1 model
Unit cost ..... 100 pts

Fateskimmer (pg 82)
Unit size ..... 1 model
Unit cost ..... 140 pts
- Retinue of Horrors ..... +5 pts
- Staff of change ..... +5 pts

Fluxmaster (pg 83)
Unit size ..... 1 model
Unit cost ..... 110 pts
- Staff of change ..... +5 pts

Kairos Fateweaver (pg 81)
Unit size ..... 1 model
Unit cost ..... 320 pts

Lord of Change (pg 81)
Unit size ..... 1 model
Unit cost ..... 300 pts
- Baleful sword ..... +10 pts
- Rod of sorcery ..... +10 pts

Exalted Abilities (pg 76)
Architect of Deception ..... +35 pts
Master Mutator ..... +30 pts
Nexus of Fate ..... +20 pts

TROOPS

Blue Horrors (pg 84)
Unit size ..... 10 models
Unit cost ..... 70 pts

Pink Horrors (pg 85)
Unit size ..... 10 models
Unit cost ..... 150 pts

ELITES

Exalted Flamer (pg 86)
Unit size ..... 1 model
Unit cost ..... 75 pts

Flamers (pg 86)
Unit size ..... 3-6 models
Unit cost ..... 25 pts/model

FAST ATTACK

Screamers (pg 87)
Unit size ..... 3-6 models
Unit cost ..... 30 pts/model

HEAVY SUPPORT

Burning Chariot (pg 87)
Unit size ..... 1 model
Unit cost ..... 120 pts
- Horror infestation ..... +5 pts

Epidemius (pg 98)
Unit size ..... 1 model
Unit cost ..... 90 pts

Great Unclean One (pg 96)
Unit size ..... 1 model
Unit cost ..... 300 pts

Exalted Abilities (pg 90)
Bountiful Gifts ..... +25 pts
Hideous Visage ..... +20 pts
Revoltingly Resilient ..... +30 pts

Horticulous Slimux (pg 99)
Unit size ..... 1 model
Unit cost ..... 140 pts

Poxbringer (pg 97)
Unit size ..... 1 model
Unit cost ..... 90 pts

Rotigus (pg 95)
Unit size ..... 1 model
Unit cost ..... 320 pts

Sloppity Bilepiper (pg 98)
Unit size ..... 1 model
Unit cost ..... 85 pts

Spoilpox Scrivener (pg 97)
Unit size ..... 1 model
Unit cost ..... 100 pts

TROOPS

Nurglings (pg 100)
Unit size ..... 3-9 models
Unit cost ..... 20 pts/model

Plaguebearers (pg 100)
Unit size ..... 10 models
Unit cost ..... 150 pts

ELITES

Beasts of Nurgle (pg 101)
Unit size ..... 1-3 models
Unit cost ..... 80 pts/model

FAST ATTACK

Plague Drones (pg 102)
Unit size ..... 3-6 models
Unit cost ..... 45 pts/model

FORTIFICATIONS

Feculent Gnarlmaw (pg 103)
Unit size ..... 1 model
Unit cost ..... 75 pts

HQ

Be'lakor (pg 125)

Unit size	1 model
Unit cost	420 pts

Daemon Prince of Chaos (pg 126)

Unit size	1 model
Unit cost	140 pts
• Daemonic axe	+10 pts
• Hellforged sword	+10 pts
• Wings	+35 pts

HEAVY SUPPORT

Soul Grinder (pg 127)

Unit size	1 model
Unit cost	190 pts

Contorted Epitome (pg 114)
Unit size ..... 1 model
Unit cost ..... 160 pts

Infernal Enrapturess (pg 113)
Unit size ..... 1 model
Unit cost ..... 80 pts

Keeper of Secrets (pg 112)
Unit size ..... 1 model
Unit cost ..... 280 pts

Exalted Abilities (pg 106)
Diaphanous Panoply ..... +35 pts
Epicurean of Agonies ..... +25 pts
Insatiable Onslaught ..... +20 pts

The Masque of Slaanesh (pg 113)
Unit size ..... 1 model
Unit cost ..... 90 pts

Shalaxi Helbane (pg 111)
Unit size ..... 1 model
Unit cost ..... 300 pts

Syll'Esske (pg 114)
Unit size ..... 1 model
Unit cost ..... 200 pts

Tormentbringer on Exalted Seeker Chariot (pg 115)
Unit size ..... 1 model
Unit cost ..... 120 pts

Tormentbringer on Hellflayer (pg 117)
Unit size ..... 1 model
Unit cost ..... 110 pts

Tormentbringer on Seeker Chariot (pg 116)
Unit size ..... 1 model
Unit cost ..... 100 pts

Tranceweaver (pg 116)
Unit size ..... 1 model
Unit cost ..... 70 pts

TROOPS

Daemonettes (pg 118)
Unit size ..... 10 models
Unit cost ..... 120 pts

ELITES

Fiends (pg 118)
Unit size ..... 3-6 models
Unit cost ..... 35 pts/model

FAST ATTACK

Hellflayer (pg 120)
Unit size ..... 1 model
Unit cost ..... 75 pts

Seeker Chariot (pg 121)
Unit size ..... 1 model
Unit cost ..... 65 pts

Seekers (pg 119)
Unit size ..... 5-10 models
Unit cost ..... 20 pts/model

HEAVY SUPPORT

Exalted Seeker Chariot (pg 121)
Unit size ..... 1 model
Unit cost ..... 85 pts

HQ

Bloodmaster (pg 68)
Unit size: 1 model
Unit cost: 90 pts

Bloodthirster (pg 67)
Unit size: 1 model
Unit cost: 310 pts

Exalted Abilities (pg 62)
Indomitable Onslaught: +40 pts
Master of the Blood Tide: +20 pts
Rage Unchained: +35 pts

Karanak (pg 70)
Unit size: 1 model
Unit cost: 100 pts

Rendmaster on Blood Throne (pg 69)
Unit size: 1 model
Unit cost: 140 pts

Skarbrand (pg 66)
Unit size: 1 model
Unit cost: 330 pts

Skulimaster (pg 69)
Unit size: 1 model
Unit cost: 130 pts

Skulltaker (pg 68)
Unit size: 1 model
Unit cost: 110 pts

TROOPS

Bloodletters (pg 70)
Unit size: 10 models
Unit cost: 130 pts

Bloodcrushers (pg 71)
Unit size: 3-6 models
Unit cost: 45 pts/model

FAST ATTACK

Flesh Hounds (pg 72)
Unit size: 5-10 models
Unit cost: 19 pts/model

HEAVY SUPPORT

Skull Cannon (pg 72)
Unit size: 1 model
Unit cost: 100 pts

FORTIFICATIONS

Skull Altar (pg 73)
Unit size: 1 model
Unit cost: 50 pts