CHAOS DAEMONS
ARMY RULE

When daemons pour into realspace, maelstroms of warp energy spill through in their wake. Manifest emotion and unbridled, nightmarish forces twist all that they touch, reshaping the landscape into bizarre forms while tormenting mortal beings to madness. To be embroiled in such tempests is to endure conditions utterly anathema to the fundamental laws of reality, provoking primal terror in even the most emotionless warriors.

THE SHADOW OF CHAOS
If your Army Faction is Legiones Daemonica, certain areas of the battlefield are considered to be within your army’s Shadow of Chaos, as follows:

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

DAEMONIC MANIFESTATION
While a Legiones Daemonica unit from your army is within your army’s Shadow of Chaos, each time that unit takes a Battle-shock test, add 1 to that test and, if that test is passed, one model in that unit regains up to D3 lost wounds (if that unit is a Battleline unit and that test is passed, up to D3 destroyed models can be returned to that unit instead).

DAEMONIC TERROR
While an enemy unit is within your army’s Shadow of Chaos, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

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

If every model from your army has the Chaos keyword, you can include Legiones Daemonica units in your army, even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points cost of such units you can include depends on your battle size, as shown below.

■ Incursion  Up to 250 pts
■ Strike Force Up to 500 pts
■ Onslaught Up to 750 pts

None of these models can be your Warlord, and they cannot be given Enhancements. In addition:

■ If your Army Faction is World Eaters, you can only include Khorne Legiones Daemonica units using these rules.
■ If your Army Faction is Thousand Sons, you can only include Tzeentch Legiones Daemonica units using these rules.
■ If your Army Faction is Death Guard, you can only include Nurgle Legiones Daemonica units using these rules.
■ If your Warlord is Lucius the Eternal, you can only include Slaanesh Legiones Daemonica units using these rules.
If your Army Faction is Legiones Daemonica, you can use this Daemonic Incursion Detachment rule.

**WARP RIFTS**

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.

Each time a Legiones Daemonica unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 9". 
If you are using the Daemonic Incursion Detachment rule, you can use these Daemonic Incursion Stratagems.

**CORRUPT REALSPACE**
**DAEMONIC INCURSION – STRATEGIC PLOY STRATAGEM**
Daemons instinctively feel the need to despoil and corrupt every corner of realspace, the better to sustain their otherworldly forms.

**WHEN:** Start of any Command phase.

**TARGET:** One *Legiones Daemonica* unit from your army that is within range of an objective marker you control.

**EFFECT:** That objective marker is said to be Corrupted and remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn. In addition, while an objective marker is Corrupted and under your control, the area of the battlefield within 6” of that objective marker is considered to be within your army’s Shadow of Chaos.

**1CP**

**DRAUGHT OF TERROR**
**DAEMONIC INCURSION – BATTLE TACTIC STRATAGEM**
The swelling fear of their mortal prey serves as an intoxicating elixir to the daemonic followers, each draught invigorating their forms with deadly power.

**WHEN:** Your Shooting phase or the Fight phase.

**TARGET:** One *Legiones Daemonica* unit from your army that has not been selected to shoot or fight this phase.

**EFFECT:** Until the end of the phase, improve the Armour Penetration characteristic of weapons equipped by models in that unit by 1. In addition, until the end of the phase, each time such a weapon targets a unit that is Battle-shocked, you can re-roll the Wound roll.

**1CP**

**WARP SURGE**
**DAEMONIC INCURSION – STRATEGIC PLOY STRATAGEM**
The winds of the warp blow strong, invigorating daemonkind and lending them supernatural speed and ferocity.

**WHEN:** Your Charge phase.

**TARGET:** One *Legiones Daemonica* unit from your army that is within your army’s Shadow of Chaos.

**EFFECT:** Until the end of the phase, your unit is eligible to declare a charge even if it Advanced this turn.

**1CP**

**DENIZENS OF THE WARP**
**DAEMONIC INCURSION – STRATEGIC PLOY STRATAGEM**
Ever lurking in the warp, daemons will wait until the barriers between realms thin before tearing their way into realspace.

**WHEN:** Your Movement phase.

**TARGET:** One *Legiones Daemonica* unit from your army that is arriving using the Deep Strike ability this phase.

**EFFECT:** Your unit can be set up anywhere on the battlefield that is more than 3” horizontally away from all enemy models.

**RESTRICTIONS:** A unit targeted by this Stratagem is not eligible to declare a charge in the same turn.

**1CP**
If you are using the Daemonic Incursion Detachment rule, you can use these Daemonic Incursion Stratagems.

**THE REALM OF CHAOS**

**DAEMONIC INCURSION – BATTLE TACTIC STRATAGEM**

*When the energies of the warp bleed into realspace, the Legiones Daemonica can rip open portals in seeming thin-air, returning to their hellscapes only to rematerialise amidst their foes a heartbeat later.*

**WHEN:** End of your opponent’s turn.

**TARGET:** Up to two *Legiones Daemonica* units from your army that are within your army’s Shadow of Chaos, or one other *Legiones Daemonica* unit from your army.

**EFFECT:** Remove the targeted units from the battlefield and place them into Strategic Reserves. They will arrive back on the battlefield in the Reinforcements step of your next Movement phase using the Deep Strike ability.

**RESTRICTIONS:** You cannot target units that are within Engagement Range of one or more enemy units with this Stratagem.

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**DAEMONIC INVULNERABILITY**

**DAEMONIC INCURSION – BATTLE TACTIC STRATAGEM**

*Daemons are madness given form. Their very bodies are fashioned from the stuff of the warp, and are difficult to destroy through conventional means.*

**WHEN:** Your opponent’s Shooting phase, just after an enemy unit has selected its targets.

**TARGET:** One *Legiones Daemonica* unit from your army that was selected as the target of one or more of that enemy unit’s attacks.

**EFFECT:** Until the end of the phase, each time an invulnerable saving throw is made for a model in your unit, re-roll a saving throw of 1.
If you are using the Daemonic Incursion Detachment rule, you can use these Daemonic Incursion Enhancements.

**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.

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

**THE 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.

Nurgle Legiones Daemonica model only. The bearer has the Feel No Pain 5+ ability. While the bearer is within your army’s Shadow of Chaos, the bearer has the Feel No Pain 4+ ability instead.

**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.

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

**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.

Slaanesh Legiones Daemonica model only. Each time the bearer destroys an enemy model with a melee attack, roll one D6, adding 1 to the result if the bearer is within your army’s Shadow of Chaos. On a 4+, the bearer regains 1 lost wound.
**SKARBRAND**

**KEYWORDS:** Monster, Character, Epic Hero, Chaos, Daemon, Khorne, Skarbrand

**RANGED WEAPONS**

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<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
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</thead>
<tbody>
<tr>
<td>Bellow of endless fury <strong>[IGNORES COVER, TORRENT]</strong></td>
<td>12&quot;</td>
<td>2D6</td>
<td>N/A</td>
<td>5</td>
<td>0</td>
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</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
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<th>AP</th>
<th>D</th>
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</thead>
<tbody>
<tr>
<td>Slaughter and Carnage – strike</td>
<td>Melee</td>
<td>8</td>
<td>2+</td>
<td>16</td>
<td>-4</td>
</tr>
<tr>
<td>Slaughter and Carnage – sweep</td>
<td>Melee</td>
<td>16</td>
<td>2+</td>
<td>8</td>
<td>-1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deadly Demise D6, Deep Strike

**FACTION:** The Shadow of Chaos

**Rage Embodied (Aura):** While a friendly Khorne Legiones Daemonica unit (excluding Monsters and Vehicles) is within 6" of this model, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.

**Murderlust (Aura):** While a unit is within 6" of this model, each time that unit is selected to Fall Back, it must take a Leadership test. If that test is failed, that unit must Remain Stationary this phase instead.

**DAMAGED: 1-7 WOUNDS REMAINING**

While this model has 1-7 wounds remaining, add 2 to the Attacks characteristic of this model's Slaughter and Carnage.

**INVULNERABLE SAVE**

4+

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Before selecting targets for this weapon, select one of its profiles to make attacks with.
SKARBRAND

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.

### WARGEAR OPTIONS
- None

### UNIT COMPOSITION
- 1 Skarbrand – EPIC HERO

This model is equipped with: bellow of endless fury; Slaughter and Carnage.

**KEYWORDS:** Monster, Character, Epic Hero, Chaos, Daemon, Khorne, Skarbrand

**FACTION KEYWORDS:** Legiones Daemonica
### BLOODTHIRSTER

**KEYWORDS:** Monster, Character, Fly, Chaos, Daemon, Khorne, Bloodthirster

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#### RANGED WEAPONS

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<thead>
<tr>
<th>Weapon</th>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bloodflail [DEVASTATING WOUNDS]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>16</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Hellfire breath [IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Lash of Khorne</td>
<td>12&quot;</td>
<td>6</td>
<td>2+</td>
<td>8</td>
<td>0</td>
<td>2</td>
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</tbody>
</table>

#### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
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<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Axe of Khorne – strike</td>
<td>Melee</td>
<td>8</td>
<td>2+</td>
<td>14</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Axe of Khorne – sweep</td>
<td>Melee</td>
<td>16</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Great axe of Khorne – strike</td>
<td>Melee</td>
<td>7</td>
<td>2+</td>
<td>16</td>
<td>-4</td>
<td>D6+2</td>
</tr>
<tr>
<td>Great axe of Khorne – sweep</td>
<td>Melee</td>
<td>14</td>
<td>2+</td>
<td>10</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

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#### ABILITIES

**CORE:** Deadly Demise D6, Deep Strike

**FACTION:** The Shadow of Chaos

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

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

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**DAMAGED: 1-6 WOUNDS REMAINING**

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

**INVULNERABLE SAVE**

4+

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**FACTION KEYWORDS:** Legiones Daemonica

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*Before selecting targets for this weapon, select one of its profiles to make attacks with.*
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.

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

UNIT COMPOSITION

- 1 Bloodthirster

This model is equipped with: hellfire breath; great axe of Khorne

KEYWORDS: Monster, Character, Fly, Chaos, Daemon, Khorne, Bloodthirster

FACTION KEYWORDS: Legiones Daemonica
**SKULLTAKER**

**KEYWORDS:** Infantry, Character, Epic Hero, Chaos, Daemon, Khorne, Skulltaker

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<tr>
<th>MELEE WEAPONS</th>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Slayer Sword ([DEVASTATING WOUNDS, PRECISION])</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>6</td>
<td>-2</td>
<td>3</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deep Strike, Leader

**FACTION:** The Shadow of Chaos

**Lord of Decapitations:** While this model is leading a unit, melee weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

**Skulls for Khorne:** Each time this model makes an attack that targets a Character unit, you can re-roll the Hit roll and you can re-roll the Wound roll. Each time this model destroys an enemy Character unit, you gain 1CP.

**INVULNERABLE SAVE**

4+
SKULLTAKER

Skulltaker is Khorne’s executioner. Wielding the terrifying Slayer Sword, Skulltaker’s every blow lops another head from an enemy’s shoulders. Fighting at the head of the Cohort of Blood — a dread assemblage of the mightiest Bloodletters — Skulltaker reaps an ever greater tally of worthy skulls for Khorne.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Skulltaker — EPIC HERO

This model is equipped with: the Slayer Sword.

LEADER

This model can be attached to the following unit:

- Bloodletters

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Daemon, Khorne, Skulltaker

FACTION KEYWORDS: Legiones Daemonica
BLOODMASTER

**MELEE WEAPONS RANGE A WS S AP D**

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<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Blade of blood</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>6</td>
<td>-2</td>
<td>3</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deep Strike, Leader

**FACTION:** The Shadow of Chaos

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

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

**INVULNERABLE SAVE**

4+

**KEYWORDS:** Infantry, Character, Chaos, Daemon, Khorne, Bloodmaster

**FACTION KEYWORDS:** Legiones Daemonica
BLOODMASTER

Risen victorious from the horrors of the Skullpit, Bloodmasters lead Khorne’s Bloodletter 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 carve a gory path through their luckless foes.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Bloodmaster

This model is equipped with: blade of blood.

LEADER

This model can be attached to the following unit:

- Bloodletters

KEYWORDS: Infantry, Character, Chaos, Daemon, Khorne, Bloodmaster

FACTION KEYWORDS: Legiones Daemonica
**SKULLMASTER**

**MELEE WEAPONS**

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<tr>
<th>Weapon</th>
<th>Range</th>
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<th>D</th>
</tr>
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<tbody>
<tr>
<td>Blade of blood</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>6</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Juggernaut's bladed horn</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deep Strike, Leader

**FACTION:** The Shadow of Chaos

*Skullmaster's Fury:* While this model is leading a unit, each time that unit ends a Charge move, until the end of the turn, Juggernaut's bladed horns equipped by models in that unit have the **[DEVASTATING WOUNDS]** ability.

*Devastating Charge:* Each time this model's unit ends a Charge move, each enemy unit within Engagement Range of that unit must take a Battle-shock test.

**INVULNERABLE SAVE**

4+
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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Skullmaster

This model is equipped with: blade of blood; Juggernaut’s bladed horn.

LEADER

This model can be attached to the following units:

- Bloodcrushers

KEYWORDS: Mounted, Character, Chaos, Daemon, Khorne, Skullmaster

FACTION KEYWORDS: Legiones Daemonica
# Rendmaster on Blood Throne

**Keywords:** Mounted, Character, Chaos, Daemon, Khorne, Rendmaster on Blood throne

### Melee Weapons

<table>
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<tr>
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</thead>
<tbody>
<tr>
<td>Attendants’ hellblades</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Blade of blood</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>6</td>
<td>-2</td>
<td>3</td>
</tr>
</tbody>
</table>

### Abilities

**Core:** Deep Strike

**Faction:** The Shadow of Chaos

**Blood Throne:** At the start of the Fight phase, select one enemy unit within 18” of and visible to this model. Until the end of the phase, each time a friendly Khorne Legiones Daemonica unit makes an attack that targets that unit, improve the Strength, Armour Penetration and Damage characteristics of that attack by 1.

**Champion Slayer:** Each time this model makes a melee attack that targets a Character or Monster unit, you can re-roll the Wound roll. Each time this model destroys an enemy Character or Monster unit, this model regains up to D6 lost wounds.

**Invulnerable Save:** 4+
RENDMASTER ON BLOOD THRONE

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 glowering gaze.

**WARGEAR OPTIONS**

- None

**UNIT COMPOSITION**

- 1 Rendmaster on Blood Throne

  This model is equipped with: attendants’ hellblades; blade of blood.

**KEYWORDS:** Mounted, Character, Chaos, Daemon, Khorne, Rendmaster on Blood throne

**FACTION KEYWORDS:** Legiones Daemonica
KARANAK

**KEYWORDS:** Beast, Character, Epic Hero, Chaos, Daemon, Khorne, Karanak

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<tr>
<th>MELEE WEAPONS</th>
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<tbody>
<tr>
<td>Soul-rending fangs [PRECISION]</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>6</td>
<td>-1</td>
<td>2</td>
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</table>

**ABILITIES**

**CORE:** Deep Strike, Leader

**FACTION:** The Shadow of Chaos

**Pack Leader:** While this model is leading a unit, you can re-roll Advance and Charge rolls made for that unit.

**Prey of the Blood God:** At the start of the first battle round, select one enemy unit to be this model’s prey. Weapons equipped by models in this model’s unit have the [LETHAL HITS] ability when targeting this model’s prey. Each time this model’s prey is destroyed, select one new enemy unit to be this model’s prey.

**WARGEAR ABILITIES**

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

**INVULNERABLE SAVE**

4+
KARANAK
Karanak hunts those who give insult to Khorne. Scenting its prey across time and space, it is an inescapable predator. Karanak’s incorporeal howls summon the Blood Hunt of Khorne to join it in the chase, a cavalcade of ferocious daemons set on mayhem and slaughter.

WARGEAR OPTIONS
- None

UNIT COMPOSITION
- 1 Karanak – EPIC HERO
  This model is equipped with: soul-rending fangs; collar of Khorne.

LEADER
This model can be attached to the following unit:
- Flesh Hounds

KEYWORDS: Beast, Character, Epic Hero, Chaos, Daemon, Khorne, Karanak
FACTION KEYWORDS: Legiones Daemonica
BLOODLETTERS

MELEE WEAPONS

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<tbody>
<tr>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>5</td>
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</tbody>
</table>

Hellblade

ABILITIES

**Core**: Deep Strike

**Faction**: The Shadow of Chaos

**Blood Begets Blood**: Each time a model in this unit makes a melee attack, re-roll a Wound roll of 1. If that attack targets a unit that is Below Half-strength, you can re-roll the Wound roll instead.

**WarGear Abilities**

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

**Instrument of Chaos**: Add 1 to Charge rolls made for the bearer’s unit.

**Invulnerable Save**: 5+

Keywords: Infantry, Battline, Chaos, Daemon, Khorne, Bloodletters

Faction Keywords: Legiones Daemonica
**BLOODLETTERS**

Bloodletters are hate and violence made manifest. Attacking in berserk packs or in martial, marching ranks, they hack apart their victims with monstrous hellblades. These weapons glow red-hot with the fury of their wielders, and even the slightest wound they inflict can see the victim bled dry in seconds.

**WARGEAR OPTIONS**

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

**UNIT COMPOSITION**

- 1 Bloodreaper
- 9 Bloodletters

Every model is equipped with: hellblade.

**KEYWORDS:** Infantry, Battletile, Chaos, Daemon, Khorne, Bloodletters

**FACTION KEYWORDS:**

- Legiones Daemonica
BLOODCRUSHERS

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Melee Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hellblade</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Juggernaut's bladed horn</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deep Strike

**FACTION:** The Shadow of Chaos

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

**WARGEAR ABILITIES**

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

**Instrument of Chaos:** Add 1 to Charge rolls made for the bearer’s unit.

**INVULNERABLE SAVE**

4+

---

**KEYWORDS:** Mounted, Chaos, Daemon, Khorne, Blood crushers

---

**FACTION KEYWORDS:**

Legiones Daemonica
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.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Bloodhunter
- 2-5 Bloodcrushers

Every model is equipped with: hellblade; Juggernaut’s bladed horn.

KEYWORDS: Mounted, Chaos, Daemon, Khorne, Bloodcrushers

FACTION KEYWORDS: Legiones Daemonica
## FLESH HOUNDS

**KEYWORDS:** Beast, Chaos, Daemon, Khorne, Flesh Hounds

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

*Burning roar [IGNORES COVER, TORRENT]*

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

**Gore-drenched fangs**

**FACTION KEYWORDS:** Legiones Daemonica

**ABILITIES**

**CORE:** Deep Strike

**FACTION:** The Shadow of Chaos

**Pouncing Hunters:** You can target this unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already used that Stratagem on a different unit this phase.

**WARGEAR ABILITIES**

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

**INVULNERABLE SAVE**

- 5+

- M 12" T 4 SV 7+ W 2 LD 7+ OC 1
FLESH HOUNDS

These hunting hounds of Khorne track the terror spoor of their prey across interstellar gulfs. The brass collars about their necks ward away even the most potent sorceries of their desperate prey, before the slavering Flesh Hounds launch themselves onto their victims swinging vicious talons and sinking foot-long fangs deep.

**WARGEAR OPTIONS**

- None

**UNIT COMPOSITION**

- 1 Gore Hound
- 4-9 Flesh Hounds

The Gore Hound is equipped with: burning roar; gore-drenched fangs; collar of Khorne.

Every Flesh Hound is equipped with: gore-drenched fangs; collar of Khorne.

**KEYWORDS:** Beast, Chaos, Daemon, Khorne, Flesh Hounds

**FACTION KEYWORDS:** Legiones Daemonica
## Skull Cannon

### Key Words:
- Mounted
- Chaos
- Daemon
- Khorne
- Skull Cannon

### Ranged Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Skull Cannon</td>
<td>48”</td>
<td>D6+2</td>
<td>3+</td>
<td>9</td>
<td>-1</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attendants’ Hellblades</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
</tr>
<tr>
<td>Biting Maw</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>6</td>
<td>0</td>
</tr>
</tbody>
</table>

### Abilities

**Core:** Deep Strike

**Faction:** The Shadow of Chaos

**Skulls of the Fallen:** In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. That unit must take a Battle-shock test.

### Invulnerable Save

4+
SKULL CANNON

Gruesome 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 upon impact.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Skull Cannon

This model is equipped with: skull cannon; attendants’ hellblades; biting maw.

KEYWORDS: Mounted, Chaos, Daemon, Khorne, Skull Cannon

FACTION KEYWORDS: Legiones Daemonica
SKULL ALTAR

ABILITIES

CORE: Infiltrators

FACTION: The Shadow of Chaos

Shadow of Khorne (Aura): The area of the battlefield within 6” of this Fortification is considered to be within your army’s Shadow of Chaos. In addition, while a friendly Khorne Legiones Daemonica unit is within 6” of this Fortification, each time you take a Battle-shock test for that unit, you can re-roll that test.

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

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

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit so not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Keywords: Fortification, Chaos, Daemon, Khorne, Skull Altar
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.

UNIT COMPOSITION

- 1 Skull Altar

This model is equipped with: nothing.

WARGEAR OPTIONS

- None

KEYWORDS: Fortification, Chaos, Daemon, Khorne, Skull Altar

FACTION KEYWORDS: Legiones Daemonica
KAIROS FATEWEAVER

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infernal Gateway – witchfire</td>
<td>24&quot;</td>
<td>D6+3</td>
<td>2+</td>
<td>9</td>
<td>-2</td>
<td>D3</td>
</tr>
<tr>
<td>Infernal Gateway – focused witchfire</td>
<td>24&quot;</td>
<td>D3+6</td>
<td>2+</td>
<td>9</td>
<td>-3</td>
<td>D3</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Staff of Tomorrow</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2D3</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deadly Demise D6, Deep Strike

**FACTION:** The Shadow of Chaos

**One Head Looks Forward (Aura):** Each time you target a friendly Tzeentch Legiones Daemonic unit within 6" of this model with a Stratagem, roll one D6: if the result is greater than the current battle round number, you gain 1CP.

**One Head Looks Back:** Once per battle, after your opponent uses a Stratagem, this model can use this ability. If it does, until the end of the battle, each time your opponent uses that Stratagem, increase its cost to your opponent by 1CP.

**DAMAGED: 1-7 WOUNDS REMAINING**

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

**INVULNERABLE SAVE**

4+

**KEYWORDS:** Monster, Character, Epic Hero, Fly, Psyker, Chaos, Daemon, Tzeentch, Kairos Fateweaver

**FACTION KEYWORDS:** Legiones Daemonic
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.

**WARGEAR OPTIONS**

- None

**UNIT COMPOSITION**

- 1 Kairos Fateweaver – EPIC HERO

This model is equipped with: Infernal Gateway; Staff of Tomorrow.

**KEYWORDS:** Monster, Character, Epic Hero, Fly, Psyker, Chaos, Daemon, Tzeentch, Kairos Fateweaver

**FACTION KEYWORDS:** Legiones Daemonica
### Lord of Change

**Keywords:** Monster, Character, Fly, Psyker, Chaos, Daemon, Tzeentch, Lord of Change

**Faction Keywords:** Legiones Daemonica

**Abilities**

**Core:** Deadly Demise D6, Deep Strike

**Faction:** The Shadow of Chaos

**Daemon Lord of Tzeentch (Aura):** While a friendly Tzeentch Legiones Daemonica unit is within 6" of this model, each time a model in that unit makes a ranged attack, add 1 to the Strength characteristic of that attack.

**Master of Magicks (Psychic):** In your shooting phase, select one of the following abilities: [Ignores Cover]; [Lethal Hits]; [Sustained Hits D3]. Until the end of the phase, this model’s Bolt of Change has that ability.

**Damaged: 1-6 Wounds Remaining**

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

**Invulnerable Save**

4+

---

**Ranged Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rod of Sorcery [Psychic]</td>
<td>12&quot;</td>
<td>6</td>
<td>2+</td>
<td>8</td>
<td>-1</td>
<td>D3</td>
</tr>
<tr>
<td>Bolt of Change – witchfire [Psychic]</td>
<td>18&quot;</td>
<td>9</td>
<td>2+</td>
<td>9</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Bolt of Change – focused witchfire</td>
<td>18&quot;</td>
<td>9</td>
<td>2+</td>
<td>9</td>
<td>-2</td>
<td>D3</td>
</tr>
</tbody>
</table>

**Melee Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baleful Sword [Extra Attacks]</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Staff of Tzeentch [Psychic]</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>3</td>
</tr>
</tbody>
</table>

Before selecting targets for this weapon, select one of its profiles to make attacks with.
LORD OF CHANGE

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.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Lord of Change

This model is equipped with: Bolt of Change; staff of Tzeentch.

KEYWORDS: Monster, Character, Fly, Psyker, Chaos, Daemon, Tzeentch, Lord of Change

FACTION KEYWORDS: Legiones Daemonica
**THE CHANGELING**

**KEYWORDS:** Infantry, Character, Epic Hero, Psyker, Chaos, Daemon, Tzeentch, The Changeling

**ABILITIES**

**CORE:** Deep Strike, Lone Operative, Stealth

**FACTION:** The Shadow of Chaos

**Formless Horror:** Each time an enemy unit wishes to select this model as the target of an attack, that unit must first take a Battle-shock test. If that test if failed, in addition to being Battle-shocked, that enemy unit cannot target this model this phase.

**Mischief and Confusion:** At the start of your opponent's Shooting phase, select one enemy unit within 12" of and visible to this model and roll one D6: on a 2-5, until the end of the phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll; on a 6, that enemy unit is not eligible to shoot this phase.

**INVULNERABLE SAVE**

4+

---

**M | T | SV | W | LD | OC**

6" | 3 | 7+ | 5 | 7+ | 1

---

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infernal Flames – witchfire [<em>IGNORES COVER, PSYCHIC, TORRENT]</em></td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>6</td>
<td>-1</td>
</tr>
<tr>
<td>Infernal Flames – focused witchfire [<em>IGNORES COVER, HAZARDOUS, PSYCHIC, TORRENT]</em></td>
<td>12&quot;</td>
<td>D6+3</td>
<td>N/A</td>
<td>6</td>
<td>-1</td>
</tr>
</tbody>
</table>

---

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Trickster's Staff [<em>PSYCHIC]</em></td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>-1</td>
</tr>
</tbody>
</table>

---

Before selecting targets for this weapon, select one of its profiles to make attacks with.
THE CHANGELING

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 The Changeling — EPIC HERO

This model is equipped with: Infernal Flames; the Trickster’s Staff.

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Chaos, Daemon, Tzeentch, The Changeling

FACTION KEYWORDS: Legiones Daemonica
**FATESKIMMER**

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arcane Fireball – witchfire [PSYCHIC] 18”</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>D3</td>
</tr>
<tr>
<td>Arcane Fireball – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC] 18”</td>
<td>3</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
<td>D3</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Herald combat weapon [PSYCHIC] Melee</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Screamer bites [EXTRA ATTACKS] Melee</td>
<td>6</td>
<td>4+</td>
<td>6</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deep Strike, Leader

**FACTION:** The Shadow of Chaos

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

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

**INVULNERABLE SAVE**

4+

**KEYWORDS:** Mounted, Character, Fly, Psyker, Chaos, Daemon, Tzeentch, Fateskimmer

**FACTION KEYWORDS:** Legiones Daemonica
**FATESKIMMER**

These daemons ride upon Burning Chariots, arcane constructs fashioned from the energies of dread omens and foretellings. 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.

---

### WARGEAR OPTIONS

- None

### UNIT COMPOSITION

- **1 Fateskimmer**
  
  This model is equipped with: Arcane Fireball; Herald combat weapon; Screamers bites.

### LEADER

This model can be attached to the following unit:

- **Screamers**

---

**KEYWORDS:** Mounted, Character, Fly, Psyker, Chaos, Daemon, Tzeentch, Fateskimmer

**FACTION KEYWORDS:** Legiones Daemonica
### FLUXMASTER

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

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arcane Fireball – witchfire [PSYCHIC]</td>
<td>18”</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Arcane Fireball – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]</td>
<td>18”</td>
<td>3</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
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<th>WS</th>
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<th>AP</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Herald combat weapon [PSYCHIC]</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>-1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deep Strike, Leader  
**FACTION:** The Shadow of Chaos

**Fluxmaster:** While this model is leading a unit, each time an attack is made against that unit, subtract 1 from the Hit roll.

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

**INVULNERABLE SAVE**

4+

**KEYWORDS:** Mounted, Character, Fly, Psyker, Chaos, Daemon, Tzeentch, Fluxmaster  
**FACTION KEYWORDS:** Legiones Daemonica
WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Fluxmaster

This model is equipped with: Arcane Fireball; Herald combat weapon.

LEADER

This model can be attached to the following units:

- Pink Horrors
- Blue Horrors

FLUXMASTER

Fluxmasters are Heralds of Tzeentch gifted with daemonic Discs as steeds. 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’s servants and all their endeavours are rendered especially successful and potent.

KEYWORDS: Mounted, Character, Fly, Psyker, Chaos, Daemon, Tzeentch, Fluxmaster

FACTION KEYWORDS: Legiones Daemonica
**THE BLUE SCRIBES**

**KEYWORDS:** Mounted, Character, Epic Hero, Fly, Chaos, Daemon, Tzeentch, The Blue Scribes

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>12”</td>
<td>4</td>
<td>6+</td>
<td>6</td>
<td>8+</td>
<td>2</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>Weapon</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee</td>
<td>Sharp quills [ANTI-PSYKER 2+]</td>
<td>4</td>
<td>5+</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deep Strike, Lone Operative

**FACTION:** The Shadow of Chaos

- **P'tarix’s Sorcerous Syphon (Aura):** While an enemy unit is within 12” of this model, each time a model in that unit makes a Psychic Attack, subtract 1 from the Wound roll.

- **Xirat’p’s Sorcerous Barrages (Psychic):** At the end of your Movement phase, roll one D6 for each enemy unit within 6” of this model: on a 2-3, that unit suffers 1 mortal wound; on a 4-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D6 mortal wounds.

**INVULNERABLE SAVE**

4+
THE BLUE SCRIBES

These quarrelsome daemons flit through time and space upon their skimming Disc, seeking scattered shards of the sorcerous wisdom of Tzeentch. P’tarix leeches away the secrets and power of enemy sorcerers, even as Xirat’p unleashes storms of sorcerous destruction drawn from their arcane stash of lore.

KEYWORDS: Mounted, Character, Epic Hero, Fly, Chaos, Daemon, Tzeentch, The Blue Scribes

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 The Blue Scribes – EPIC HERO

This model is equipped with: sharp quills.

FACTION KEYWORDS:
Legiones Daemonica
**CHANGECASTER**

**KEYWORDS:** Infantry, Character, Psyker, Chaos, Daemon, Tzeentch, Changecaster

**ABILITIES**

**CORE:** Deep Strike, Leader

**FACTION:** The Shadow of Chaos

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

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

**INVULNERABLE SAVE**

**4+**

---

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arcane Fireball – witchfire [PSYCHIC]</td>
<td>18”</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Arcane Fireball – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]</td>
<td>18”</td>
<td>3</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Herald combat weapon [PSYCHIC]</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>-1</td>
</tr>
</tbody>
</table>

---

Before selecting targets for this weapon, select one of its profiles to make attacks with.

**FACTION KEYWORDS:** Legiones Daemonica
CHANGECASTER

Whirling amidst capering masses of daemonic Horrors, these Heralds are potent sorcerers whose presence causes the fires of their fellow daemons to spread with infernal vigour. Changecasters unleash storms of mutating sorcery against their enemies, jabbering and cackling as they wreak gruesome havoc.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Changecaster
  This model is equipped with: Arcane Fireball; Herald combat weapon.

LEADER

This model can be attached to the following units:

- Blue Horrors
- Pink Horrors

KEYWORDS: Infantry, Character, Psyker, Chaos, Daemon, Tzeentch, Changecaster

FACTION KEYWORDS: Legiones Daemonica
**Blue Horrors**

Keywords – All models: Infantry, Battline, Chaos, Daemon, Tzeentch, Horrors | Blue Horrors: Blue | Brimstone Horrors: Brimstone

**Abilities**

**Core**: Deep Strike, Infiltrators

**Faction**: The Shadow of Chaos

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

**Cackling Horrors (Aura)**: While an enemy unit is within 6" of this unit, if this unit contains one or more Blue Horror models, subtract 1 from that enemy unit’s Leadership characteristic.

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

**Invulnerable Save**: 4+
**BLUE HORRORS**

*Blue Horrors are sullen, malevolent entities, as likely to throttle victims with their rubbery fingers out of sheer spite as to melt them like tallow with conjured gouts of mutating warpflame. Should one of these wretched beings be slain, it bursts into a roiling cloud of fume from which a pair of crackling Brimstone Horrors emerge.*

**WARGEAR OPTIONS**

- None

**UNIT COMPOSITION**

- **10 Blue Horrors**

  Every Blue Horror is equipped with: Coruscating Blue Flames; blue claws.

  Every Brimstone Horror added to this unit using the Split ability is equipped with: Coruscating Yellow Flames; yellow claws.

---

**KEYWORDS – ALL MODELS:** Infantry, Battleline, Chaos, Daemon, Tzeentch, Horrors | **BLUE HORRORS:** Blue | **BRIMSTONE HORRORS:** Brimstone

---

**FACTION KEYWORDS:** Legiones Daemonica
PINK HORRORS

**KEYWORDS** – ALL MODELS: Infantry, Battleline, Chaos, Daemon, Tzeentch, Horrors

<table>
<thead>
<tr>
<th>PINK HORRORS: Pink</th>
<th>BLUE HORRORS: Blue</th>
<th>BRIMSTONE HORRORS: Brimstone</th>
</tr>
</thead>
</table>

**ABILITIES**

**CORE:** Deep Strike

**FACTION:** The Shadow of Chaos

**Split:** Each time a Pink Horror or Blue Horror model in this unit is destroyed, after the attacking unit has finished making its attacks, if this unit is not destroyed, roll one D6 for that model. On a 4+, if it was a Pink Horror, add two Blue Horror models to this unit, and if it was a Blue Horror, add one Brimstone Horror model to this unit.

**WARGEAR ABILITIES**

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

**Instrument of Chaos:** Add 1 to Charge rolls made for the bearer’s unit.

**INVULNERABLE SAVE**

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>6&quot;</td>
<td>3</td>
<td>7+</td>
<td>1</td>
<td>7+</td>
<td>2</td>
</tr>
<tr>
<td>6&quot;</td>
<td>3</td>
<td>7+</td>
<td>1</td>
<td>8+</td>
<td>1</td>
</tr>
</tbody>
</table>

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Coruscating Pink Flames [PSYCHIC]</td>
<td>18”</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
</tr>
<tr>
<td>Coruscating Blue Flames [PSYCHIC]</td>
<td>18”</td>
<td>2</td>
<td>4+</td>
<td>3</td>
<td>-1</td>
</tr>
<tr>
<td>Coruscating Yellow Flames [PSYCHIC]</td>
<td>18”</td>
<td>2</td>
<td>5+</td>
<td>2</td>
<td>-1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pink claws</td>
<td>Melee</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Blue claws</td>
<td>Melee</td>
<td>1</td>
<td>5+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Yellow claws</td>
<td>Melee</td>
<td>2</td>
<td>5+</td>
<td>2</td>
<td>0</td>
</tr>
</tbody>
</table>
**Wargear Options**

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

**Unit Composition**

- 10 Pink Horrors
  - Every Pink Horror is equipped with: Coruscating Pink Flames; pink claws.
  - Every Blue Horror added to this unit using the Split ability is equipped with: Coruscating Blue Flames; blue claws.
  - Every Brimstone Horror added to this unit using the Split ability is equipped with: Coruscating Yellow Flames; yellow claws.

**Horrors are Pink. Horrors are Blue. Where once there was one, now there are two.**

If, at any point, this unit contains no Pink Horror models, use the Blue Horrors datasheet for this unit.

**Designer's Note:** While this unit contains one or more Pink Horror models, the Cackling Horrors and Exploding Horrors abilities from the Blue Horrors datasheet do not apply to this unit.

---

**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.

---

**Key Words – All Models:** Infantry, Battline, Chaos, Daemon, Tzeentch, Horrors

**Pink Horrors:** Pink

**Blue Horrors:** Blue

**Brimstone Horrors:** Brimstone

**Faction Key Words:** Legiones Daemonic
# Flamers

**Keywords:** Infantry, Fly, Chaos, Daemon, Tzeentch, Flamers

### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flickering Flames [IGNORES COVER, PSYCHIC, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flamer mouths</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### Abilities

**Core:** Deep Strike

**Faction:** The Shadow of Chaos

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

**Invulnerable Save:** 4+

**Faction Keywords:** Legiones Daemonica
FLAMERS

These bizarre daemons bound through the air in convulsive leaps. The warpflame that drools from their many maws seethes with the raw power of change. When spat forth in roaring sheets, it sends its victims into agonies of mutation, their forms altering again and again before collapsing into distorted ruin.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Pyrocaster
- 2-5 Flamers

Every model is equipped with: Flickering Flames; Flamer mouths.

KEYWORDS: Infantry, Fly, Chaos, Daemon, Tzeentch, Flamers

FACTION KEYWORDS: Legiones Daemonica
EXALTED FLAMER

KEYWORDS: Infantry, Character, Fly, Chaos, Daemon, Tzeentch, Exalted Flamer

RANGED WEAPONS

- **Fire of Tzeentch – blue fire**
  - Range: 18"
  - A: 3
  - BS: 3+
  - S: 9
  - AP: -3
  - D: 3
  - *[IGNORES COVER, PSYCHIC]*

- **Fire of Tzeentch – pink fire**
  - Range: 12"
  - A: 2D6
  - BS: N/A
  - S: 5
  - AP: -1
  - D: 1
  - *[IGNORES COVER, PSYCHIC, TORRENT]*

MELEE WEAPONS

- **Flamer mouths**
  - Range: Melee
  - A: 4
  - WS: 4+
  - S: 5
  - AP: 0
  - D: 1

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **The Shadow of Chaos**

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

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

INVULNERABLE SAVE

4+ before selecting targets for this weapon, select one of its profiles to make attacks with.

FACTION KEYWORDS: Legiones Daemonica
EXALTED FLAMER

Champions of their kind, Exalted Flamers lead packs of lesser entities to battle. Some swoop upon the backs of Burning Chariots, unleashing focused jets of devastating blue fire, or indiscriminate rains of searing pink fire that clings and spreads like panic given animus until nothing remains in its wake but glowing ashes.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Exalted Flamer

This model is equipped with: Fire of Tzeentch; Flamer mouths.

LEADER

This model can be attached to the following unit:

- FLAMERS

MANIFESTATION OF DESTRUCTION

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

KEYWORDS: Infantry, Character, Fly, Chaos, Daemon, Tzeentch, Exalted Flamer

FACTION KEYWORDS: Legiones Daemonica
SCREAMERS

**KEYWORDS:** Beast, Fly, Chaos, Daemon, Tzeentch, Screamers

**MELEE WEAPONS RANGE A WS S AP D**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lamprey bite</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deep Strike

**FACTION:** The Shadow of Chaos

**Slashing Dive:** In your Movement phase, after this unit ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

**INVULNERABLE SAVE**

**Faction Keywords:** Legiones Daemonica

**Keywords:** Beast, Fly, Chaos, Daemon, Tzeentch, Screamers

---

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

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 3-6 Screamers

Every model is equipped with: lamprey bite.

KEYWORDS: Beast, Fly, Chaos, Daemon, Tzeentch, Screamers

FACTION KEYWORDS: Legiones Daemonica
### Ranged Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fire of Tzeentch – blue fire [IGNORES COVER, PSYCHIC]</td>
<td>18&quot;</td>
<td>3</td>
<td>3+</td>
<td>9</td>
<td>-3</td>
</tr>
<tr>
<td>Fire of Tzeentch – pink fire [IGNORES COVER, PSYCHIC, TORRENT]</td>
<td>12&quot;</td>
<td>2D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flamer mouths</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>Screamer bites [EXTRA ATTACKS]</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>6</td>
<td>-2</td>
</tr>
</tbody>
</table>

### Abilities

**Core:** Deep Strike

**Faction:** The Shadow of Chaos

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

**Invulnerable Save:** 4+

---

**Keywords:** Mounted, Chaos, Daemon, Tzeentch, Burning Chariot

**Faction Keywords:** Legiones Daemonica
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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Burning Chariot

This model is equipped with: Fire of Tzeentch; Flamer mouths; Screamer bites.

KEYWORDS: Mounted, Chaos, Daemon, Tzeentch, Burning Chariot

FACTION KEYWORDS: Legiones Daemonica
**Rotigus**

**Keywords:** Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Nurgle, Rotigus

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**Ranged Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Streams of brackish filth</td>
<td>12&quot;</td>
<td>2D6</td>
<td>N/A</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>[Devastating Wounds, Ignores Cover, Torrent]</td>
<td></td>
<td></td>
<td></td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

**Melee Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gnarlrod – strike [Lethal Hits, Psychic]</td>
<td>Melee</td>
<td>7</td>
<td>2+</td>
<td>8</td>
<td>-3</td>
<td>3</td>
</tr>
<tr>
<td>Gnarlrod – sweep [Lethal Hits, Psychic]</td>
<td>Melee</td>
<td>14</td>
<td>2+</td>
<td>7</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

---

**Abilities**

**Core:** Deadly Demise D6, Deep Strike

**Faction:** The Shadow of Chaos

**Virulent Blessing (Psychic):** At the start of the Fight phase, you can select one enemy unit within 18" and visible to this model. Until the end of the phase, each time an attack made by a Nurgle Legiones Daemonica model is allocated to a model in that unit, add 1 to the Damage characteristic of that attack.

**Deluge of Nurgle (Aura):** While an enemy unit is within 6" of this model, halve the Move and Objective Control characteristics of models in that unit.

**Damaged: 1-7 Wounds Remaining**

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

**Invulnerable Save**

4+

---

**Faction Keywords:** Legiones Daemonica
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.

**WARGEAR OPTIONS**
- None

**UNIT COMPOSITION**
- 1 Rotigus — EPIC HERO

This model is equipped with: streams of brackish filth; gnarlrod.

**KEYWORDS:** Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Nurgle, Rotigus

**FACTION KEYWORDS:** Legiones Daemonica
**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plague flail</td>
<td>6”</td>
<td>D6+1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
</tr>
<tr>
<td>Putrid vomit [IGNORES COVER, TORRENT]</td>
<td>12”</td>
<td>D6+3</td>
<td>2+</td>
<td>5</td>
<td>-2</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bileblade [EXTRA ATTACKS, LETHAL HITS]</td>
<td>Melee</td>
<td>3</td>
<td>2+</td>
<td>6</td>
<td>-2</td>
</tr>
<tr>
<td>Bilesword – strike [LETHAL HITS]</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
</tr>
<tr>
<td>Bilesword – sweep [LETHAL HITS]</td>
<td>Melee</td>
<td>12</td>
<td>2+</td>
<td>6</td>
<td>-1</td>
</tr>
<tr>
<td>Doomsday bell [LETHAL HITS, REVERBERATING SUMMONS]</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>7</td>
<td>-1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deadly Demise D6, Deep Strike

**FACTION:** The Shadow of Chaos

**Daemon Lord of Nurgle (Aura):** While a friendly Nurgle Legiones Daemonic unit is within 6” of this model, models in that unit have the Feel No Pain 6+ ability.

**Nurgle’s Rot (Psychic):** At the end of your Movement phase, you can select one enemy unit within 12” of this model. Until the start of your next Movement phase, subtract 1 from the Toughness characteristic of models in that unit.

**DAMAGED: 1-7 WOUNDS REMAINING**

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

**INVULNERABLE SAVE**

4+

---

**KEYWORDS:** Monster, Character, Psyker, Chaos, Daemon, Nurgle, Great Unclean One

---

**FACTION KEYWORDS:** Legiones Daemonic
GREAT UNCLEAN ONE

These Greater Daemons possess the same boundless energy and drive to corrupt as a swift spreading virus. Their booming voices roll across the battlefield, their cruel jollity and the perverse pride they take in their underlings’ achievements horribly at odds with the misery and disease they spread.

**WARGEAR OPTIONS**
- This model’s plague flail can be replaced with 1 bileblade.
- This model’s bilesword can be replaced with 1 doomsday bell.

**UNIT COMPOSITION**
- 1 Great Unclean One
  This model is equipped with: plague flail; putrid vomit; bilesword.

**KEYWORDS:** Monster, Character, Psyker, Chaos, Daemon, Nurgle, Great Unclean One

**FACTION KEYWORDS:** Legiones Daemonica
POXBRINGER

**KEYWORDS:** Infantry, Character, Psyker, Chaos, Daemon, Nurgle, Poxbringer

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<tr>
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<tbody>
<tr>
<td>5&quot;</td>
<td>5</td>
<td>7+</td>
<td>5</td>
<td>7+</td>
<td>1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS RANGE A WS S AP D**

- **Foul balesword [LETHAL HITS]**
  - Melee 4 3+ 5 -2 2

**Faction Keywords:**
- Legiones Daemonica

**Abilities**

**Core:** Deep Strike, Feel No Pain 5+, Leader

**Faction:** The Shadow of Chaos

**Poxbringer:** While this model is leading a unit, each time a model in that unit makes an attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

**Feculent Despair (Aura, Psychic):** While an enemy unit is within 6" of this model, each time that unit takes a Battle-shock test, subtract 1 from that test.

**Invulnerable Save**

- 5+
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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Poxbringer

This model is equipped with: foul balesword.

LEADER

This model can be attached to the following unit:

- Plaguebearers

KEYWORDS: Infantry, Character, Psyker, Chaos, Daemon, Nurgle, Poxbringer

FACTION KEYWORDS: Legiones Daemonica
**SPOILPOX SCRIVENER**

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<tr>
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<td>5</td>
<td>7+</td>
<td>5</td>
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**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disgusting sneezes [PISTOL, TORRENT]</td>
<td>6&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>3</td>
<td>0</td>
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**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plaguesword and distended maw [LETHAL HITS]</td>
<td>Melee</td>
<td>6</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deep Strike, Leader

**FACTION:** The Shadow of Chaos

**Keep Counting!**: While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

**Meet Your Quota!**: While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

**INVULNERABLE SAVE**

5+

**KEYWORDS:** Infantry, Character, Chaos, Daemon, Nurgle, Spoilpox Scrivener

**FACTION KEYWORDS:** Legiones Daemonica
SPOILPOX SCRIVENER

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

WAR GEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Spoilpox Scrivener

This model is equipped with: disgusting sneezes; plaguesword and distended maw.

LEADER

This model can be attached to the following unit:

- Plaguebearers

KEYWORDS: Infantry, Character, Chaos, Daemon, Nurgle, Spoilpox Scrivener

FACTION KEYWORDS: Legiones Daemonic
**Epidemius**

**KEYWORDS:** Infantry, Character, Epic hero, Chaos, Daemon, Nurgle, Epidemius

**MELEE WEAPONS RANGE**

<table>
<thead>
<tr>
<th>Melee Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Balesword and Nurging attendants</td>
<td></td>
<td>D6+3</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**FACTION KEYWORDS:** Legiones Daemonica

**ABILITIES**

**CORE:** Deep Strike, Leader

**FACTION:** The Shadow of Chaos

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

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

**INVULNERABLE SAVE**

5+
**EPIDEMIUS**

Borne upon his throne by a scrabbling mound of Nurglings, Epidemius endlessly catalogues the infinite plagues and maladies released upon realspace by the followers of Nurgle. The higher Epidemius’ tally rises upon any given battlefield, the more favourably the Plague God smiles upon his servants in the vicinity.

**WARGEAR OPTIONS**
- None

**UNIT COMPOSITION**
- 1 Epidemius – Epic Hero

This model is equipped with: balesword and Nurgling attendants.

**LEADER**

This model can be attached to the following unit:
- Plaguebearers

**KEYWORDS:** Infantry, Character, Epic hero, Chaos, Daemon, Nurgle, Epidemius

**FACTION KEYWORDS:** Legiones Daemonica
SLOPPITY BILEPIPER

KEYWORDS: Infantry, Character, Chaos, Daemon, Nurgle, Sloppity Bilepiper

MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

FACTION KEYWORDS: Legiones Daemonica

ABILITIES

CORE: Deep Strike, Leader

FACTION: The Shadow of Chaos

Jolly Gutfipes: While this model is leading a unit, add 1 to the Move characteristic of models in that unit and you can re-roll Advance rolls made for that unit.

Disease of Mirth (Aura): At the start of the Fight phase, every enemy unit (excluding Monsters and Vehicles) within 6” of this model must take a Battle-shock test.

INVULNERABLE SAVE: 5+

KEYWORDS: Infantry, Character, Chaos, Daemon, Nurgle, Sloppity Bilepiper  
FACTION KEYWORDS: Legiones Daemonica
SLOPPITY BILEPIPER

Infected with the Chortling Murrain, these desperately grinning daemons caper and quip as they play discordant dirges on their foul gutpipes. Their antics either amuse or irritate their fellow daemons so much that they hasten into the press of battle, while mortals infected with the murrain may literally laugh themselves to death.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Sloppity Bilepiper

  This model is equipped with: marotter.

LEADER

This model can be attached to the following unit:

- Plaguebearers

KEYWORDS: Infantry, Character, Chaos, Daemon, Nurgle, Sloppity Bilepiper

FACTION KEYWORDS: Legiones Daemonica
MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
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<th>WS</th>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acidic maw [DEASTATING WOUNDS, EXTRA ATTACKS]</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>7</td>
<td>-4</td>
</tr>
<tr>
<td>Lopping shears [LETHAL HITS]</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
</tr>
</tbody>
</table>

ABILITIES

CORE: Deep Strike, Leader

FACTION: The Shadow of Chaos

Beast Handler: While this model is leading a unit, you can re-roll Charge rolls made for that unit. In addition, once per battle, you can target that unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already used that Stratagem on a different unit this phase.

Seed the Garden of Nurgle: At the end of your Movement phase, if this model is within an AREA TERRAIN feature, until the end of the battle, that AREA TERRAIN feature is considered to be within your army’s Shadow of Chaos.

INVULNERABLE SAVE: 4+

KEYWORDS: Mounted, Character, Epic Hero, Chaos, Daemon, Nurgle, Horticulous Slimux

FACTION KEYWORDS: Legiones Daemonica
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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Horticulous Slimux – EPIC HERO

This model is equipped with: acidic maw; lopping shears.

LEADER

This model can be attached to the following unit:

- BEASTS OF NURGLE

KEYWORDS: Mounted, Character, Epic Hero, Chaos, Daemon, Nurgle, Horticulous Slimux

FACTION KEYWORDS: Legiones Daemonica
<table>
<thead>
<tr>
<th>MELEE WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plaguesword [LETHAL HITS]</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deep Strike

**FACTION:** The Shadow of Chaos

**Infected Outbreak:** If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

**WARGEAR ABILITIES**

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

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

**INVULNERABLE SAVE**

5+

**KEYWORDS:** Infantry, Battline, Chaos, Daemon, Nurgle, Plaguebearers

**FACTION KEYWORDS:** Legiones Daemonica
PLAGUEBEARERS

Born from the souls of those who die of Nurgle's Rot, Plaguebearers are the foot soldiers of Nurgle. They wield plagueswords that drip with infectious slime, and are surrounded by the endless drone of counting as they pursue their hopeless and eternal task of tallying each new outbreak of the Plague God’s many diseases.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Plagueridden
- 9 Plaguebearers

Every model is equipped with: plaguesword.

KEYWORDS: Infantry, Battline, Chaos, Daemon, Nurgle, Plaguebearers

FACTION KEYWORDS: Legiones Daemonica
**NURGLINGS**

<table>
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<tr>
<th>M</th>
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<td>5&quot;</td>
<td>3</td>
<td>7+</td>
<td>4</td>
<td>8+</td>
<td>0</td>
</tr>
</tbody>
</table>

**KEYWORDS:** Swarm, Battleline, Chaos, Daemon, Nurgle, Nurglings

**MELEE WEAPONS RANGE A WS S AP D**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Diseased claws and teeth [LETHAL HITS]</td>
<td>Melee</td>
<td>4</td>
<td>5+</td>
<td>2</td>
<td>0</td>
</tr>
</tbody>
</table>

**FACTION KEYWORDS:** Legiones Daemonica

**ABILITIES**

**CORE:** Deep Strike, Infiltrators

**FACTION:** The Shadow of Chaos

**Mischief Makers (Aura):** While an enemy unit (excluding Monsters and Vehicles) is within 6" of this unit, each time a model in that unit makes a melee attack, subtract 1 from the Hit roll.

**INVULNERABLE SAVE**

<table>
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<tr>
<th>M</th>
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<th>SV</th>
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<th>OC</th>
<th>6+</th>
</tr>
</thead>
</table>

**INVULNERABLE SAVE**

6+

**FACTION KEYWORDS:** Legiones Daemonica
NURGLINGS

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 3-9 Nurbling Swarms

Every model is equipped with: diseased claws and teeth.

KEYWORDS: Swarm, Battline, Chaos, Daemon, Nurgle, Nurblings

FACTION KEYWORDS: Legiones Daemonica
BEASTS OF NURGLE

KEYWORDS: Beast, Chaos, Daemon, Nurgle, Beasts of Nurgle

MELEE WEAPONS

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<thead>
<tr>
<th>RANGE</th>
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<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Putrid appendages [DEVASTATING WOUNDS]</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
</tr>
</tbody>
</table>

ABILITIES

CORE: Deadly Demise 1, Deep Strike

FACTION: The Shadow of Chaos

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

INVULNERABLE SAVE

5+

FACTION KEYWORDS: Legiones Daemonica
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.

KEYWORDS: Beast, Chaos, Daemon, Nurgle, Beasts of Nurgle

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1-2 Beasts of Nurgle
  
  Every model is equipped with: putrid appendages.

FACTION KEYWORDS:

Legiones Daemonica
PLAGUE DRONES

RANGED WEAPONS

Death's heads [BLAST, LETHAL HITS]

12” D3 4+ 4 0 1

MELEE WEAPONS

Foul mouthparts [EXTRA ATTACKS, LETHAL HITS]

Melee 2 4+ 5 -1 2

Plaguesword [LETHAL HITS]

Melee 2 3+ 4 -1 1

ABILITIES

CORE: Deep Strike

FACTION: The Shadow of Chaos

Death’s Heads: In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly NURGLE LEGIONES DAEMONICA unit makes an attack that targets that unit, you can re-roll the Wound roll.

WARGEAR ABILITIES

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

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

INVULNERABLE SAVE 5+

KEYWORDS: Mounted, Fly, Chaos, Daemon, Nurgle, Plague Drones

FACTION KEYWORDS:
Legiones Daemonica
PLAGUE DRONES

Plague Drones ride monstrous Rot Flies to war. These vile steeds scamble and bite at their prey, impaling them on dripping proboscises or biting off the heads of their victims. The finest stolen craniums are recovered and fashioned into filth-swollen projectiles – death’s heads – for the daemonic riders to hurl at their foes.

WARGEAR OPTIONS

■ 1 Plague Drone that is not equipped with a daemonic icon can be equipped with 1 instrument of Chaos.
■ 1 Plague Drone that is not equipped with an instrument of Chaos can be equipped with 1 daemonic icon.

UNIT COMPOSITION

■ 1 Plaguebringer
■ 2-5 Plague Drones

Every model is equipped with: death’s heads; foul mouthparts; plaguesword.

KEYWORDS: Mounted, Fly, Chaos, Daemon, Nurgle, Plague Drones

FACTION KEYWORDS: Legiones Daemonica
FEWLLG ESCEL NARLMAW

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

ABILITIES

CORE: Infiltrators

FACTION: The Shadow of Chaos

Shroud of Flies (Aura): While a friendly Nurgle Legiones Daemonica unit is within 6" of this Fortification, models in that unit have the Stealth ability.

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

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

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit so not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

KEYWORDS: Fortification, Chaos, Daemon, Nurgle, Feculent GnarlmaW

FACTION KEYWORDS:
Legiones Daemonica
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 plague flies boil around them, shrouding the daemons of Nurgle from the sights of the enemy.

UNIT COMPOSITION

- 1 Feculent Gnarlmaw

This model is equipped with: nothing.

WARGEAR OPTIONS

- None

KEYWORDS: Fortification, Chaos, Daemon, Nurgle, Feculent Gnarlmaw

FACTION KEYWORDS: Legiones Daemonica
SHALAXI HELBANE

KEYWORDS: Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Slaanesh, Shalaxi Helbane

RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
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<th>AP</th>
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</thead>
<tbody>
<tr>
<td>Lash of Slaanesh</td>
<td>6</td>
<td>2+</td>
<td>6</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>[ASSAULT]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pavane of Slaanesh</td>
<td>12</td>
<td>2+</td>
<td>6</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>– witchfire</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pavane of Slaanesh</td>
<td>18</td>
<td>2+</td>
<td>9</td>
<td>-1</td>
<td>D3</td>
</tr>
<tr>
<td>– focused witchfire</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>[HAZARDOUS, DEVASTATING WOUNDS, PSYCHIC, SUSTAINED HITS 3]</td>
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</table>

MELEE WEAPONS

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<tr>
<th>RANGE</th>
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<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Snapping claws</td>
<td>4</td>
<td>2+</td>
<td>6</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>[DEVASTATING WOUNDS, EXTRA ATTACKS]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Soul Piercer</td>
<td>6</td>
<td>2+</td>
<td>14</td>
<td>-3</td>
<td>D6+2</td>
</tr>
<tr>
<td>[PRECISION]</td>
<td></td>
<td></td>
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</tbody>
</table>

ABILITIES

CORE: Deadly Demise D6, Deep Strike, Feel No Pain 5+

FACTION: The Shadow of Chaos

**Cloak of Constriction:** At the start of the Fight phase, select one enemy unit within Engagement Range of this model. Until the end of the phase, subtract 1 from the Attacks characteristic of melee weapons equipped by that unit.

**Monarch of the Hunt:** Each time this model declares a charge that targets a Monster, Vehicle or Character unit, you can re-roll the Charge roll. Each time this model makes a melee attack that targets a Monster, Vehicle or Character unit, you can re-roll the Hit roll, the Wound roll and the Damage roll.

**DAMAGED: 1-7 WOUNDS REMAINING**

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

**INVULNERABLE SAVE 4+**

FACTION KEYWORDS: Legiones Daemonica
SHALAXI HELBANE

Claven 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.

KEYWORDS: Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Slaanesh, Shalaxi Helbane

FACTION KEYWORDS: Legiones Daemonica

WARGEAR OPTIONS
- None

UNIT COMPOSITION
- 1 Shalaxi Helbane – EPIC HERO

This model is equipped with: lash of Slaanesh; Pavane of Slaanesh; snapping claws; soulpiercer.
**KEEPER OF SECRETS**

**KEYWORDS:** Monster, Character, Psyker, Chaos, Daemon, Slaanesh, Keeper of Secrets

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**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Living whip <strong>[ASSAULT]</strong></td>
<td>12”</td>
<td>6</td>
<td>2+</td>
<td>6</td>
<td>-1</td>
</tr>
<tr>
<td>Phantasmagoria – witchfire <strong>[DEVASTATING WOUNDS, PSYCHIC]</strong></td>
<td>18”</td>
<td>6</td>
<td>2+</td>
<td>6</td>
<td>-2</td>
</tr>
<tr>
<td>Phantasmagoria – focused witchfire <strong>[DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]</strong></td>
<td>18”</td>
<td>9</td>
<td>2+</td>
<td>6</td>
<td>-2</td>
</tr>
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</table>

**MELEE WEAPONS**

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<tr>
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<tbody>
<tr>
<td>Ritual knife <strong>[EXTRA ATTACKS]</strong></td>
<td>Melee</td>
<td>3</td>
<td>2+</td>
<td>6</td>
<td>-2</td>
</tr>
<tr>
<td>Snapping claws <strong>[DEVASTATING WOUNDS, EXTRA ATTACKS]</strong></td>
<td>Melee</td>
<td>4</td>
<td>2+</td>
<td>6</td>
<td>-2</td>
</tr>
<tr>
<td>Witstealer sword</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
</tr>
</tbody>
</table>

---

**ABILITIES**

**CORE:** Deadly Demise D6, Deep Strike

**FACTION:** The Shadow of Chaos

- **Daemon Lord of Slaanesh (Aura):** While a friendly Slaanesh **Legiones Daemonic** unit is within 6” of this model, improve the Armour Penetration of melee weapons in that unit by 1.

  **Mesmerising Form:** Each time an attack targets this model, subtract 1 from the Hit roll.

---

**WARGEAR ABILITIES**

- **Shining Aegis:** The bearer has the Feel No Pain 5+ ability.

---

**DAMAGED: 1-6 WOUNDS REMAINING**

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

---

**INVULNERABLE SAVE 4+**

Before selecting targets for this weapon, select one of its profiles to make attacks with.
KEEGER OF SECRETS

Darkly intelligent, horribly beguiling and deadly in battle, the Keepers of Secrets are the greatest champions of Slaaneshi daemon legions. Wielding unclean yet beautiful weapons and unleashing the sorcerous powers of obsession and torment, these daemons cut an elegantly hideous swathe across the battlefield.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - Living whip
  - Ritual knife
  - Shining aegis

UNIT COMPOSITION

- 1 Keeper of Secrets

This model is equipped with: Phantasmagoria; snapping claws; witstealer sword.

KEYWORDS: Monster, Character, Psyker, Chaos, Daemon, Slaanesh, Keeper of Secrets

FACTION KEYWORDS: Legiones Daemonica
**INFERNAL ENRAPTURESS**

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>9&quot;</td>
<td>3</td>
<td>7+</td>
<td>3</td>
<td>7+</td>
<td>1</td>
</tr>
</tbody>
</table>

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heartstring lyre – cacophonous melody ([ASSAULT])</td>
<td>18&quot;</td>
<td>6</td>
<td>3+</td>
<td>6</td>
<td>0</td>
</tr>
<tr>
<td>Heartstring lyre – euphonic blast ([ASSAULT])</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>12</td>
<td>-3</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ravaging claws ([DEVASTATING WOUNDS])</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>4</td>
<td>-1</td>
</tr>
</tbody>
</table>

**KEYWORDS:** Infantry, Character, Chaos, Daemon, Slaanesh, Infernal Enrapturess

**ABILITIES**

**CORE:** Deep Strike, Leader

**FACTION:** The Shadow of Chaos

**Harmonic Alignment:** While this model is leading a unit, in your Command phase, you can return D3 destroyed Bodyguard models to that unit.

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

**INVULNERABLE SAVE**

5+

Before selecting targets for this weapon, select one of its profiles to make attacks with.
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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Infernal Enrapturess

  This model is equipped with: heartstring lyre; ravaging claws.

LEADER

This model can be attached to the following unit:

- Daemonettes

KEYWORDS: Infantry, Character, Chaos, Daemon, Slaanesh, Infernal Enrapturess

FACTION KEYWORDS: Legiones Daemonica
THE MASQUE OF SLAANESH

**KEYWORDS:** Infantry, Character, Epic Hero, Fly, Chaos, Daemon, Slaanesh, The Masque of Slaanesh

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>4</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

Serrated claws [DEVASTATING WOUNDS]

**RANGE:** 9"

**T:** 3

**SV:** 7+

**W:** 4

**LD:** 7+

**OC:** 1

**ABILITIES**

**CORE:** Deep Strike, Fights First, Lone Operative

**FACTIONS:**

Legiones Daemonica

**FACTION KEYWORDS:**

The Shadow of Chaos

**The Eternal Dance:** At the start of the Fight phase, select one enemy unit within 6" of this model. Until the end of the phase:

- Each time a friendly Slaanesh Legiones Daemonica model makes a melee attack that targets that enemy unit, add 1 to the Wound roll.
- Each time a model in that enemy unit makes a melee attack, subtract 1 from the Wound roll.

**Dazzling Acrobatics:** This model is eligible to declare a charge in a turn in which it Advanced or Fell Back.

**INVULNERABLE SAVE**

4+

**FACTION KEYWORDS:**

Legiones Daemonica
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.

UNIT COMPOSITION

- 1 The Masque of Slaanesh – EPIC HERO

This model is equipped with: serrated claws.

WARGEAR OPTIONS

- None

KEYWORDS: Infantry, Character, Epic Hero, Fly, Chaos, Daemon, Slaanesh, The Masque of Slaanesh

FACTION KEYWORDS: Legiones Daemonica
## SYL'ESSKE

**KEYWORDS:** Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Slaanesh, Syll'esske

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cacophonic choir – witchfire</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Cacophonic choir – focused witchfire</td>
<td>12&quot;</td>
<td>2D6</td>
<td>N/A</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td></td>
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<td></td>
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<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Scourging whip</td>
<td>9&quot;</td>
<td>6</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Axe of Dominion</td>
<td>Melee</td>
<td>6</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Scourging whip [EXTRA ATTACKS]</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

### ABILITIES

**CORE:** Deep Strike, Leader

**FACTION:** The Shadow of Chaos

**Prince of Slaanesh:** While this model is leading a unit, each time a model in that unit makes a melee attack, a successful unmodified Wound roll of 5+ scores a Critical Wound.

**Delightful Agonies:** The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

**INVULNERABLE SAVE**

4+

---

Before selecting targets for this weapon, select one of its profiles to make attacks with.

**FACTION KEYWORDS:** Legiones Daemonica
SYL'ESSKE

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.

**WARGEAR OPTIONS**

■ None

**UNIT COMPOSITION**

■ 1 Syll’Esske — EPIC HERO

This model is equipped with: Cacophonic Choir; scourging whip; Axe of Dominion.

**LEADER**

This model can be attached to the following unit:

■ Daemonettes

**KEYWORDS:** Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Slaanesh, Syll’esske

**FACTION KEYWORDS:** Legiones Daemonica
## Contorted Epitome

### Keywords:
- Infantry
- Character
- Psyker
- Chaos
- Slaanesh

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Coiled tentacles [Extra Attacks]</td>
<td>Melee</td>
<td>D6</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Ravaging claws [Devasting Wounds]</td>
<td>Melee</td>
<td>8</td>
<td>2+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>9&quot;</td>
<td>6</td>
<td>5+</td>
<td>8</td>
<td>7+</td>
<td>2</td>
</tr>
</tbody>
</table>

### Abilities

**Core:** Deep Strike, Leader

**Faction:** The Shadow of Chaos

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

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

**Invulnerable Save**

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>9&quot;</td>
<td>6</td>
<td>5+</td>
<td>8</td>
<td>7+</td>
<td>2</td>
</tr>
</tbody>
</table>

4+
CONTORTED EPITOME

These ghastly daemonic manifestations writhe into battle on nests of metallic tendrils, their leering attendants riding their twisted steeds to war. Each reflects the darkest desires of those who look upon its surface, even as it swallows up the most potent energies thrown against it.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Contorted Epitome
  
  This model is equipped with: coiled tentacles; ravaging claws.

LEADER

This model can be attached to the following unit:

- Daemonettes

KEYWORDS: Infantry, Character, Psyker, Chaos, Slaanesh, Contorted Epitome

FACTION KEYWORDS: Legiones Daemonica
**Tormentbringer on Exalted Seeker Chariot**

**Keywords:** Mounted, Character, Psyker, Chaos, Daemon, Slaanesh, Tormentbringer on Exalted Seeker Chariot

**Ranged Weapons**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lashes of torment [Anti-Infantry 3+, Assault, Pistol]</td>
<td>6&quot;</td>
<td>6</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

**Melee Weapons**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Exalted Seeker tongues [Extra Attacks, Lethal Hits]</td>
<td>Melee</td>
<td>8</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Ravaging claws [Devastating Wounds]</td>
<td>Melee</td>
<td>15</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
</tr>
</tbody>
</table>

**Abilities**

**Core:** Deep Strike

**Faction:** The Shadow of Chaos

**Tormentbringer (Aura):** While a friendly Slaanesh Legiones Daemonic unit is within 6" of this model, melee weapons in that unit have the [Sustained Hits 1] ability.

**Hysterical Frenzy (Psychic):** Once per Fight phase, just after an enemy unit selects a Slaanesh Legiones Daemonic unit from your army as a target, one friendly Psyker that is within 6" of that Slaanesh unit and has this ability can use it. If it does, until the end of the phase, each time a model in that Slaanesh unit is destroyed, roll one D6: on a 4+, do not remove it from play. That model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

**Invulnerable Save**

4+
TORMENTBRINGER ON EXALTED SEEKER CHARIOT

Riding to battle above the clatter-slash 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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Tormentbringer on Exalted Seeker Chariot

This model is equipped with: lashes of torment; Exalted Seeker tongues; ravaging claws.

KEYWORDS: Mounted, Character, Psyker, Chaos, Daemon, Slaanesh, Tormentbringer on Exalted Seeker Chariot

FACTION KEYWORDS: Legiones Daemonica


**TRANCEWEAVER**

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ravaging claws <strong>[DEVASTATING WOUNDS]</strong></td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>4</td>
<td>-1</td>
</tr>
</tbody>
</table>

**FACtION KEYWORDS:**

Legiones Daemonica

**ABILITIES**

**CORE:** Deep Strike, Leader

**FACTION:** The Shadow of Chaos

**Tranceweaver:** While this model is leading a unit, models in that unit have the Fights First ability.

**Symphony of Pain (Psychic):** At the end of your Movement phase, you can select one enemy unit that is Battle-shocked and within 12” of this model. Until the end of the turn, each time a SlAANESH LEGIONES DAEMONICA model from your army makes an attack that targets that enemy unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

**INVULNERABLE SAVE**

5+

**KEYWORDS:** Infantry, Character, Psyker, Chaos, Daemon, Slaanesh, Tranceweaver

**FACTION KEYWORDS:**

Legiones Daemonica
TRANCEWEAVER

These favoured daemons of Slaanesh are raw manifestations of sensory excess and wilful cruelty. Heralds of the Dark Prince, they flow across the battlefield with inhuman grace, keening gleeful war cries as they exhort their fellows to greater acts of sadistic bliss-giving and lay enemies low with the razor caress of their talons.

**WARGEAR OPTIONS**
- None

**UNIT COMPOSITION**
- 1 Tranceweaver
  This model is equipped with: ravaging claws.

**LEADER**
This model can be attached to the following unit:
- Daemonettes

**KEYWORDS:** Infantry, Character, Psyker, Chaos, Daemon, Slaanesh, Tranceweaver

**FACTION KEYWORDS:** Legiones Daemonica
**DAEMONETTES**

**KEYWORDS:** Infantry, Battleline, Chaos, Daemon, Slaanesh, Daemonettes

**MELEE WEAPONS RANGE**

<table>
<thead>
<tr>
<th>Weapons</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Slashing claws</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deep Strike

**FACTION:** The Shadow of Chaos

**Swift-taloned Slaughter:** Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack is within range of an objective marker, you can re-roll the Hit roll instead.

**WARGEAR ABILITIES**

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

**Instrument of Chaos:** Add 1 to Charge rolls made for the bearer’s unit.

**INVULNERABLE SAVE**

5+

**FACTION KEYWORDS:**

Legiones Daemonica
DAEMONETTES

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.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Alluress
- 9 Daemonettes

Every model is equipped with: slashing claws.

KEYWORDS: Infantry, Battline, Chaos, Daemon, Slaanesh, Daemonettes

FACTION KEYWORDS: Legiones Daemonica
FIENDS

KEYWORDS: Beast, Chaos, Daemon, Slaanesh, Fiends

MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Barbed tail and dissecting claws</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

FACTION KEYWORDS:
Legiones Daemonica

ABILITIES

CORE: Deep Strike

FACTION: The Shadow of Chaos

Soporific Musk (Aura): While an enemy unit (excluding Vehicle and Titan units) is within 6” of this unit, each time a model in that enemy unit makes a melee attack, subtract 1 from the Hit roll, and each time a model in that enemy unit takes a Desperate Escape test, subtract 1 from that test.

INVULNERABLE SAVE 5+

Keywords: Beast, Chaos, Daemon, Slaanesh, Fiends
FIENDS
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.
SEEKERS

MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lashing tongue</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Slashing claws</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

ABILITIES

- **CORE:** Deep Strike, Scouts 9"

- **FACTION:** The Shadow of Chaos
  - Unholy Speed: You can re-roll Advance and Charge rolls made for this unit.

WARGEAR ABILITIES

- **Daemonic Icon:** Models in the bearer's unit have a Leadership characteristic of 6+.
- **Instrument of Chaos:** Add 1 to Charge rolls made for the bearer’s unit.

INVULNERABLE SAVE 5+

KEYWORDS: Mounted, Chaos, Daemon, Slaanesh, Seekers

FACTION KEYWORDS: Legiones Daemonica
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.

UNIT COMPOSITION

- 1 Heartseeker
- 4-9 Seekers

Every model is equipped with: lashing tongue; slashing claws.

WARGEAR OPTIONS

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

KEYWORDS: Mounted, Chaos, Daemon, Slaanesh, Seekers

FACTION KEYWORDS: Legiones Daemonica
RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lashes of torment</td>
<td>6&quot;</td>
<td>6</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
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<th>A</th>
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<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bladed axle</td>
<td>Melee</td>
<td>6</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Seeker tongues</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Slashing claws</td>
<td>Melee</td>
<td>9</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

Abilities

**Core:** Deep Strike

**Faction:** The Shadow of Chaos

**Cutting Down the Foe:** Each time this unit is selected to fight, you can select one enemy unit within Engagement Range of it and roll one D6, adding 2 to the result if that unit is an Infantry unit: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6+, that enemy unit suffers D3+3 mortal wounds.

**Invulnerable Save:** 4+
HELLFLAYER

Mortal myth has it that the Hellflayers of Slaanesh began as devices for mowing the gruesome pleasure-gardens of the Dark Prince’s realm, but that their efficacy in war was soon proven when their wild Daemonette crews unleashed the whirl-bladed murder engines upon the battlefields of realspace.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1-2 Hellflayers

Every model is equipped with: lashes of torment; bladed axle; Seeker tongues; slashing claws.

KEYWORDS: Mounted, Chaos, Daemon, Slaanesh, Hellflayer

FACTION KEYWORDS: Legiones Daemonica
SEEKER CHARIOT

**KEYWORDS:** Mounted, Chaos, Daemon, Slaanesh, Seeker Chariot

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lashes of torment [ANTI-INFANTRY 3+, ASSAULT, PISTOL]</td>
<td>6&quot;</td>
<td>6</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Seeker tongues [EXTRA ATTACKS, LETHAL HITS]</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Slashing claws [DEVASTATING WOUNDS]</td>
<td>Melee</td>
<td>9</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deep Strike

**FACTION:** The Shadow of Chaos

**Scythed Impact:** Each time this unit makes a Charge move, until the end of the phase, melee weapons equipped by models in this unit have the [ANTI-INFANTRY 4+] ability.

**INVULNERABLE SAVE**

4+
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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1-2 Seeker Chariots

Every model is equipped with: lashes of torment; Seeker tongues; slashing claws.

KEYWORDS: Mounted, Chaos, Daemon, Slaanesh, Seeker Chariot

FACTION KEYWORDS: Legiones Daemonica
# Exalted Seeker Chariot

**KEYWORDS:** Mounted, Chaos, Daemon, Slaanesh, Exalted Seeker Chariot

<table>
<thead>
<tr>
<th>Ranged Weapons</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lashes of torment [Anti-Infantry 3+, Assault, Pistol]</td>
<td>6''</td>
<td>6</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Melee Weapons</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Exalted Seeker tongues [Extra Attacks, Lethal Hits]</td>
<td>Melee</td>
<td>8</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Slashing claws [Devastating Wounds]</td>
<td>Melee</td>
<td>14</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deep Strike

**FACTION:** The Shadow of Chaos

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

**INVULNERABLE SAVE**

4+
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.

WARGEAR OPTIONS
- None

UNIT COMPOSITION
- 1 Exalted Seeker Chariot
  This model is equipped with: lashes of torment; Exalted Seeker tongues; slashing claws.
**BE’LAKOR**

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Betraying Shades – witchfire [DEVASTATING WOUNDS, IGNORES COVER, PSYCHIC]</td>
<td>18&quot;</td>
<td>9</td>
<td>2+</td>
<td>5</td>
<td>-2</td>
</tr>
<tr>
<td>Betraying Shades – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, IGNORES COVER, PSYCHIC]</td>
<td>18&quot;</td>
<td>12</td>
<td>2+</td>
<td>6</td>
<td>-3</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Blade of Shadows – strike [LETHAL HITS]</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>14</td>
<td>-4</td>
</tr>
<tr>
<td>The Blade of Shadows – sweep</td>
<td>Melee</td>
<td>14</td>
<td>2+</td>
<td>8</td>
<td>-3</td>
</tr>
</tbody>
</table>

**SHADOW FORM ABILITIES**

**Wreathed in Shadows (Aura, Psychic):** While a friendly LEGIONES DAEMONICA unit is within 6" of this model, that unit can only be targeted by a ranged attack if the attacking model is within 18".

**Pall of Despair (Aura, Psychic):** In the Battle-shock step of your opponent’s Command phase, if an enemy unit that is below its Starting Strength is within 6" of this model, that unit must take a Battle-shock test. For the purposes of this ability, if a unit has a Starting Strength of 1, it is considered to be below its Starting Strength while it has lost one or more wounds.

**Shadow Lord (Aura, Psychic):** While a friendly LEGIONES DAEMONICA unit is within 6" of this model, you can re-roll Battle-shock and Leadership tests taken for that unit.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** Monster, Character, Fly, Epic Hero, Psyker, Chaos, Daemon, Be’lakor

**ABILITIES**

**CORE:** Deadly Demise D6, Deep Strike, Stealth

**FACTION:** The Shadow of Chaos

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

**Shadow Form:** At the start of the battle round, select one Shadow Form ability [see left]. Until the end of the battle round, this model has that ability.

**DAMAGED: 1-6 WOUNDS REMAINING**

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

**INVULNERABLE SAVE**

4+

**FACTION KEYWORDS:**

Legiones Daemonica
BE’LAKOR

Few warp entities are as mighty or as insidious as Be’lakor. Wreathed in shadow and dancing witchlight, the Dark Master spreads terror and torment to all who behold him. Every blow of his Blade of Shadows leaves the hollow husks of slain enemies sprawled in its wake – just more victims lost to the encroaching darkness.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Be’lakor – Epic Hero

This model is equipped with: Betraying Shades; the Blade of Shadows.

SUPREME COMMANDER

If this model is in your army, it must be your Warlord.

KEYWORDS: Monster, Character, Fly, Epic Hero, Psyker, Chaos, Daemon, Be’lakor

FACTION KEYWORDS:
Legiones Daemonica
**SOUL GRINDER**

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Harvester cannon</td>
<td>36&quot;</td>
<td>3</td>
<td>3+</td>
<td>10</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Torrent of burning blood (ignores cover, torrent)</td>
<td>12&quot;</td>
<td>2D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Phlegm bombardment (blast, indirect fire, lethal hits)</td>
<td>36&quot;</td>
<td>D6+1</td>
<td>3+</td>
<td>7</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Screech of despair (devastating wounds, sustained hits 1)</td>
<td>24&quot;</td>
<td>6</td>
<td>3+</td>
<td>9</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Warp gaze (blast)</td>
<td>48&quot;</td>
<td>D3</td>
<td>3+</td>
<td>12</td>
<td>-2</td>
<td>D6+2</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Iron claw</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>16</td>
<td>-3</td>
<td>D6+2</td>
</tr>
<tr>
<td>Warpclaw [extra attacks]</td>
<td>Melee</td>
<td>6</td>
<td>3+</td>
<td>8</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Warpsword [extra attacks]</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>D6</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deadly Demise D3, Deep Strike

**FACTION:** The Shadow of Chaos

**Scuttling Walker:** Each time this model makes a Normal or Advance move, it can move over friendly MONSTER and VEHICLE models and terrain features that are 4” or less in height as if they were not there.

**DAMAGED: 1-5 WOUNDS REMAINING**

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

**INVULNERABLE SAVE**

4+

**KEYWORDS:** Vehicle, Walker, Chaos, Daemon, Soul Grinder

**FACTION KEYWORDS:** Legiones Daemonica

---

**M** 8” **T** 11 **SV** 3+ **W** 14 **LD** 7+ **OC** 5
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 Soul Grinders, and given the might to crush and blast all in their path – for a steep and ultimately never-ending price…

WARGEAR OPTIONS
- This model's warpsword can be replaced with 1 warpclaw.

DAEMONIC ALLEGIANCE
When you select this model to include in your army, you must select one of the keywords below. Until the end of the battle, this model has that keyword and the additional wargear stated for that keyword below.

Khorne
- This model is additionally equipped with: torrent of burning blood

Tzeentch
- This model is additionally equipped with: warp gaze

Nurgle
- This model is additionally equipped with: phlegm bombardment

Slaanesh
- This model is additionally equipped with: scream of despair

UNIT COMPOSITION
- 1 Soul Grinder
  This model is equipped with: harvester cannon; iron claw; warpsword.

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Soul Grinder

FACTION KEYWORDS:
Legiones Daemonica
**Daemon Prince of Chaos**

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infernal cannon</td>
<td>24&quot;</td>
<td>3</td>
<td>2+</td>
<td>5</td>
<td>-1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hellforged weapons – strike</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
</tr>
<tr>
<td>Hellforged weapons – sweep</td>
<td>Melee</td>
<td>14</td>
<td>2+</td>
<td>6</td>
<td>0</td>
</tr>
</tbody>
</table>

**Daemonic Allegiance**

- **Daemon Prince of Khorne**: If this model has the **Khorne** keyword, add 2 to the Strength characteristic of this model's hellforged weapons.

- **Daemon Prince of Tzeentch**: If this model has the **Tzeentch** keyword, add 3 to the Attacks characteristic of this model's infernal cannon.

- **Daemon Prince of Nurgle**: If this model has the **Nurgle** keyword, add 1 to this model's Toughness characteristic.

- **Daemon Prince of Slaanesh**: If this model has the **Slaanesh** keyword, add 2" to this model's Move characteristic.

**Abilities**

- **Core**: Deadly Demise D3, Deep Strike

- **Faction**: The Shadow of Chaos

  - **Prince of Darkness (Aura)**: While a friendly **Legiones Daemonic** unit is within 6" of this model, models in that unit have the Stealth ability.

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

**Invulnerable Save**

- **4+**

**Keywords**: Monster, Character, Chaos, Daemon, Daemon Prince of Chaos
DAEMON PRINCE OF CHAOS

Blessed with apotheosis from mortal to daemonic form, a Daemon Prince is a monstrous entity well used to commanding cruel legions in battle. Their supernatural gifts are many and varied, from sorcerous powers to diseased fortitude, warp-forged weaponry, unholy swiftness or burning inner furnaces of unquenchable rage.

**UNIT COMPOSITION**

- 1 Daemon Prince of Chaos

  This model is equipped with: infernal cannon; hellforged weapons.

**DAEMONIC ALLEGIANCE**

When you select this model to include in your army, you must select one of the following keywords for it to gain:

- Khorne
- Tzeentch
- Nurgle
- Slaanesh

The keyword you select will also affect some of this model's characteristics, as stated overleaf.

**WARGEAR OPTIONS**

- None

**KEYWORDS:** Monster, Character, Chaos, Daemon, Daemon Prince of Chaos

**FACTION KEYWORDS:**

Legiones Daemonicus
## Daemon Prince of Chaos with Wings

**Keywords:** Monster, Character, Fly, Chaos, Daemon, Daemon Prince of Chaos with Wings

### Ranged Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infernal Cannon</td>
<td>24”</td>
<td>3</td>
<td>2+</td>
<td>5</td>
<td>-1</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hellforged weapons – strike</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
</tr>
<tr>
<td>Hellforged weapons – sweep</td>
<td>Melee</td>
<td>14</td>
<td>2+</td>
<td>6</td>
<td>0</td>
</tr>
</tbody>
</table>

### Daemonic Allegiance

**Daemon Prince of Khorne:** If this model has the **Khorne** keyword, add 2 to the Strength characteristic of this model’s hellforged weapons.

**Daemon Prince of Tzeentch:** If this model has the **Tzeentch** keyword, add 3 to the Attacks characteristic of this model’s infernal cannon.

**Daemon Prince of Nurgle:** If this model has the **Nurgle** keyword, add 1 to this model’s Toughness characteristic.

**Daemon Prince of Slaanesh:** If this model has the **Slaanesh** keyword, add 2” to this model’s Move characteristic.

### Abilities

**Core:** Deadly Demise D3, Deep Strike

**Faction:** The Shadow of Chaos

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

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

- [Lethal Hits]
- [Precision]
- [Sustained Hits 1]

### Invulnerable Save

4+

Before selecting targets for this weapon, select one of its profiles to make attacks with.
**DAEMON PRINCE OF CHAOS WITH WINGS**

A Daemon Prince’s obsessive greed and desire to inflict ever more destruction, bloodshed and misery can manifest in the form of hideous wings that speed them from one slaughter to the next. A servant of the Dark Gods so blessed is a horrifying harbinger of death drawn from insane nightmare.

**UNIT COMPOSITION**

- **1 Daemon Prince of Chaos with Wings**
  
  This model is equipped with: infernal cannon; hellforged weapons.

**DAEMONIC ALLEGIANCE**

When you select this model to include in your army, you must select one of the following keywords for it to gain:

- **Khorne**
- **Tzeentch**
- **Nurgle**
- **Slaanesh**

The keyword you select will also affect some of this model’s characteristics, as stated overleaf.

**KEYWORDS:** Monster, Character, Fly, Chaos, Daemon, Daemon Prince of Chaos with Wings

**FACTION KEYWORDS:** Legiones Daemonia