

DAEMONS OF CHAOS

LEGACY ARMY LIST

For Use With Warhammer: The Old World Rules

This document allows you to play a Daemons Of Chaos Army from the Warhammer Fantasy Battles range in games using the rules from Warhammer: The Old World. To use the contents of this document, you will need a copy of the *Warhammer: The Old World* rulebook.

The rules contained within this document allow players the opportunity to try out the Warhammer: The Old World rules using models they may have in their collection. They are not intended for use in matched play events and will not be updated in line with any future Warhammer: the Old World publications.

DAEMONS OF CHAOS

The Daemons of Chaos are the ultimate enemy of all mortal creatures. From their fortresses and palaces in the Realm of Chaos, they watch the world with envious eyes, waiting with unblinking patience for their chance to strike, to wreak destruction and dismay upon the world, and to claim souls in the name of their infernal masters. When that opportunity arises, they seize it greedily, spilling forth to rampage and slaughter in the name of the Chaos gods.

This document contains the following information:

Grand Army Composition List: The default army composition list for the Daemons of Chaos.

Profiles: Every model available to the Daemons of Chaos has a profile. Here, you will find that model's characteristics, its equipment, its points value, details of any special rules unique to it and more.

Magic Items: As well as the Common magic items detailed in the *Warhammer: the Old World* rulebook, this army list includes a number of magic items unique to the Daemons of Chaos.

Special Rules: This section covers rules unique to the Daemons of Chaos.

The Lore of...: Unique spells used in conjunction with the Lores of Magic found in the *Warhammer: the Old World* rulebook.

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DAEMONS OF CHAOS LEGACY ARMY LIST

 This page details the Grand Army composition list for the Daemons of Chaos. This is the default army composition list for this faction. Using this army composition list to write your muster list will give you the widest variety of units to choose from and create a broad and balanced force.

This army list is intended for use alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook. Over the following pages you will find profiles and rules for each of the models in your army. These pages give you all of the information that you need to shape your collection of models into the units which will in turn form a force ready for battle.

Grand Army Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Greater Daemon (of Khorne, Nurgle, Slaanesh or Tzeentch)
- 0-1 Daemonic Herald of Khorne, Nurgle, Slaanesh or Tzeentch per unit with the same Daemonic Alignment
- 0-1 Daemon Prince per 1,000 points

Core

At least 25% of your army's points value must be spent on:

- If your General is a:
 - Daemon of Khorne, Bloodletters and Flesh Hounds may be taken as Core choices
 - Daemon of Nurgle, Plaguebearers and Nurglings may be taken as Core choices
 - Daemon of Slaanesh, Daemonettes and Seekers may be taken as Core choices
 - Daemon of Tzeentch, Pink Horrors, Blue Horrors and Brimstone Horrors may be taken as Core choices
- Chaos Furies

Special

Up to 50% of your army's points value may be spent on:

- Bloodletters, Flesh Hounds, Plaguebearers, Nurglings, Daemonettes, Seekers, Pink Horrors, Blue Horrors and Brimstone Horrors
- If your General is a:
 - Daemon of Khorne, Bloodcrushers may be taken as Special choices
 - Daemon of Nurgle, Beasts of Nurgle and Plague Drones may be taken as Special choices
 - Daemon of Slaanesh, Fiends, Hellflayers and Seeker Chariots may be taken as Special choices
 - Daemon of Tzeentch, Flamers and Screammers may be taken as Special choices

Rare

Up to 25% of your army's points value may be spent on:

- Bloodcrushers, Beasts of Nurgle, Plague Drones, Fiends, Hellflayers, Seeker Chariots, Flamers, Screammers, Burning Chariots and Soul Grinders
- 0-1 Skull Cannon of Khorne per 1,000 points

Battle Standard Bearer

A single Daemonic Herald in your army may be upgraded to be your Daemonic Locus for +25 points. A Daemonic Herald that has been upgraded to be your Daemonic Locus gains the 'Daemonic Locus' special rule (see page 32). In addition to their usual allowance of points to spend on Daemonic Gifts, a Daemonic Locus can purchase a single Daemonic Icon with no points limit.

Bloodthirster – Greater Daemon Of Khorne

	M	WS	BS	S	T	W	I	A	Ld	Points
Bloodthirster	8	10	5	6	6	6	7	6	9	355

Troop Type: Behemoth (character)
Base Size: 50 x 50 mm (min), 100 x 150 mm (max)
Unit Size: 1
Equipment: Hand weapon and heavy armour

Options:

- Must take one of the following:
 - Bloodflail (see below)+25 points
 - Great axe (see below)+35 points
 - Lash of Khorne (see below)+15 points
- May purchase Daemonic Gifts up to a total of 100 points

Special Rules: Daemonic, Daemonic Charge, Daemon of Khorne, Fly (10), Furious Charge, Impact Hits (D3), Impetuous, Infernal Favour (2), Large Target, Magic Resistance (-2), Terror

Daemonic Charge

Filled with rage and fury, a charging Bloodthirster crushes its foes beneath its brazen hooves.

Impact Hits caused by this model have an Armour Piercing characteristic of -2.

	R	S	AP	Special Rules
Bloodflail	Combat	S+2	-2	Armour Bane (1), Multiple Wounds (D3)

Notes: A Bloodflail's Strength modifier applies only during the first round of combat.

	R	S	AP	Special Rules
Great axe	Combat	S+2	-3	Armour Bane (2), Monster Slayer, Requires Two Hands, Strike Last

	R	S	AP	Special Rules
Lash of Khorne	Combat	S	-2	Armour Bane (1), Strike First

Khorne

Bloodthirsters of Khorne

Bloodthirsters are not only the most deadly of Khorne's Daemons, but perhaps the mightiest of all Daemonkind. A single such creature is a harbinger of bellowing death, destructive beyond measure and lives only for slaughter, mayhem and the ruination of all it encounters. It is the fury of battle given physical form, the unfettered primal rage of the world made flesh. Such should be expected of a beast whose liege lord is the god of bloodletting, slaughter and murder. In one hand, the Bloodthirster carries an ensorcelled axe that hungers for blood and death; in the other, the Daemon wields a barded lash with which it flays the flesh from the bones of its victims.

Daemonic Herald Of Khorne

	M	WS	BS	S	T	W	I	A	Ld	Points
Herald of Khorne	5	7	4	5	4	2	6	3	8	80

Troop Type: Heavy infantry (character)

Base Size: 30 x 30 mm

Unit Size: 1

Equipment: Hellblade (see page 35) and calloused hide (counts as light armour)

Options:

- May be mounted on a:
 - Juggernaut of Khorne.....+50 points
 - Blood Throne of KhorneSee page 7
- May purchase Daemonic Gifts up to a total of50 points

Special Rules: Daemonic, Daemon of Khorne, Furious Charge*, Impetuous, Infernal Favour (1), Magic Resistance (-1)

**Note that this special rule does not apply to this model's mount (should it have one).*

Juggernaut Of Khorne

	M	WS	BS	S	T	W	I	A	Ld	Points
Juggernaut of Khorne	7	4	-	5	(+1)	(+1)	2	2	-	+50

Note: A character mounted on a Juggernaut of Khorne has +1 Toughness and +1 Wound.

Troop Type: Monstrous cavalry

Base Size: 50 x 75 mm

Unit Size: 1

Equipment: Brass bound hooves (see below) and brazen hide (counts as barding)

Special Rules: Armoured Hide (1), Daemonic, Daemon of Khorne, First Charge, Impact Hits (2), Swiftstride

	R	S	AP	Special Rules
Brass bound hooves	Combat	S	-2	-

Khorne

Heralds of Khorne

Most feared amongst the vast hordes of Bloodletters are the dread Heralds of Khorne. Driven insane by their desperate need for slaughter, Heralds of Khorne attack their foes with a wrath that eclipses even that of other Bloodletters. They hack and cleave at their foes in bloody arcs, seeking to sever heads and cut off limbs in the name of their blood-hungry god.

Juggernauts of Khorne

Juggernauts are massive armoured creatures that are part Daemon, part ensorcelled steel and sinew. Fuelled by a primordial rage that courses through their body, Juggernauts thunder towards the foe with near unstoppable momentum, kicking up sparks with each step of their iron-shod hooves as their brass snouts spew choking black steam into the air with every breath.

Bloodletters Of Khorne

	M	WS	BS	S	T	W	I	A	Ld	Points
Bloodletter	5	5	3	4	3	1	4	1	7	14
Bloodreaper	5	5	3	4	3	1	4	2	7	+7

Troop Type: Heavy infantry
Base Size: 30 x 30 mm
Unit Size: 8+
Equipment: Hellblades (see page 35) and calloused hides (counts as light armour)

Options:

- Any unit may:
 - Upgrade one model to a Bloodreaper (champion)..... +7 points per unit
 - Upgrade one model to a standard bearer..... +7 points per unit
 - Upgrade one model to a musician +7 points per unit
 - May purchase a Daemonic Icon worth up to50 points

Special Rules: Close Order, Daemonic, Daemons of Khorne, Impetuous, Magic Resistance (-1)

Flesh Hounds Of Khorne

	M	WS	BS	S	T	W	I	A	Ld	Points
Flesh Hound	8	5	0	4	4	2	4	2	7	32

Troop Type: Heavy cavalry
Base Size: 30 x 60 mm
Unit Size: 5+
Equipment: Claws and fangs (counts as hand weapons) and calloused hides (counts as light armour)

Options:

- 0-1 unit per 1,000 points may:
 - The Ambushers special rule +3 points per model
 - The Vanguard special rule..... +2 points per model

Special Rules: Armour Bane (1), Close Order, Counter Charge, Daemonic, Daemons of Khorne, Impetuous, Magic Resistance (-2)

Khorne

Bloodletters of Khorne

Bloodletters form the main body of the Blood God's armies. When loosed into the fray, they sprint from one enemy to another, swinging their infernal Hellblades in long, sweeping cuts in order to hack their foes limb from limb. Before a foe's severed head has even touched the ground, their killer will have dashed off in search of more skulls to offer in tribute to Khorne.

Flesh Hounds of Khorne

Flesh Hounds are rapacious wolf-like Daemons, both reptilian and savagely canine in appearance. They are Khorne's blood-hunters, powerful and swift in equal measure. The Flesh Hounds are valued above all others by the Lord of Skulls, lavished with ornate brass collars to protect them from the effects of hostile magic.

Bloodcrushers Of Khorne

	M	WS	BS	S	T	W	I	A	Ld	Points
Bloodletter	-	5	3	4	4	3	4	1	7	65
Bloodreaper	-	5	3	4	4	3	4	2	7	+7
Juggernaut of Khorne	7	4	-	5	-	-	2	2	-	-

Troop Type: Monstrous cavalry

Base Size: 50 x 75 mm

Unit Size: 3+

Equipment:

- **Bloodletters:** Hellblades (see page 35) and calloused hides (counts as light armour)
- **Juggernauts of Khorne:** Brass bound hooves (see below) and brazen hide (counts as barding)

Options:

- Any unit may:
 - Upgrade one model to a Bloodreaper (champion)..... +7 points per unit
 - Upgrade one model to a standard bearer..... +7 points per unit
 - Upgrade one model to a musician +7 points per unit
 - May purchase a Daemonic Icon worth up to50 points

Special Rules: Armoured Hide (1), Close Order, Daemonic, Daemon of Khorne, Impact Hits (2), Impetuous, Magic Resistance (-1), Swiftstride

	R	S	AP	Special Rules
Brass bound hooves	Combat	S	-2	-

Khorne

Bloodcrushers of Khorne

The most favoured of all Bloodletters are granted the privilege of becoming Bloodcrushers. These brass-bound brutes are Khorne's shock cavalry, combining the deadly prowess of a frenzied Bloodletter and the unstoppable crushing mass of a Juggernaut of Khorne. When the Lord of Skulls' mighty legions march to war, bellowing hordes of Bloodcrushers stampede across the battlefield, trampling Khorne's foes into a bloody smear. As soon as battle commences, Bloodcrushers relentlessly hurl themselves at the strongest points of the enemy's lines. Here, they hack and slash their way through the strongest troops the foe can muster, honouring Khorne's name with savage joy for each enemy slain.

Blood Throne Of Khorne

	M	WS	BS	S	T	W	I	A	Ld	Points
Blood Throne	7	5	-	5	5	4	2	3	-	+160
Bloodletter Crew (x2)	-	5	3	4	-	-	4	1	7	-

Troop Type: Heavy Chariot

Base Size: 50 x 100 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Blood Throne:** Brazen wheels and scything blades (counts as a hand weapon)
- **Bloodletter Crew:** Hellblades (see page 35)

Special Rules: Close Order, Daemonic, Daemon of Khorne, First Charge, Gorefeast, Impact Hits (D6+1), Impetuous, Totem of Endless Bloodletting

Gorefeast

The blood and skulls of the fallen are consumed by a Blood Throne, fed into its infernal workings to bring the daemonic engine fresh vigour.

For each Wound an enemy unit loses as a result of an Impact Hit caused by this model, roll a D6. For each roll of 6, this model immediately recovers a single lost Wound.

Totem Of Endless Bloodletting

A Blood Throne is a physical manifestation of the Blood God's favour. In its presence, Daemons of Khorne are driven into a raging bloodlust.

Friendly Daemons of Khorne that are within this model's Command range and that made a Charge move this turn may re-roll any rolls To Hit of a natural 1 made during the Combat phase.

Character Mount: A Blood Throne of Khorne may only be included in your army as a character's mount. Its points are added to that of its rider.

Khorne

Blood Thrones of Khorne

A Blood Throne of Khorne is no mere bastion of command as it might be amongst an army of mortal warriors, it is instead a mighty Daemon Engine of armoured brass and bleached skulls. From atop their macabre chariot, the Heralds of Khorne eagerly observe the field of battle, hunting for a skull worthy of claiming in the name of the Blood God – prowling impatiently back and forth in anticipation of the coming slaughter. Should the Herald riding the Blood Throne be truly favoured by Khorne, the Throne becomes a locus of the Blood God's power, bestowing his divine gifts upon nearby Daemons, lending his ferocity to their blows and driving them into a maddened fury.

Skull Cannon Of Khorne

	M	WS	BS	S	T	W	I	A	Ld	Points
Skull Cannon	7	5	-	5	5	4	2	3	-	185
Bloodletter Crew (x2)	-	5	3	4	-	-	4	1	7	-

Troop Type: Heavy Chariot

Base Size: 50 x 100 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Skull Cannon:** Brazen wheels and scything blades (counts as a hand weapon) and cannon of Khorne (see below)
- **Bloodletter Crew:** Hellblades (see page 35)

Special Rules: Brazen Wheels, Close Order, Daemonic, Daemon of Khorne, First Charge, Impact Hits (D3+1), Impetuous, Stomp Attacks (D3)

Brazen Wheels

The brazen bulk of a Skull Cannon grinds inexorably across the battlefield, its churning wheels, driven by its daemonic engine, crushing all before it.

Stomp Attacks made by a Skull Cannon of Khorne have an Armour Piercing characteristic of -3. However, this rule cannot be used against models whose troop type is 'behemoth' – they are simply too large to be caught beneath a Skull Cannon's wheels.

Cannon of Khorne	R	S	AP	Special Rules
Solid shot	36"	8	-2	Armour Bane (2), Cannon Fire, Cumbersome, Multiple Wounds (D3)
Scatter shot	N/A	4	-1	Breath Weapon

Notes: A Cannon of Khorne has two profiles, representing its two modes of firing. When firing solid shot, this weapon shoots like a cannon, using the 'Cannon Fire' special rule. If a 'Misfire' is rolled on the Artillery dice during step 2, this model loses a single Wound (instead of rolling on a Misfire table).

Khorne

Skull Cannon of Khorne

Legend says that the mighty Skull Cannons were forged by Khorne's own hand, wrought into being in the hellish furnaces at the foot of his great throne, beat into shape upon a massive anvil and quenched in the blood of the slain. Fuelled by the burning souls of warriors killed in the name of Khorne, these brass-clad war machines launch flaming skulls across the battlefield towards the foe, shattering bones and exploding in a blaze of white-hot flame. It is not only the powerful artillery blasts that make these machines so feared, for their churning wheels are not easily slowed, grinding anything caught beneath them into a crimson puddle of gore and splintered bone.

Great Unclean One – Greater Daemon Of Nurgle

	M	WS	BS	S	T	W	I	A	Ld	Points
Great Unclean One	5	6	3	6	7	7	4	5	9	330

Troop Type: Behemoth (character)
Base Size: 50 x 50 mm (min), 150 x 100 mm (max)
Unit Size: 1
Equipment: Hand weapon

Magic: A Great Unclean One is a Level 1 Wizard. Every Great Unclean One knows spells from one of the following Lore of Magic:

- Battle Magic
- Daemonology
- Dark Magic

Options:

- May take one of the following:
 - Additional hand weapon..... +6 points
 - Bilesword (see below)..... +10 points
 - Plagueflail (see below)..... +25 points
- May be a:
 - Level 2 Wizard..... +30 points
 - Level 3 Wizard..... +60 points
 - Level 4 Wizard..... +90 points
- May purchase Daemonic Gifts up to a total of..... 100 points

Special Rules: Daemonic, Daemon of Nurgle, Infernal Favour (2), Large Target, Lore of Daemons, Poisoned Attacks, Regeneration (5+), Stomp Attacks (D3+1), Terror

	R	S	AP	Special Rules
Bilesword	Combat	S	-2	Armour Bane (1), Strike Last

Notes: Regeneration saves are not permitted against wounds caused by this weapon (armour and Ward saves can be attempted as normal).

	R	S	AP	Special Rules
Plagueflail	Combat	S+2	-3	Multiple Wounds (D3)

Notes: A Plagueflail's Strength modifier applies only during the first round of combat.

Nurgle

Great Unclean Ones

The filth-riddled Daemons known as Great Unclean Ones, or Plague Lords, are the Greater Daemons of Nurgle. These massive figures tower above their lesser kin, bloated with decay, disease and all imaginable kinds of physical corruption. When roused to battle, Great Unclean Ones are a truly horrifying sight; bellowing with unbridled joy as they set about their foes with massive swords that drip with virulent corruption, or swinging monstrous, plague-ridden flails in devastating arcs that crush and maim those in their path. If their physical onslaught were not enough to contend with, the corpulent Daemons are often incredibly potent magic users, able to summon forth vast torrents of contagion and plague with a simple gesture.

Daemonic Herald Of Nurgle

	M	WS	BS	S	T	W	I	A	Ld	Points
Herald of Nurgle	4	5	5	5	5	2	4	3	8	95

Troop Type: Regular infantry (character)

Base Size: 30 x 30 mm

Unit Size: 1

Equipment: Plaguesword (see page 35)

Magic: A Herald of Nurgle may be a Wizard (see below). A Herald of Nurgle that is a Wizard knows spells from one of the following Lore of Magic:

- Battle Magic
- Daemonology
- Dark Magic

Options:

- May take death's heads (see page 35) +10 points
- May be a:
 - Level 1 Wizard +30 points
 - Level 2 Wizard +60 points
- May be mounted on a Palanquin of Nurgle +40 points
- May purchase Daemonic Gifts up to a total of 50 points

Special Rules: Daemonic, Daemon of Nurgle, Infernal Favour (1), Lore of Daemons, Poisoned Attacks, Regeneration (6+)

Palanquin Of Nurgle

	M	WS	BS	S	T	W	I	A	Ld	Points
Palanquin of Nurgle	4	3	-	3	-	(+4)	3	D6+1	-	+40

Note: A character mounted on a Palanquin of Nurgle has +4 Wounds.

Troop Type: Monstrous cavalry

Base Size: 50 x 50 mm

Unit Size: 1

Equipment: Many grasping claws (counts as a hand weapon)

Special Rules: Daemonic, Daemon of Nurgle, Poisoned Attacks, Random Attacks

Nurgle

Heralds of Nurgle

Nurgle's rot affects all of his 'children' differently. The longer a victim endures against the rot, the greater in the Plaguelords standing the resulting Daemon shall be, and it is from amongst these hardy individuals that Nurgle chooses his heralds. These anointed champions march at the head of Nurgle's daemonic legions, standing as living reminders that even the strongest and most able of folk cannot indefinitely defy disease.

Palanquins of Nurgle

Oftentimes, a swarm of Nurglings will carry a Herald of Nurgle atop a Palanquin – an ornate throne decorated with rotting finery. Though slow-moving, Heralds of Nurgle are happy to ride into battle atop a Palanquin; for their lofty perch allows them to easily survey the spread of contagion and disease as the battle unfolds.

Plaguebearers Of Nurgle

	M	WS	BS	S	T	W	I	A	Ld	Points
Plaguebearer	4	3	3	4	4	1	2	1	7	13
Plagueridden	4	3	3	4	4	1	2	2	7	+6

Troop Type: Regular infantry
Base Size: 30 x 30 mm
Unit Size: 7+
Equipment: Plagueswords (see page 35)

Options:

- Any unit may:
 - Upgrade one model to a Plagueridden (champion)..... +6 points per unit
 - Upgrade one model to a standard bearer..... +6 points per unit
 - Upgrade one model to a musician +6 points per unit
 - May purchase a Daemonic Icon worth up to50 points

Special Rules: Close Order, Daemonic, Daemons of Nurgle, Poisoned Attacks, Regeneration (6+)

Beasts Of Nurgle

	M	WS	BS	S	T	W	I	A	Ld	Points
Beast of Nurgle	5	3	0	4	5	4	2	D6+1	7	62

Troop Type: Monstrous infantry
Base Size: 50 x 75 mm
Unit Size: 2+
Equipment: Hand weapons and writhing tentacles (see below)
Special Rules: Attention Seeker, Close Order, Daemonic, Daemons of Nurgle, Impetuous, Infernal Favour (1), Loner, Poisoned Attacks, Random Attacks, Regeneration (5+), Slime Trail

Attention Seeker

Beasts of Nurgle bound enthusiastically towards newcomers, lavishing affection upon them.

Every model in a unit of Beasts of Nurgle can issue and accept challenges in the same manner as a character.

Slime Trail

In their wake, Beasts of Nurgle leave prolific trails of thick slime through which those that follow slip and slide most precariously.

Enemy units cannot claim any bonus combat result points for being engaged within this unit's flank or rear arc.

	R	S	AP	Special Rules
Writhing tentacles	Combat	S	-1	Armour Bane (1)

Nurgle

Tallymen of Nurgle

Plaguebearers are the rank and file of Nurgle's grotesque legions, crafted from the souls of mortals slain by Nurgle's Rot. Plaguebearers endeavour to keep track of the diseases their master unleashes, an onerous duty that has earned them the title of Nurgle's Tallymen. In battle, Plaguebearers lash out at the enemy with wicked blades covered in Nurgle's noxious gift.

Beasts of Nurgle

A Beast of Nurgle is no less deadly than it is morbidly and irrefutably ugly. Its disgusting form is both sticky and slimy, as virulent ooze seeps from every disgusting pore. Yet, despite its appearance, the Beast is an affectionate creature that behaves like an excitable, oversized puppy, smothering its victims in a playfully terminal embrace.

Nurglings

	M	WS	BS	S	T	W	I	A	Ld	Points
Nurglings	4	2	0	2	3	7	2	D3+1	5	45

Troop Type: Swarms
Base Size: 40 x 40 mm
Unit Size: 3+
Equipment: Hand weapons
Special Rules: Daemonic, Daemons of Nurgle, Loner, Poisoned Attacks, Random Attacks, Regeneration (6+), Skirmishers

Plague Drones Of Nurgle

	M	WS	BS	S	T	W	I	A	Ld	Points
Plaguebearer	-	3	3	4	5	3	2	1	7	63
Plagueridden	-	3	3	4	5	3	2	2	7	+7
Rot Fly	1	3	-	5	-	-	2	3	-	-

Troop Type: Monstrous cavalry
Base Size: 50 x 75 mm
Unit Size: 3+
Equipment:

- **Plaguebearers:** Plagueswords (see page 35) and death's heads (see page 35)
- **Rot Flies:** Filth-encrusted claws (counts as hand weapons)

Options:

- Any unit may:
 - Upgrade one model to a Plagueridden (champion)..... +7 points per unit
 - Upgrade one model to a standard bearer..... +7 points per unit
 - Upgrade one model to a musician..... +7 points per unit
 - May purchase a Daemonic Icon worth up to.....50 points
- The entire unit may take any of the following:
 - Plague Proboscis (+1 Initiative)*..... +2 points per model
 - Venom sting (see below)..... +2 points per model

Special Rules: Armour Bane (2, Rot Fly only), Daemonic, Daemons of Nurgle, Fly (9), Poisoned Attacks, Regeneration (6+), Skirmishers, Swiftstride

*Note that if this unit takes Plague Proboscises, the Initiative modifier applies only to the Rot Flies, not to their riders.

	R	S	AP	Special Rules
Venom sting	Combat	S	-1	Armour Bane (1)

Note: In combat, a Rot Fly makes one of its attacks each turn with this weapon.

Nurgle

Nurglings

Within the rotting bowels of the Great Unclean Ones, tiny malevolent Daemons are born of pus and contagion. Though the Nurglings usually pass their time swarming across the bloated form of their sire, on occasion they will take to the field in great chattering swarms, biting and scratching at their foes with infected teeth and bile-soaked claws.

Plague Drones

High-ranking Plaguebearers are known amongst the legions of the Ruinous Powers as Plague Drones. As Nurgle's favourites, these warriors have the privilege of riding into battle mounted upon Rot Flies – colossal daemonic insects whose foetid appearance is so repugnant it leaves festering scars upon the minds of any mortals who gaze upon them.

Keeper Of Secrets – Greater Daemon Of Slaanesh

	M	WS	BS	S	T	W	I	A	Ld	Points
Keeper of Secrets	8	7	6	6	6	6	7	6	9	330

Troop Type: Behemoth (character)
Base Size: 50 x 50 mm (min), 100 x 150 mm (max)
Unit Size: 1
Equipment: Impaling claws (see below)

Magic: A Keeper of Secrets is a Level 1 Wizard. Every Keeper of Secrets knows spells from one of the following Lore of Magic:

- Daemonology
- Dark Magic
- Illusion

Options:

- May be a:
 - Level 2 Wizard.....+30 points
 - Level 3 Wizard.....+60 points
 - Level 4 Wizard.....+90 points
- May purchase Daemonic Gifts up to a total of..... 100 points

Special Rules: Daemonic, Daemon of Slaanesh, Infernal Favour (2), Large Target, Lore of Daemons, Stomp Attacks (D3), Swiftstride, Terror

	R	S	AP	Special Rules
Impaling claws	Combat	S	-2	Killing Blow, Strike First

Slaanesh

Keeper of Secrets

A Keeper of Secrets is a despoiler of purity, a corrupter of the faithful and a harbinger of damnation and sin. It draws its power from the corruption of others, feasting upon excess as mortals might sup on fine wines and feast upon exquisite foods. In combat, a Keeper of Secrets is a terrifying foe, for it delights in inflicting as much pain as possible upon its victims. With a graceful caress of its razor-edged claws, it can slash through armour and bone as easily as it parts flesh and muscle. No other Daemon, and few mortals, can hope to match the fluid grace of a Keeper of Secrets, its clawed-limbs and deadly weapons moving like a blur as it dances across the battlefield.

Daemonic Herald Of Slaanesh

	M	WS	BS	S	T	W	I	A	Ld	Points
Herald of Slaanesh	6	6	4	4	3	2	6	3	8	85

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Piercing claws (see page 35)

Magic: A Herald of Slaanesh may be a Wizard (see below). A Herald of Slaanesh that is a Wizard knows spells from one of the following Lore of Magic:

- Daemonology
- Dark Magic
- Illusion

Options:

- May be a:
 - Level 1 Wizard.....+30 points
 - Level 2 Wizard.....+60 points
- May be mounted on a:
 - Steed of Slaanesh+16 points
 - Seeker Chariot..... See page 17
 - Exalted Seeker Chariot..... See page 17
- May purchase Daemonic Gifts up to a total of50 points

Special Rules: Daemonic, Daemon of Slaanesh, Infernal Favour (1), Lore of Daemons

Steed Of Slaanesh

	M	WS	BS	S	T	W	I	A	Ld	Points
Steed of Slaanesh	9	3	-	3	-	-	5	1	-	+16

Troop Type: Light cavalry

Base Size: 30 x 60 mm

Unit Size: 1

Equipment: Claws and fangs (counts as a hand weapon)

Special Rules: Armour Bane (1, Steed of Slaanesh only), Counter Charge, Daemonic, Daemon of Slaanesh, Fast Cavalry, Poisoned Attacks (Steed of Slaanesh only), Swiftstride

Slaanesh

Heralds of Slaanesh

When not attending to Slaanesh's whimsical desires or plotting campaigns in their name, the chosen favourites of the Dark Prince are responsible for bringing news of courtly intrigue and political strife to their perverse god. Furnished with such knowledge, Slaanesh whispers into the easily corruptible minds of suspicious monarchs and jealous warlords.

Steed of Slaanesh

These daemonic mounts are strange to behold, with long, sinuous bodies and skin tones that range from pastel yellows to pale blues and soft pinks. Stranger still is the long, whip-like tongue constantly flicking from the beast's maw, ensnaring its rider's opponents and lacing them with a hallucinogenic toxin.

Daemonettes Of Slaanesh

	M	WS	BS	S	T	W	I	A	Ld	Points
Daemonette	5	4	3	3	3	1	5	1	7	11
Alluress	5	4	3	3	3	1	5	2	7	+6

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 6+
Equipment: Piercing claws (see page 35)

Options:

- Any unit may:
 - Upgrade one model to an Alluress (champion) +6 points per unit
 - Upgrade one model to a standard bearer +6 points per unit
 - Upgrade one model to a musician +6 points per unit
 - May purchase a Daemonic Icon worth up to50 points

Special Rules: Close Order, Daemonic, Daemons of Slaanesh

Seekers Of Slaanesh

	M	WS	BS	S	T	W	I	A	Ld	Points
Seeker	-	4	3	3	3	1	5	1	7	21
Heartseeker	-	4	3	3	3	1	5	2	7	+6
Steed of Slaanesh	9	3	-	3	-	-	5	1	-	-

Troop Type: Light cavalry
Base Size: 30 x 60 mm
Unit Size: 5+
Equipment:

- Seekers:** Piercing claws (see page 35)
- Steads of Slaanesh:** Claws and fangs (counts as hand weapons)

Options:

- Any unit may:
 - Upgrade one model to a Heartseeker (champion) +6 points per unit
 - Upgrade one model to a standard bearer +6 points per unit
 - Upgrade one model to a musician +6 points per unit
 - May purchase a Daemonic Icon worth up to50 points

Special Rules: Armour Bane (1, Steed of Slaanesh only), Counter Charge, Daemonic, Daemon of Slaanesh, Fast Cavalry, Open Order, Poisoned Attacks (Steed of Slaanesh only), Skirmishers, Swiftstride

Slaanesh

Daemonettes

Shrouded in a hypnotic glamour that conceals the truth of their repulsive features behind a veil of beguiling beauty, the Daemonettes are the most numerous of Slaanesh's servants. Dancing across the battlefield with otherworldly speed, Daemonettes carve through their foes with claw-like hands, slicing through both flesh and armour with ease.

Seekers of Slaanesh

Mounted atop swift-moving steeds, these Daemonettes dart across the battlefield to launch sudden ambushes against unsuspecting prey. How the Seekers choose their targets is debated greatly amongst mortal daemonologists, but however they do so, their quarry is doomed to face a painful death at the hands of Slaanesh's hunters.

Fiends Of Slaanesh

	M	WS	BS	S	T	W	I	A	Ld	Points
Fiend of Slaanesh	8	4	0	4	4	3	6	3	7	66

Troop Type: Monstrous cavalry

Base Size: 50 x 75 mm

Unit Size: 3+

Equipment: Piercing claws (see page 35) and venomous tail (see below)

Special Rules: Close Order, Daemonic, Daemons of Slaanesh, Soporific Musk, Swiftstride

Soporific Musk

Fiends of Slaanesh exude a pervasive and oily musk that, when inhaled, numbs the mind and slows the limbs of all who venture too close.

Enemy models engaged in combat with a model with this special rule cannot use the Strike First special rule. Enemy models that do not have the Strike First special rule become subject to the Strike Last special rule instead.

	R	S	AP	Special Rules
Venomous tail	Combat	S	-	Poisoned Attacks, Strike First

Note: *In combat, this model must make one of its attacks each turn with this weapon.*

Hellflayer Of Slaanesh

	M	WS	BS	S	T	W	I	A	Ld	Points
Hellflayer	-	-	-	4	4	4	-	-	-	145
Exalted Alluress	-	5	3	3	-	-	5	2	7	-
Daemonette Crew (x2)	-	4	3	3	-	-	5	1	7	-
Steed of Slaanesh (x2)	9	3	-	3	-	-	5	1	-	-

Troop Type: Light Chariot

Base Size: 100 x 60 mm

Unit Size: 1

Armour Value: 5+

Equipment:

- **Exalted Alluress:** Piercing claws (see page 35)
- **Daemonette Crew:** Piercing claws
- **Steads of Slaanesh:** Claws and fangs (counts as hand weapons)

Special Rules: Armour Bane (1, Steed of Slaanesh only), Close Order, Counter Charge, Daemonic, Daemon of Slaanesh, First Charge, Impact Hits (2D6+1), Poisoned Attacks (Steed of Slaanesh only), Swiftstride

Slaanesh

Fiends of Slaanesh

There is something deeply disturbing about how the Fiends of Slaanesh move, twitching side to side in an erratic dance yet still covering ground as swiftly as any warhorse. Those who stand close to the Fiends find themselves falling under the beguiling influence of the heady musk that they exude, quickly losing the sensation in their muscles and finding their senses dulled to all but the most intense stimulants. Only then will the Fiends set about their prey with their massive claws and envenomed tails.

Hellflayers

These nightmarish chariots are used in battle to carve bloody swathes through the enemy. Such is the devastation wrought by a Hellflayer, those in command of it swiftly descend into an impassioned frenzy of slaughter and bloodshed, overcome by the intoxicating feeling of sowing sheer terror and panic in their foe.

Seeker Chariot Of Slaanesh

	M	WS	BS	S	T	W	I	A	Ld	Points
Seeker Chariot	-	-	-	4	4	4	-	-	-	100
Daemonette Crew (x2)	-	4	3	3	-	-	5	1	7	-
Steed of Slaanesh (x2)	9	3	-	3	-	-	5	1	-	-

Troop Type: Light Chariot

Base Size: 50 x 100 mm

Unit Size: 1-3

Armour Value: 5+

Equipment:

- **Daemonette Crew:** Piercing claws (see page 35)
- **Steeds of Slaanesh:** Claws and fangs (counts as hand weapons)

Special Rules: Armour Bane (1, Steed of Slaanesh only), Counter Charge, Daemonic, Daemon of Slaanesh, First Charge, Impact Hits (D3+1), Open Order, Poisoned Attacks (Steed of Slaanesh only), Swiftstride

Character Mount: A Seeker Chariot of Slaanesh may be included in your army as a character's mount. If so, its points are added to that of its rider.

Exalted Seeker Chariot Of Slaanesh

	M	WS	BS	S	T	W	I	A	Ld	Points
Exalted Seeker Chariot	-	-	-	4	4	6	-	-	-	+185
Daemonette Crew (x3)	-	4	3	3	-	-	5	1	7	-
Steed of Slaanesh (x4)	9	3	-	3	-	-	5	1	-	-

Troop Type: Heavy Chariot

Base Size: 100 x 150 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Daemonette Crew:** Piercing claws (see page 35)
- **Steeds of Slaanesh:** Claws and fangs (counts as hand weapons)

Special Rules: Armour Bane (1, Steed of Slaanesh only), Close Order, Daemonic, Daemon of Slaanesh, First Charge, Impact Hits (D6+1), Poisoned Attacks (Steed of Slaanesh only)

Character Mount: An Exalted Seeker Chariot of Slaanesh may only be included in your army as a character's mount. Its points are added to that of its rider.

Slaanesh

Seeker Chariots

As the straining steeds haul a Seeker Chariot towards the enemy at full speed, the bladed-wheels let off a metallic clatter and the axles screech in a disharmony akin to the wailing of tormented souls. When the chariot finally makes contact with the foe, the sound of blades carving through flesh is matched only by the excited shrieks and laughter of the Daemonettes atop it.

Exalted Seeker Chariots

Some Heralds of Slaanesh are permitted by their perverse master to ride into battle atop an Exalted Seeker Chariot, a freakish combination of both a Seeker Chariot and a Hellflayer. From here, the Herald can reach down and pluck victims from the chariot's razored maw. This is no act of kindness, however, for those chosen will soon beg and plead to be cast into the whirling blades below, preferring a sudden and swift death in the chariot's scything wheels if it would set them free of the Herald's cruel affections.

Lord Of Change – Greater Daemon Of Tzeentch

	M	WS	BS	S	T	W	I	A	Ld	Points
Lord of Change	6	6	6	6	6	6	6	4	9	310

- Troop Type:** Behemoth (character)
Base Size: 50 x 50 mm (min), 100 x 150 mm (max)
Unit Size: 1
Equipment: Hand weapon and staff of Tzeentch (counts as great weapon)

Magic: A Lord of Change is a Level 2 Wizard. Every Lord of Change knows spells from one of the following Lore of Magic:

- Battle Magic
- Daemonology
- Dark Magic
- Elementalism
- Illusion

Options:

- May take a Tzeentchian Wand (see below).....+20 points
- May be a:
 - Level 3 Wizard.....+30 points
 - Level 4 Wizard.....+60 points
- May purchase Daemonic Gifts up to a total of 100 points

Special Rules: Daemonic, Daemon of Tzeentch, Flaming Attacks, Fly (9), Infernal Favour (2), Large Target, Lore of Daemons, Stomp Attacks (D3), Swiftstride, Terror

	R	S	AP	Special Rules
Tzeentchian Wand	18"	4	-1	Flaming Attacks, Multiple Shots (D3+1), Quick Shot

Tzeentch

Lords of Change

As might be expected of a creature that is not only born of pure magic and chaos, but is also bound to the will of the Master of Sorcery, a Lord of Change is a potent spell caster. The very Winds of Magic seem bound to obey their every command, allowing them to summon swirling tempests of change and mutation, incinerate their foes with bolts of multicoloured fire, or unravel the minds of an enemy spellcaster with little more than a gesture. In addition to their prodigious sorcerous talents, Lords of Change are also shrewd tacticians, combining their ability to read the future with their profound knowledge of warfare, earned through the study of countless battles over their immortal lifespans.

Daemonic Herald Of Tzeentch

	M	WS	BS	S	T	W	I	A	Ld	Points
Herald of Tzeentch	4	3	4	3	3	2	3	2	8	90

Troop Type: Regular infantry (character)
Base Size: 30 x 30 mm
Unit Size: 1
Equipment: Hand weapon and flames of Tzeentch (see page 35)

Magic: A Herald of Tzeentch is a Level 1 Wizard. Every Herald of Tzeentch knows spells from one of the following Lores of Magic:

- Battle Magic
- Daemonology
- Dark Magic
- Elementalism
- Illusion

Options:

- May be a:
 - Level 2 Wizard.....+30 points
 - Level 3 Wizard.....+60 points
- May be mounted on a:
 - Disc of Tzeentch.....+20 points
 - Chariot of Tzeentch See page 22
 - Burning Chariot of Tzeentch..... See page 23
- May purchase Daemonic Gifts up to a total of50 points

Special Rules: Daemonic, Daemon of Tzeentch, Infernal Favour (1), Lore of Daemons

Disc Of Tzeentch

	M	WS	BS	S	T	W	I	A	Ld	Points
Disc of Tzeentch	1	3	-	4	-	-	4	3	-	+20

Troop Type: Light cavalry
Base Size: 50 x 50 mm
Unit Size: 1
Equipment: Tentacles (counts as a hand weapon)
Special Rules: Daemonic, Daemon of Tzeentch, Fly (10), Swiftstride

Tzeentch

Heralds of Tzeentch

When Tzeentch needs a servant of greater power, but does not wish to commit one of his Lords of Change, he will summon a Herald to ensure his will is done. Though similar in appearance to the Horrors that make up the bulk of the Great Deceiver's armies, Heralds are far more stable and have a far superior mastery of magic.

Discs of Tzeentch

Though Screamer are swift and agile, their predatory instincts and wilful nature make them dangerous mounts for a would-be rider. To combat this, Heralds will transmute a Screamer into a new form, a Disc, making it a far safer mount from which to bombard Tzeentch's foes with magic and warfire.

Pink Horrors Of Tzeentch

	M	WS	BS	S	T	W	I	A	Ld	Points
Pink Horror	4	3	3	3	3	1	3	1	7	12
Iridescent Horror	4	3	3	3	3	1	3	2	7	+6

Troop Type: Regular infantry
Base Size: 30 x 30 mm
Unit Size: 9+
Equipment: Hand weapons and flames of Tzeentch (see page 35)

Options:

- Any unit may:
 - Upgrade one model to an Iridescent Horror (champion)..... +6 points per unit
 - Upgrade one model to a standard bearer..... +6 points per unit
 - Upgrade one model to a musician +6 points per unit
 - May purchase a Daemonic Icon worth up to50 points

Special Rules: Close Order, Daemonic, Daemons of Tzeentch, Scintillating Sorcery

Scintillating Sorcery

Spellcasting fills Pink Horrors with joy, and they emit especial merriment as eldritch energy screeches from their upraised hands.

A unit of Pink Horrors knows one of the spells that corresponds to their Daemonic Alignment, as listed on page 34 (chosen by their controlling player before armies are deployed). The unit may cast this spell as a Bound spell, with a Power Level equal to the unit's current Rank Bonus.

Blue Horrors Of Tzeentch

	M	WS	BS	S	T	W	I	A	Ld	Points
Blue Horror	4	2	3	3	3	1	3	1	7	9
Ectoplasmic Horror	4	2	3	3	3	1	3	2	7	+6

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 9+
Equipment: Hand weapons and flames of Tzeentch (see page 35)

Options:

- Any unit may upgrade one model to an Ectoplasmic Horror (champion)..... +6 points per unit

Special Rules: Daemonic, Daemons of Tzeentch, Move through Cover, Open Order

Tzeentch

Pink Horrors

Pink Horrors are easily identified by their luminescent pink skin and their high-pitched squeals of joy and laughter. There is nothing that makes a Pink Horror happier than casting spells, hurling bolts of eldritch flame towards the enemy and howling with delight at the destruction they bring. Those who are able to slay a Pink Horror find that the Daemons have one last trick to play before they depart to the Realm of Chaos.

Blue Horrors

When slain, a Pink Horror exhales a final lunatic cackle before rapidly decomposing into an ectoplasmic blob of gyrating magic, which swiftly alters colour and divides into two Blue Horrors – diminutive replicas of their parent Daemon. Blue Horrors are sullen and malicious, like evil tempered children, and sneer and grumble their way through a battle.

Flamers Of Tzeentch

	M	WS	BS	S	T	W	I	A	Ld	Points
Flamer	6	2	4	4	4	2	4	2	7	40
Pyroclaster	6	2	5	4	4	2	4	2	7	+7
Exalted Flamer	6	2	5	4	4	3	4	2	7	+40

Troop Type: Regular infantry
Base Size: 30 x 30 mm
Unit Size: 3-6
Equipment: Hand weapons and warpflame (see below)

Magic: An Exalted Flamer is a Level 1 Wizard. Every Exalted Flamer knows spells from one of the following Lore of Magic:

- Daemonology
- Dark Magic
- Elementalism
- Illusion

Options:

- Any unit may upgrade one model to a Pyroclaster (champion)..... +7 points per unit
- A Pyroclaster may be upgraded to an Exalted Flamer (champion) +40 points
- An Exalted Flamer may be a:
 - Level 2 Wizard..... +30 points
 - Level 3 Wizard..... +60 points
- An Exalted Flamer may purchase Daemonic Gifts up to a total of50 points

Special Rules: Daemonic, Daemons of Tzeentch, Flaming Attacks, Infernal Favour (1, Exalted Flamer only), Lore of Daemons (Exalted Flamer only), Move through Cover, Skirmishers

	R	S	AP	Special Rules
Warpflame	18"	4	-1	Flaming Attacks, Move & Shoot, Multiple Shots (D3), Quick Shot

Brimstone Horrors Of Tzeentch

	M	WS	BS	S	T	W	I	A	Ld	Points
Brimstone Horrors	5	2	2	2	3	6	2	4	5	38

Troop Type: Swarms
Base Size: 40 x 40 mm
Unit Size: 2+
Equipment: Hand weapons
Special Rules: Daemonic, Daemons of Tzeentch, Flaming Attacks, Loner, Skirmishers

Tzeentch

Flamers Of Tzeentch

Flamers are capable of a fair turn of speed, expelling gaseous ichor through the fungoid 'skirt' at their base to bound and leap across the ground with considerable mischievous gusto. A Flamer uses its blazing limbs to hurl bolts of magical flame at the foe. This is not fire in its truest sense, but a roiling cloud of chaos energy. It does not burn, but warps reality. A Flamer's victim might briefly feel invigorated, before collapsing into a writhing puddle of flesh.

Brimstone Horrors

Upon the death of a Blue Horror, flames erupt from the daemonic ichor left in its wake – flames that burn with the foul stench of brimstone and dance with an unnatural vitality. When the Winds of Magic blow strong across a battlefield, these flames coalesce into swarming and malevolent Brimstone Horrors.

Screamers Of Tzeentch

	M	WS	BS	S	T	W	I	A	Ld	Points
Screamer	1	3	0	4	4	2	4	2	7	44

Troop Type: War beasts
Base Size: 40 x 60 mm
Unit Size: 3+
Equipment: Lamprey's bite (see page 35)
Special Rules: Daemonic, Daemons of Tzeentch, Fly (9), Loner, Skirmishers, Slashing Attack

Slashing Attack

Screamers' slashing blades tear through the foe as they dive close and pass quickly by.

A unit with this special rule may perform a 'Slashing Attack' against a single enemy unit that is not engaged in combat. To do so, this unit must move (by flying) over the unit it wishes to attack during the Remaining Moves sub-phase. Once this unit's movement is complete, the enemy unit suffers D3 Strength 4 hits, each with an AP of -, for each model in this unit that moved over it.

Chariot Of Tzeentch

	M	WS	BS	S	T	W	I	A	Ld	Points
Chariot of Tzeentch	-	-	-	4	4	4	-	-	-	+90
Screamer (x2)	1	3	-	4	-	-	4	2	-	-

Troop Type: Heavy Chariot
Base Size: 50 x 100 mm
Unit Size: 1
Armour Value: 4+
Equipment:
 • **Screamer:** Lamprey's bite (see page 35)
Special Rules: Close Order, Daemonic, Daemon of Tzeentch, Fly (9), Impact Hits (D6+1), Slashing Attack (Screamers only, see above)

Character Mount: A Chariot of Tzeentch may only be included in your army as a character's mount. Its points are added to that of its rider.

Tzeentch

Screamers

Screamers are glimmering sky-sharks that ride upon the Winds of Magic as a bird glides upon the breeze. They roam the skies, preying upon weaker creatures. Once the Screamers catch their doomed prey, it is torn to pieces in an eye-blink, the gossamer shreds of its soulstuff offered up as a gift to Tzeentch.

Chariots of Tzeentch

The Chariots of Tzeentch hurtle across the Realm of Chaos like incandescent meteors, bringing the Great Sorcerer's chosen emissaries to every corner of existence. It is not uncommon for a mischievous Herald of Tzeentch to dream of purloining such a chariot from its true owner – one of Tzeentch's Exalted Flamers. With their prize secured, the Herald is free to swoop and dive across the battlefield, cackling madly as they unleash their most fearsome sorceries.

Burning Chariot Of Tzeentch

	M	WS	BS	S	T	W	I	A	Ld	Points
Burning Chariot of Tzeentch	-	-	-	4	4	4	-	-	-	190
Exalted Flamer	-	2	5	4	-	-	4	2	7	-
Blue Horror Crew (x3)	-	2	3	3	-	-	3	1	7	-
Screamer (x2)	1	3	-	4	-	-	4	2	-	-

Troop Type: Heavy Chariot

Base Size: 50 x 100 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Exalted Flamer:** Hand weapon and warpflame (see below)
- **Blue Horror Crew:** Hand weapons and flames of Tzeentch (see page 35)
- **Screamer:** Lamprey's bite (see page 35)

Magic: An Exalted Flamer is a Level 1 Wizard. Every Exalted Flamer knows spells from one of the following Lores of Magic:

- Daemonology
- Dark Magic
- Elementalism
- Illusion

Options:

- An Exalted Flamer may be a:
 - Level 2 Wizard.....+30 points
 - Level 3 Wizard.....+60 points
- An Exalted Flamer may purchase Daemonic Gifts up to a total of50 points

Special Rules: Close Order, Daemonic, Daemon of Tzeentch, Fly (9), Impact Hits (D6+1), Lore of Daemons, Slashing Attack (Screamers only, as described on page 22)

	R	S	AP	Special Rules
Warpflame	18"	4	-1	Flaming Attacks, Move & Shoot, Multiple Shots (D3), Quick Shot

Tzeentch

Burning Chariots of Tzeentch

As they blaze through the heavens of the mortal world, the Burning Chariots of Tzeentch are commonly mistaken for comets, which are in turn interpreted as omens of great events and terrible wars. The Exalted Flamers who ride atop the Burning Chariots are able to channel magical flame to a far greater extent than their lesser brethren, and can conjure up great billowing sheets of warp magic, or hurl bolts of sorcerous change that make the very air sizzle with their passing. For their part, the Discs and Screamers that make up the bizarre chariot and the Blue Horrors that crew them are drawn to the Exalted Flamers, who exude tasty sorcery from every pore and wrinkle of their fungoid flesh.

Daemon Princes

	M	WS	BS	S	T	W	I	A	Ld	Points
Daemon Prince	6	7	5	6	5	4	7	5	9	210

Troop Type: Monstrous infantry (character)
Base Size: 50 x 50 mm
Unit Size: 1
Equipment: Hand weapon, ensorcelled weapon (see below) and light armour

Magic: A Daemon Prince that is a Wizard (see below) knows spells from one of the following Lore of Magic:

- Battle Magic
- Daemonology
- Dark Magic

Options:

- May replace light armour with heavy armour +6 points
- May have the Fly (9) special rule..... +30 points
- May be one of the following
 - Daemon of Khorne..... +10 points
 - Daemon of Nurgle..... +10 points
 - Daemon of Slaanesh..... +10 points
 - Daemon of Tzeentch..... +10 points
- Unless it is a Daemon of Khorne, a Daemon Prince may be a Wizard:
 - Level 1..... +25 points
 - Level 2..... +50 points
 - Level 3..... +75 points
 - Level 4..... +100 points
- May purchase Daemonic Gifts up to a total of 100 points

Special Rules: Chaos Armour, Daemonic, Infernal Favour (2), Lore of Daemons

Chaos Armour

Chaos armour is the living gift of the gods. As mortal champions progress towards glory, their armour becomes ever more heavy and baroque as new plates are added, each new piece obscuring more of their humanity.

This model has a 4+ Ward save against any wounds suffered. In addition, a Wizard with this special rule may wear armour without penalty.

	R	S	AP	Special Rules
Ensorcelled weapon	Combat	S	-1	-

Chaos

Daemon Princes

Daemonhood is the ultimate goal for mortals who tread the path of Chaos. It is the reward for dedication to the Chaos gods, bestowing immortality, unimaginable strength and forbidden power. Many Daemon Princes care little that the battlefield has changed – they continue to rampage and slaughter in their god's name just as they did in their previous lives. Others believe themselves to have escaped the role of pawn, and have their eyes set upon becoming master of the Realm of Chaos. They do not realise that to transcend a level of the Great Game merely binds them ever more tightly into their eternal damnation. The crowns of the gods are not for mortals to steal.

Chaos Furies

	M	WS	BS	S	T	W	I	A	Ld	Points
Chaos Fury	4	3	0	4	3	1	4	1	5	12

Troop Type: Regular infantry
Base Size: 30 x 30 mm
Unit Size: 5+
Equipment: Daemonic talons (see below)

Options:

- Any unit may be:
 - Daemons of Khorne +2 points per model
 - Daemons of Nurgle..... +2 points per model
 - Daemons of Slaanesh +2 points per model
 - Daemons of Tzeentch +2 points per model

Special Rules: Daemonic, Fly (8), Furious Charge, Skirmishers, Swiftstride, Vanguard

	R	S	AP	Special Rules
Daemonic talons	Combat	S	-1	-

Chaos

Furies

Furies are yowling shards of malevolent energy – Chaos in its purest form. With little in the way of intelligence, Furies are utterly subservient to the whims of the Dark Gods and shift in aspect and power as the balance of the pantheon alters. They are easily subjugated by other Daemons, whom they regard with a mix of dread and awe. Furies swarm at the edges of the battle, avoiding the thickest fighting if they can. Only when they sight a vulnerable victim do the Furies descend, a wailing mass from which there can be no escape. The only true defence against such an attack is to stand your ground, fending the Daemons off until the magic that binds them to the mortal plane fades away.

Soul Grinder

	M	WS	BS	S	T	W	I	A	Ld	Points
Soul Grinder	8	3	3	6	6	6	3	4	7	255

Troop Type: Behemoth
Base Size: 150 x 100 mm
Unit Size: 1
Equipment: Hand weapon, iron claw (see below), harvester cannon (see below) and daemonic flesh (counts as heavy armour)

Options:

- May be a:
 - Daemon of Khorne.....+10 points
 - Daemon of Nurgle.....+10 points
 - Daemon of Slaanesh.....+10 points
 - Daemon of Tzeentch.....+10 points
- May take one of the following:
 - Baleful torrent (see below).....+25 points
 - Warp gaze (see below).....+30 points

Special Rules: Close Order, Daemonic, Furious Charge, Large Target, Reserve Move, Stomp Attacks (D6+1), Terror

	R	S	AP	Special Rules
Iron claw	Combat	S	-3	Killing Blow

	R	S	AP	Special Rules
Harvester cannon	12"	4	-1	Cumbersome, Needs More Nails

Notes: This weapon shoots like a cannon firing grape shot, using the 'Needs More Nails' special rule. If a 'Misfire' is rolled on the Artillery dice, this model loses a single Wound (instead of rolling on a Misfire table).

	R	S	AP	Special Rules
Baleful torrent	12"	5	-1	Column of Fire, Cumbersome

Notes: This weapon shoots like a fire thrower, using the 'Column of Fire' special rule. If a 'Misfire' is rolled on the Artillery dice, this model loses a single Wound (instead of rolling on a Misfire table).

	R	S	AP	Special Rules
Warp gaze	48"	6	-3	Cumbersome, Multiple Wounds (2), Through & Through

Chaos

Soul Grinders

When a Daemon's physical body is slain, it can surrender its true name to the Forge of Souls. The dark bargain thus sealed, the Daemon's crippled essence is bound to a mighty warpmetal hulk. Thus is the Daemon reborn as a Soul Grinder. No two Soul Grinders are exactly the same, but all are bizarre to look upon. The transformation has a tendency to mimic the Daemon's inner desires and then distort them just enough so that even it finds the results loathsome. Yet, the change also grants might far beyond that which a Daemon normally enjoys. In exchange for such might, a mortal might easily understand why a fatally wounded Daemon would be willing to surrender its very essence.

DAEMONIC GIFTS & ICONS

The pages that follow detail Daemonic Gifts and Icons – unique magic items which can be purchased only by models within a Daemons of Chaos army. These work like Common magic items, as described in the *Warhammer: the Old World* rulebook, however, models within a Daemons of Chaos army cannot purchase Common magic items. Daemonic Gifts do not affect a model's mount (should it have one).

Some units have the option to carry Daemonic Icons. To do so, the unit must include a standard bearer. The only character that can carry a Daemonic Icon is your army's Daemonic Locus who, in addition to their usual allowance of points to spend on Daemonic Gifts, can purchase a single Daemonic Icon with no points limit.

Extremely Common Gifts & Icons: With the exception of items marked with an asterisk (*), each Daemonic Gift or Icon may only be chosen once per army. Items marked with an asterisk are extremely common, as described in the *Warhammer: the Old World* rulebook.

Chaotic Gifts

The following Daemonic Gifts can be purchased by any Daemon, regardless of their Daemonic Alignment:

Æther Blade..... 55 points

The Daemon's weapon flickers in and out of reality, slipping through armour and into the soft flesh beneath.

No armour saves are permitted against wounds caused by this Daemon's hand weapon (Ward and Regeneration saves can be attempted as normal).

Many Arms*..... 55 points

The Daemon has been blessed with a surfeit of grasping and clawing appendages.

This model has a +1 modifier to its Attacks characteristic.

Winged Horror45 points

Gigantic wings sprout from the Daemon's back, allowing it to dive upon the unprepared foe.

Daemonic Heralds whose troop type is 'regular infantry' only. This model gains the Fly (8) and Swiftstride special rules.

Daemonic Robes.....35 points

The Daemon is clad in shimmering robes that deflect the fury of incoming blows.

This model cannot be wounded by a roll To Wound of 2, regardless of the Strength of the attack.

Chaotic Icons

The following Daemonic Icons can be purchased by any Daemon, regardless of their Daemonic Alignment:

Banner Of Unholy Victory..... 60 points

Scenes from a million battles fill the minds of those that gaze upon this banner.

When calculating its combat result, a unit carrying the Banner of Unholy Victory may claim an additional bonus of +D3 combat result points.

Totem Of Eternal War..... 45 points

The power of the æther flows from this accursed icon and into the Daemons that march beneath it.

Daemonic Locus only. Friendly Daemonic units reduce the number of wounds suffered due to the Daemonic Instability special rule by an additional D3 whilst within the command range of this model.

Standard Of Chaotic Glory.....30 points

This banner flickers in and out of existence, creating a tear in reality through which the power of Chaos flows.

Daemonic Locus only. Friendly Daemonic units gain a +1 modifier to their Leadership characteristic whilst within this character's command range (to a maximum of 10).

Magic Items

Gifts of Chaos

Many are the gifts bestowed upon them in their Daemonhood, and many are the weapons and magics at their disposal to slay the enemies of Chaos, to befuddle their minds and terrify their souls. But strange are the gifts of their dark masters, and perverse they may appear in the eyes of a mere mortal.

It is by these gifts that the Heralds of Chaos and the Daemon Princes are known. By their unique blessings does each stand as an individual from the next, a mighty warrior, a potent spellcaster, a lord of the daemonic armies of the Realm of Chaos, a god amongst the tribes of the Chaos Wastes and a herald of the world's coming destruction.

Gifts Of Khorne

The following Daemonic Gifts can only be purchased by Daemons of Khorne:

Spell Eater 50 points

Like a predator feasting upon the flesh of its prey, the Daemon hungrily consumes the magic of its enemies.

This model may be nominated to attempt a Wizardly Dispel, as if it were a Wizard. For the purposes of Wizardly Dispel attempts, this model counts as a Level 2 Wizard.

Armour Of Khorne 40 points

Clad in rune-laden armour, the Daemon's hide is all but immune to the blows of mere mortals.

The Armour of Khorne is a suit of heavy armour. In addition, its wearer has a 5+ Ward save against any wounds suffered.

Axe Of Khorne* 35 points

Screaming with the power of a bound Daemon, this unholy blade thirsts for the blood of mortals.

R	S	AP	Special Rules
Combat	S+1	-1	Killing Blow, Magical Attacks, Requires Two Hands

Might Of Khorne..... 25 points

Blessed by its patron, the Daemon's massive limbs bulge with strength and power.

This model has a +1 modifier to its Strength characteristic.

Collar Of Khorne* 25 points

The dread sigils inscribed upon this brass necklace provide protection against the most powerful of magics.

The wearer of a Collar of Khorne improves its Magic Resistance by 1. For example, a model with Magic Resistance (-2) wearing a Collar of Khorne would have Magic Resistance (-3).

Icons Of Khorne

The following Daemonic Icons can only be purchased by Daemons of Khorne:

Skull Totem..... 50 points

The pole of this banner is thick-set with the captured skulls of Khorne's victims, each marked with a brass-etched rune of slaughter.

A unit carrying the Skull Totem (but not its mounts) gains the Furious Charge special rule.

Great Standard Of Sundering..... 45 points

Runes of warding crowd close about this banner, their power focussed to deny enemy Wizards access to the Winds of Magic.

Any enemy Wizard that can draw a line of sight to the model carrying the Great Standard of Sundering suffers a -1 modifier to any Casting roll it makes.

Icon Of Endless War..... 30 points

This brass standard constantly drips blood, the smell of which drives all of Khorne's followers mad with battle-lust.

When a unit carrying the Banner of Rage declares a charge, it may re-roll its Charge roll.

Gifts Of Nurgle

The following Daemonic Gifts can only be purchased by Daemons of Nurgle:

Nurgling Infestation 45 points
Multitudinous Nurglings swarm about the Great Unclean One and nestle within the folds of its skin.

Great Unclean One only. Whilst engaged in combat, this model may make an additional D6 attacks. These attacks are resolved at Initiative 2, with a Weapon Skill and Strength of 2, and with an AP of -. Additionally, when this model loses its last Wound, place a Nurgling Swarm of D3 models so that each model is within 3" of this model before removing this model from play.

Note that these Nurgling Swarms are not worth any Victory Points.

Sloppity Bilepiper 35 points
The infectious tunes of a Bilepiper fill their companions with joyous murrain.

Daemonic Heralds whose troop type is 'infantry' only. Friendly units with the Daemons of Nurgle special rule that begin their movement within this model's Command range have a +1 modifier to their Movement characteristic.

Spoilpox Scrivener 30 points
A Spoilpox Scrivener scrutinises the work of Nurgle's Daemons as they spread and record their master's blessings.

Daemonic Heralds whose troop type is 'infantry' only. Whilst within this model's Command range, friendly units with the Daemons of Nurgle special rule may re-roll any rolls To Hit of a natural 1.

Stream Of Contagion* 25 points
Opening its gullet wide, the Daemon unleashes a stream of noxious bile upon its foes.

R	S	AP	Special Rules
N/A	3	-2	Breath Weapon, Magical Attacks

Trappings Of Nurgle 30 points
The Daemon is bedecked in rusted armour and rotted robes.

The Trappings of Nurgle is a suit of armour that gives its wearer an armour value of 4+ which cannot be improved in any way.

Icons Of Nurgle

The following Daemonic Icons can only be purchased by Daemons of Nurgle:

Icon Of Eternal Virulence 50 points
Each drop of blood spilt beneath this dank shroud becomes infected with every affliction known to Nurgle.

When calculating its combat result, a unit carrying the Icon of Eternal Virulence may claim an additional bonus of +1 combat result point (to a maximum of +3) for each unsaved wound caused by a Poisoned Attack.

Standard Of Seeping Decay 35 points
A pervasive aura of pestilence surrounds this moth-eaten banner, sapping the health of all around it.

During the Combat phase, a unit carrying the Standard of Seeping Decay may re-roll any rolls To Wound of a natural 1.

Rotten Icon 10 points
Pus and slime drip constantly from the Rotten Icon, turning the dry earth into noisome mud.

Enemy units cannot claim any bonus combat result points for being engaged with the rear arc of a unit carrying the Rotten Icon.

Gifts Of Slaanesh

The following Daemonic Gifts can only be purchased by Daemons of Slaanesh:

Infernal Enrapture..... 50 points

Weaving a discordant melody upon an accursed harp, the Daemon enraptures those with the mage-sight.

Daemonic Heralds whose troop type is 'infantry' only. Whilst within this character's Command range, friendly Daemons of Slaanesh that are also Wizards (not including this model) may apply a +1 modifier to any Casting roll they make. Whilst within this character's Command range, enemy Wizards suffer a -1 modifier to any Casting roll they make.

Allure Of Slaanesh 35 points

The Daemon is possessed of a peculiarly captivating and disarming visage.

Enemy units must make a Leadership test before making any rolls To Hit against this model during the Combat phase. If this test is failed, only rolls of a natural 6 will hit.

Siren Song..... 30 points

The Daemon sings an alluring song, drawing its enemies to their doom.

Single use. At the start of your opponent's Declare Charges & Charge Reactions sub-phase, nominate a single enemy unit that is able to declare a charge against this model (or its unit). That enemy unit must make a Leadership test. If this test is passed, the unit may act as normal. However, if this test is failed, it must declare a charge against this model (or its unit).

Soporific Musk* 30 points

The Daemon exudes a heady and cloying musk that dulls the wits of its enemies.

Enemy models engaged in combat with this model cannot use the Strike First special rule. Enemy models that do not have the Strike First special rule become subject to the Strike Last special rule instead.

Enrapturing Gaze* 20 points

The beguiling gaze of this Daemon holds the attention of all foolish enough to meet it.

Enemy models engaged in combat with this model cannot use the Inspiring Presence special rule of their General.

Icons Of Slaanesh

The following Daemonic Icons can only be purchased by Daemons of Slaanesh:

Banner Of Acquiescence 55 points

Beneath the shadow of this standard, enemies lower their weapons and bear their breasts to the blades of the foe.

A single enemy unit engaged in combat with the bearer of the Banner of Acquiescence suffers a -D3 modifier to its Weapon Skill and Initiative characteristics (to a minimum of 1).

Rapturous Standard..... 35 points

Gripped by a strange euphoria, enemy formations crumble into confusion in the presence of this standard.

Any enemy unit that charges the front arc of a unit carrying the Rapturous Standard makes a disordered charge.

Siren Standard..... 25 points

A Daemonic Siren is imprisoned in this banner, its seductive song lulling the senses of all who hear it.

If an enemy unit charged by a unit carrying the Siren Standard wishes to Flee (or Fire & Flee) as a charge reaction, it must first make a Leadership test. If this test is passed, the unit may Flee (or Fire & Flee). However, if this test is failed, the unit must Hold.

Gifts Of Tzeentch

The following Daemonic Gifts can only be purchased by Daemons of Tzeentch:

Staff Of Change 65 points

The mere presence of this staff causes all natural things to cry out in pain as it reshapes the world according to the Daemon's whim.

R	S	AP	Special Rules
Combat	S	-1	Flaming Attacks, Magical Attacks

Notes: Any enemy model that suffers one or more unsaved wounds from the Staff of Change must immediately make a Toughness test. If this test is failed, the wounded model loses all of its remaining Wounds.

Will Of Tzeentch 55 points

The Daemon perceives the intricate pathways of fate and can tug upon the strands of destiny should it so desire.

Once per round, this model may re-roll a single D6. This may be a D6 rolled on its own, as part of a batch of dice, or as part of a multiple dice roll.

Power Vortex 35 points

The Winds of Magic billow about the Daemon, but remain beyond the reach of its enemies.

Whilst within this Wizard's dispel range, enemy Wizards suffer a -1 modifier to their Casting rolls.

Iridescent Corona* 30 points

Glittering multi-coloured fire encases the Daemon's form, confounding the aim of the enemy.

Any enemy model that targets this model during the Shooting phase suffers an additional -1 To Hit modifier.

Twin Heads 20 points

Possessed of two personalities and two intellects, this two-headed Daemon is a master of the Winds of Magic.

This model knows one more spell (chosen in the usual way) than is normal for their Level of Wizardry.

Note that this does not increase the Wizard's Level.

Icons Of Tzeentch

The following Daemonic Icons can only be purchased by Daemons of Tzeentch:

Banner Of Discord 60 points

The air around this warped banner shimmers with the explosive unbinding of enemy spells.

A unit carrying the Banner of Discord gains the Magic Resistance (-3) special rule. In addition, friendly units within 6" of the model carrying this standard gain the Magic Resistance (-1) special rule.

Banner Of Change 45 points

So saturated is this banner with the power of change that it distorts and mutates everything around it.

At the start of the Combat phase, a single enemy unit engaged in combat with this model suffers 3D6 Strength 2 hits, each with an AP of -.

Icon Of Sorcery* 35 points

The runes upon this banner swirl and distort as they magnify the sorcerous might of the Horrors that caper beneath it.

Pink Horrors only. When a unit carrying the Icon of Sorcery casts a Bound spell, it does so with a power level equal to twice its Rank Bonus.

DAEMONS OF CHAOS SPECIAL RULES

A game of Warhammer: the Old World is packed with fantastic creatures and skilled warriors with abilities so incredible and varied that the basic rules cannot possibly cover them all. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances.

On the following pages you will find a full description for each of the Army special rules used by models drawn from the Daemons of Chaos army list:

Cleaving Blow

With a swift and deadly strike, a skilled warrior can cleave through armour.

If a model with this special rule rolls a natural 6 when making a roll To Wound for an attack made in combat, it has struck a 'Cleaving Blow'. Enemy models whose troop type is 'regular infantry', 'heavy infantry', 'light cavalry', 'heavy cavalry' or 'war beasts' are not permitted an armour or Regeneration save against a Cleaving Blow (Ward saves can be attempted as normal).

Note that if an attack wounds automatically, this special rule cannot be used.

Daemonic

Daemons are creatures of magic that advance inexorably into battle, yet fade quickly into nothingness when struck a banishing blow.

Models with this special rule are 'Daemonic'. All Daemonic models have a 5+ Ward save against any wounds suffered that were caused by a non-magical enemy attack. In addition, all Daemonic models have the following universal special rules:

- Daemonic Instability
- Fear
- Immune to Psychology
- Magical Attacks
- Unbreakable
- Warp-spawned

A character with this special rule cannot join a unit without this special rule, and vice versa.

Daemonic Instability

When the tide of battle turns, a Daemon's grasp upon its physical form becomes ever more tenuous.

If a unit with this special rule loses a round of combat, it must make a Leadership test (before it Gives Ground) with a +1 modifier to the result for every combat result point by which it lost:

- If this test is passed, all is well.
- If this test is failed, the unit loses a number of Wounds equal to the amount by which it failed the test. If the unit contains any characters, allocate wounds to the unit until each model has been allocated one wound. Any remaining wounds are divided as equally as possible between the character(s) and the unit.
- If this test is failed on a roll of a natural double 6, the unit is dragged back into the æther. The unit is immediately removed from play.

Daemonic Locus

Daemonic Heralds act as loci for the Winds of Magic, infusing others of their kind with power.

Friendly units with the same Daemonic Alignment as this model reduce the number of wounds suffered due to the Daemonic Instability special rule by 1 whilst within 12" of this model. In addition, friendly units with the same Daemonic Alignment as this model that roll a natural double 6 when making a Leadership test for Daemonic Instability whilst within 12" of this model are not immediately removed from play. Instead, they lose a number of Wounds equal to the amount by which they failed the test.

Infernal Favour (X)

Powerful Daemons can maintain their corporeal form long after lesser Daemons have been banished.

A unit with this special rule reduces the number of wounds suffered due to the Daemonic Instability special rule by the number shown in brackets (shown here as 'X').

Note that this special rule is not cumulative. If two or more models in a unit have this special rule, use the highest value for the entire unit.

Daemonic Alignment

Every Daemon is a splinter of its divine master, a distorted reflection of mortal yearning, a shard of emotion and dark desire given form and licence to destroy. Thus does every Daemon reflect something of its master's presence and personality.

Many models in this army list have the Daemons of Khorne, Daemons of Nurgle, Daemons of Slaanesh or Daemons of Tzeentch special rule listed among their special rules. These special rules represent the Daemonic Alignment of that model, indicating to which of the Ruinous Powers the Daemon is bound:

- A model cannot have more than one Daemonic Alignment.
- All models within a unit must have the same Daemonic Alignment.
- A character with a Daemonic Alignment can only join a unit with the same Daemonic Alignment, or with no Daemonic Alignment.
- A character with no Daemonic Alignment can join any unit as normal.

Daemon(s) Of Khorne

The ranks of Khorne's daemonic hosts are filled with ferocious and frenzied fiends, fuelled by a constant hunger to spill blood and claim skulls.

Daemons of Khorne have the Hatred (Daemons of Slaanesh) special rule. In addition, during a turn in which it made a charge move, a Daemon of Khorne (but not its mount) gains a +1 modifier to its Strength characteristic.

Daemon(s) Of Nurgle

Enshrouded in dense clouds of flies, the legions of Nurgle trudge across the battlefield, spreading his multitudinous gifts and cataloguing their effects upon mortals.

Daemons of Nurgle have the Hatred (Daemons of Tzeentch) special rule. In addition, any enemy model that directs its attacks against a Daemon of Nurgle during the Combat phase must re-roll any rolls To Hit of a natural 6.

Daemon(s) Of Slaanesh

Shrouded in hypnotic glamour, the Daemons of Slaanesh surge across the battlefield on lithe limbs, capering from foe to foe, claw-hands slicing through flesh and armour.

Daemons of Slaanesh have the Hatred (Daemons of Khorne) special rule. In addition, Daemons of Slaanesh increase their maximum possible charge range by 1" and have a +1 modifier to the result of any Charge or Pursuit roll they make.

Daemon(s) Of Tzeentch

Created from the raw stuff of magic by the Changer of Ways, the Daemons of Tzeentch blur with ever-changing colours and crawling warpflame.

Daemons of Tzeentch have the Hatred (Daemons of Nurgle) special rule. In addition, a Daemon of Tzeentch that is also a Wizard may apply a +1 modifier to any Casting roll they make.

Note that this is a modifier to the result of a roll – it does not negate a roll of a natural double 1.

LORE OF DAEMONS

A Daemon's sorcerous powers – indeed its entire being – are fixed at the moment of creation. Daemons cannot grow, develop or learn as mortals can. Those Daemons steeped in the mysteries of magic were created with that knowledge and, though it rarely grows or diminishes, such power is a primal expression of the Dark Gods' will.

A Wizard with 'Lore of Daemons' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, or one of the spells that corresponds to their Daemonic Alignment listed below.

Plague Wind (Daemons Of Nurgle)

A debilitating cloud of noxious air forms, swirling around the battlefield and infecting all it touches.

Type: Magical Vortex

Casting Value: 7+

Range: 12"

Effect: Remains in play. Place a small (3") blast template so that its central hole is within 12" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves D6" in a random direction during every Start of Turn sub-phase. Any unit (friend or foe, but not including Daemons of Nurgle) the moving template touches or moves over suffers a -1 modifier to its Toughness characteristic for the remainder of the turn.

Cacophonous Hymn (Daemons Of Slaanesh)

The Daemon's unnatural song peels away the enchantments that protect its enemies and its perverse melody boggles their wits.

Type: Hex

Casting Value: 10+

Range: 12"

Effect: Remains in play. If this spell is cast, the effects of any enchantment spell previously cast on the target unit immediately expire. In addition, whilst this spell is in play, the target unit becomes subject to the Stupidity special rule.

Pink Fire (Daemons Of Tzeentch)

As the cackling Daemon prances and gestures, pink flames rise from the earth to envelope its enemies.

Type: Magic Missile

Casting Value: 8+

Range: 18"

Effect: The target enemy unit suffers D3+3 Strength 3 hits, each with an AP of - and with the Flaming Attacks special rule.

Gift Of Mutation (Daemons Of Tzeentch)

The Daemon cackles maniacally as the warping magic of Tzeentch flows through its enemies, sending waves of mutation through their minds and bodies.

Type: Hex

Casting Value: 8+/12+

Range: 12"

Effect: If this spell is cast with a casting result of 8 or more, the target enemy unit suffers a -D3 modifier to one of the following characteristics (to a minimum of 1, chosen by the casting player). If this spell is cast with a casting result of 12 or more, the target enemy unit suffers a -D3 modifier to two of the following characteristics (to a minimum of 1, chosen by the casting player). This spell lasts until your next Start of Turn sub-phase:

- Weapon Skill
- Strength
- Toughness

THE DAEMONIC ARMOURY

The Daemons of Chaos wield many strange weapons of unnatural design and purpose. Forged in the hellish furnaces of the Realm of Chaos, these ætheric weapons are made not simply from iron and fire, but blood, souls and the raw stuff of chaos itself.

Hellblade

Each life taken by a Hellblade's wicked edge strengthens its bearer, filling the Daemon with an overwhelming need to take more skulls for the throne of Khorne.

	R	S	AP	Special Rules
Hellblade	Combat	S	-1	Cleaving Blow

Plaguesword

From the pitted edges of these ugly weapons loathsome toxins ooze, infecting the jagged wounds they inflict with innumerable maladies.

	R	S	AP	Special Rules
Plaguesword	Combat	S	-	Armour Bane (1)

Notes: Regeneration saves are not permitted against wounds caused by this weapon (armour and Ward saves can be attempted as normal).

Death's Heads

Their openings sealed with coarse thread and their insides filled with pus and viscera, these crude grenades wreak terrible damage upon the flesh of their victims.

	R	S	AP	Special Rules
Death's heads	12"	S+1	-1	Move & Shoot, Multiple Wounds (D3)

Piercing Claws

The Daemons of Slaanesh strike at their foes with wicked claws, slicing through the sturdiest armour with ease to sever limbs and claim souls for their thirsting master.

	R	S	AP	Special Rules
Piercing claws	Combat	S	-1	Armour Bane (2), Extra Attacks (1), Requires Two Hands

Flames Of Tzeentch

From the iridescent flesh of their blazing limbs, Horrors and Flamers alike hurl bolts of roiling magical flame and writhing chaos energy at the foe.

	R	S	AP	Special Rules
Flames of Tzeentch	18"	3	-	Flaming Attacks, Multiple Shots (2), Quick Shot

Lamprey's Bite

Screamers flock around creatures larger than them, latching on to their enemy's flanks with their hideous jaws and tearing chunks from their flesh.

	R	S	AP	Special Rules
Lamprey's bite	Combat	S	-1	Multiple Wounds (D3)

Notes: The Multiple Wounds (D3) special rule only applies against enemy models whose troop type is 'monster'.

"They are wickedness made flesh, cruel licentiousness given form. Truth will not save you, for truth has no hold over such aberrations. Courage cannot save you, for they sup your courage as readily as your fear. Faith is the only defence you can trust"

—Arch Lector Markad to the
Congregation of Ulric