CHAOS DAEMONS

FACTION PACK: VERSION 1.2

Legal for matched play from 30th September 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

WHAT'S NEW?

- **Cavalcade of Chaos Detachment, From Beyond the Veil Stratagem**
  Change CP cost to '2CP'.

- **Legion of Excess Detachment, Sensory Excruciation Stratagem, Designer's Note**
  Change 'Daemonic Terror army rule' to 'Daemonic Manifestation army rule'.

- **Legion of Excess Detachment, Thieves of Pain Stratagem**
  Replace with:
  '**Rapturous Agony**
  Those made from the essence of Slaanesh revel in every sensation, from blissful euphoria to agonising pain. Even a devastating wound is seen as a gift to be savoured by the daemons of the Dark Prince.

  'WHEN: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly **LEGIONES DAEMONICA SLAANESH** unit (excluding **MONSTER/VEHICLE** units).
  TARGET: That **LEGIONES DAEMONICA SLAANESH** unit.
  EFFECT: Attacks that target your unit with a **S** greater than your unit's **T** have -1 to **wound rolls**.'

CONTENTS

Index: Chaos Daemons **2**
Detachments **120**
Cavalcade of Chaos 120
Lords of the Warp 121
Warptide 122
Blood Legion 123
Scintillating Legion 125
Plague Legion 127
Legion of Excess 129
Rules Updates **131**
Legends Datasheets **132**

ARMY RULES

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

DAEMONIC TERROR

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

ARMY RULES

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 KNIGHTS** or **HERETIC ASTARTES** 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, for each of the following keywords, the number of non-**BATTLELINE** units with that keyword you include in this way cannot be greater than the number of **BATTLELINE** units with that keyword you include in this way:

- **KHORNE**
- **TZEENTCH**
- **NURGLE**
- **SLAANESH**

DETACHMENT 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, and/or if it is set up wholly within 6" of one or more friendly **Bloodthirster**, **Great Unclean One**, **Kairos Fateweaver**, **Keeper of Secrets**, **Lord of Change**, **Rotigus**, **Shalaxi Helbane** or **Skarbrand** units, with which it shares the **Khorne**, **Tzeentch**, **Nurgle** or **Slaanesh** keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

ENHANCEMENTS

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 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 Strength characteristic of the bearer's ranged weapons and increase the Range characteristic of such weapons by 3". While the bearer is within your army's Shadow of Chaos, add 2 to the Strength characteristic of the bearer's ranged weapons and increase the Range characteristic of such weapons by 6" instead.

THE ENDLESS GIFT

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.

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.

STRATAGEMS

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

CORRUPT REALSPACE

DAEMONIC INCURSION – STRATEGIC PLOY STRATAGEM

1CP

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.

WARP SURGE

DAEMONIC INCURSION – STRATEGIC PLOY STRATAGEM

1CP

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 in a turn in which it Advanced.

DRAUGHT OF TERROR

DAEMONIC INCURSION – BATTLE TACTIC STRATAGEM

1CP

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.

DENIZENS OF THE WARP

DAEMONIC INCURSION – STRATEGIC PLOY STRATAGEM

1CP

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 6" horizontally away from all enemy models.

STRATAGEMS

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

THE REALM OF CHAOS

1CP

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:

- Place your unit in **strategic reserves**
- Your unit must make an **ingress move** in your next Movement phase (including in your first turn).

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

DAEMONIC INVULNERABILITY

1CP

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.



CHAOS DAEMONS – SHADOW LEGION
DETACHMENT RULES

If your Army Faction is **Legiones Daemonica**, you can use this Shadow Legion Detachment rule.

FIRST PRINCE OF CHAOS

Elevated to the status of Daemon Prince by the combined might of the four Dark Gods of Chaos, Be'lakor exudes unimaginable power.

Units from your army have the relevant abilities presented below.

MURDERER'S COWL

The most murderous seek not to hide in the Dark Master's pall. The shadows extend before them, offering a rapid route to slaughter.

Shadow Legion Khorne units only. This unit is eligible to shoot and declare a charge in a turn in which it Advanced.

PENUMBRAL PUPPETRY

Mutative agents of change, touched by the Dark Master's umbral aura, summon illusory magicks to confound and confuse their desperate foes.

Shadow Legion Tzeentch units only. This unit has **Stealth**. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

GLOAM ROT

Borne upon the gloaming wisp of Be'lakor's shadow, this debilitating curse atrophies muscle and withers flesh, greatly weakening its victims.

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

SHADOW'S CARESS

The Dark Master's shadow falls across his thralls, masking their approach.

Shadow Legion Slaanesh units only. Enemy units cannot target this unit with **snap shooting** attacks.

DISCIPLES OF BE'LAKOR

Be'lakor's immortal ego draws into his orbit those as yet unclaimed by any one Chaos God. Their hate-filled pacts are made to the entire fell pantheon, and the dangerous boons they receive see them plunged along paths of perpetual night straight into the enemy's midst.

Shadow Legion Undivided units only.

- This unit has the Dark Pacts army rule, and can use it as described in *Codex: Chaos Space Marines*, even though your Army Faction is not **Heretic Astartes**. If this unit is **Be'lakor**, it automatically passes the Leadership test required for Dark Pacts.
- **Shadow Legion Heretic Astartes** models in this unit have the Deep Strike ability.

ENHANCEMENTS

If you are using the Shadow Legion Detachment rule, you can use these Shadow Legion Enhancements.

LEAPING SHADOWS

Seen only in flashes, this warrior traverses the darkness with supernatural speed and stealth, emerging where least expected.

Shadow Legion model only. Models in the bearer's unit have the Scouts 9" ability.

MANTLE OF GLOOM (AURA)

This warrior is mantled in the dread energies of the immaterium. With but a thought, they can extrude from their gloaming mantle coils of grasping darkness, the chill touch of which is enough to erode the confidence of even the mightiest champion.

Shadow Legion model only. While an enemy unit is within Engagement Range of the bearer's unit, subtract 1 from the Objective Control characteristic of models in that enemy unit.

FADE TO DARKNESS

Having slaughtered their prey, this thrall of the Dark Master opens a twilit gate, returning to the gloom and preparing for their next assault.

Shadow Legion model only. At the end of the Fight phase, if the bearer's unit destroyed one or more enemy units this phase and is not within Engagement Range of one or more enemy units, you can remove the bearer's unit from the battlefield and place it into Strategic Reserves.

MALICE MADE MANIFEST

This champion of Chaos weaponises their own twisted and blackened spirit, projecting talons wrought of concentrated madness and fury that rake through mind, body and soul.

Shadow Legion model only. At the start of the Fight phase, select one enemy unit within Engagement Range of the bearer's unit and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

DETACHMENT RULES

THRALLS OF THE FIRST PRINCE

When mustering your army, you cannot include any **Daemon Prince**, **Daemon Prince with Wings** or **Epic Hero** units (excluding **Be'lakor**), but you can include the following **Heretic Astartes** units:

- **Chaos Lord**
- **Chaos Lord in Terminator Armour**
- **Chaos Lord with Jump Pack**
- **Chaos Terminator Squad**
- **Chosen**
- **Damned** units
- **Dark Apostle**
- **Havocs**
- **Legionaries**
- **Master of Possession**
- **Possessed**
- **Raptors**
- **Sorcerer**
- **Sorcerer in Terminator Armour**
- **Warp Talons**

The combined points value of such units depends on your battle size, as shown below.

- **Incursion:** Up to 500 pts
- **Strike Force:** Up to 1000 pts
- **Onslaught:** Up to 1500 pts

KEYWORDS

Be'lakor and **Heretic Astartes** units from your army gain the **Shadow Legion** and **Undivided** keywords.

Legiones Daemonica units from your army gain the **Shadow Legion** keyword.

STRATAGEMS

If you are using the Shadow Legion Detachment rule, you can use these Shadow Legion Stratagems.

SPITEFUL DEMISE

1CP

SHADOW LEGION – STRATEGIC PLOY STRATAGEM

Malevolent to the last, Be'lakor's thralls expend their final reserves of mortal strength and empyric might in an act of vengeance, unleashing torrents of killing energy in all directions.

WHEN: Any phase, just after a **SHADOW LEGION** unit from your army is destroyed, before removing the last model in that unit from the battlefield and before rolling any dice for the Deadly Demise ability.

TARGET: That **SHADOW LEGION** unit. You can use this Stratagem on that unit even though it was just destroyed.

EFFECT: Roll one D6 for each enemy unit that is within Engagement Range of the last model in your unit, adding 2 to the result if your unit has the **SLAANESH** keyword: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.

CHANNELLED WRATH

1CP

SHADOW LEGION – STRATEGIC PLOY STRATAGEM

Khorne may not care whence the blood flows, but Be'lakor is more discerning. He directs his slaughter-crazed followers to strike the most pressing targets with all their infernal fury.

WHEN: Fight phase.

TARGET: One **SHADOW LEGION** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] ability. If your unit has the **KHORNE** keyword, until the end of the phase, improve the Armour Penetration characteristic of those weapons by 1 as well.

DEATH DENIED

1CP

SHADOW LEGION – BATTLE TACTIC STRATAGEM

Even death does not free one from Be'lakor's grasp. Those who disappoint him may be dragged back through the veil, granted one last chance to impress their master or face the full extent of his wrath.

WHEN: Your Command phase.

TARGET: One **SHADOW LEGION** unit from your army.

EFFECT: One model in your unit regains up to 3 lost wounds. In addition, If your unit has the **TZEENTCH** keyword, return up to one destroyed model (excluding **CHARACTER** models) to your unit with its full wounds remaining.

STRATAGEMS

If you are using the Shadow Legion Detachment rule, you can use these Shadow Legion Stratagems.

ENCROACHING DARKNESS

1CP

SHADOW LEGION – BATTLE TACTIC STRATAGEM

Be'lakor's aura falls across the field of battle, bearing servants both mortal and daemonic to war. Attuned to the gloom, these new arrivals combine their fire to unleash death upon the cowering foe.

WHEN: Your Shooting phase.

TARGET: Up to one **SHADOW LEGION HERETIC ASTARTES** unit from your army and up to one **SHADOW LEGION LEGIONES DAEMONICA** unit from your army. You can only select units that arrived from Reserves this turn.

EFFECT: Until the end of the phase, weapons equipped by models in your selected units have the **[IGNORES COVER]** ability.

SHADE PATH

2CP

SHADOW LEGION – BATTLE TACTIC STRATAGEM

A chill penumbra settles over the oncoming foe. Those that manage to cut their way through the blanket of twilight find themselves seized with terror as the darkness parts and the horrific nature of their enemy is revealed.

WHEN: Start of your opponent's Charge phase.

TARGET: One friendly **SHADOW LEGION** unit.

EFFECT: Select one **visible** enemy unit within 12" of your unit. When that enemy unit **declares a charge**, that enemy unit has -1 to **charge rolls**. If your unit has **NURGLE**, that enemy unit must make a **battle-shock roll**.'

BINDING SHADOW

1CP

SHADOW LEGION – STRATEGIC PLOY STRATAGEM

Bound by coils of umbral energy, mortal and daemonic followers are swept up in Be'lakor's cloak of shadows as pawns returned to their master's hand.

WHEN: End of your opponent's Fight phase.

TARGET: Up to one **SHADOW LEGION HERETIC ASTARTES** unit from your army and up to one **SHADOW LEGION LEGIONES DAEMONICA** unit from your army. You can only select units that are not within Engagement Range of one or more enemy units.

EFFECT: Remove those selected units from the battlefield and place them into Strategic Reserves.



SKARBRAND

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bellow of endless fury [IGNORES COVER, TORRENT]	12"	2D6	N/A	8	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Slaughter and Carnage – strike	Melee	8	2+	16	-4	6
Slaughter and Carnage – sweep	Melee	16	2+	8	-2	2

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.

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

ABILITIES

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

FACTION: **The Shadow of Chaos**

Greater Daemon of Khorne (Aura): While a friendly **KHORNE LEGIONES DAEMONICA** unit is within 6" of this model, that unit is within your army's Shadow of Chaos.

Rage Embodied (Aura): While a friendly **KHORNE LEGIONES DAEMONICA** unit is within 6" of this model, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.

Murderlust: This unit is eligible to declare a charge in a turn in which it Advanced.

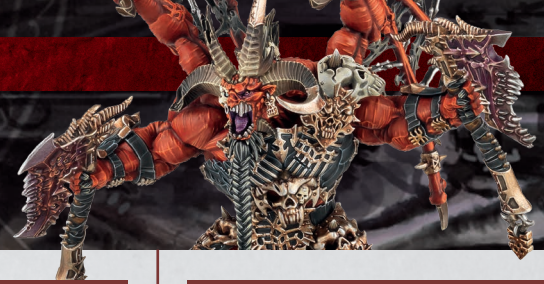
INVULNERABLE SAVE 4+

KEYWORDS: **MONSTER, CHARACTER, EPIC HERO, CHAOS, DAEMON, KHORNE, SKARBRAND**

FACTION KEYWORDS: **LEGIONES DAEMONICA**

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**

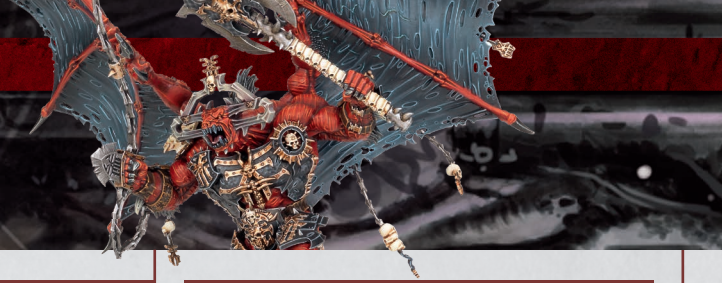
This model is equipped with: bellow of endless fury; Slaughter and Carnage.

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

FACTION KEYWORDS: **Legiones Daemonica**

BLOODTHIRSTER

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



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

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

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.

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

ABILITIES

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

FACTION: **The Shadow of Chaos**

Greater Daemon of Khorne (Aura): While a friendly **KHORNE LEGIONES DAEMONICA** unit is within 6" of this model, that unit is within your army's Shadow of Chaos.

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.

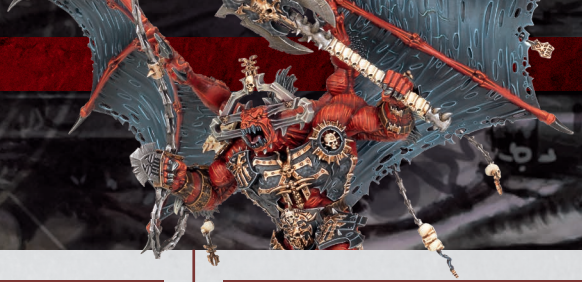
INVULNERABLE SAVE 4+

KEYWORDS: **MONSTER, CHARACTER, FLY, CHAOS, DAEMON, KHORNE, BLOODTHIRSTER**

FACTION KEYWORDS: **LEGIONES DAEMONICA**

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**

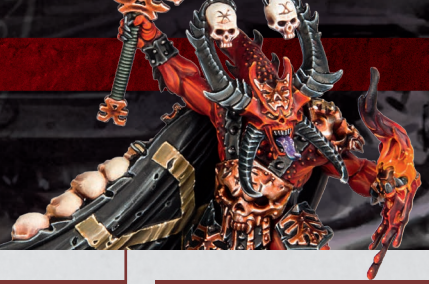
This model is equipped with: hellfire breath; great axe of Khorne

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

FACTION KEYWORDS: **Legiones Daemonica**

SKULLTAKER

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



MELEE WEAPONS	RANGE	A	WS	S	AP	D
The Slayer Sword [DEVASTATING WOUNDS, PRECISION]	Melee	6	2+	6	-2	3

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+

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, CHAOS, DAEMON, KHORNE, SKULLTAKER**

FACTION KEYWORDS: **LEGIONES DAEMONICA**

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

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



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

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".

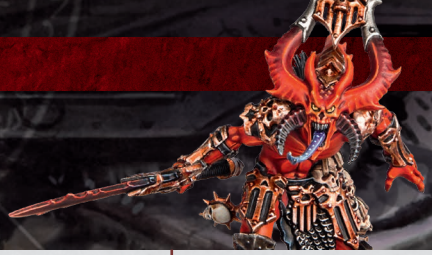
INVULNERABLE SAVE 4+

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

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



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Blade of blood	Melee	5	2+	6	-2	3
Juggernaut's bladed horn [EXTRA ATTACKS, LANCE]	Melee	4	4+	6	-1	1

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+

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

FACTION KEYWORDS: **Legiones Daemonica**

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*

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



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Attendants' hellblades [EXTRA ATTACKS]	Melee	4	3+	5	-2	2
Blade of blood	Melee	5	2+	6	-2	3

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+

KEYWORDS: **MOUNTED, CHARACTER, CHAOS, DAEMON, KHORNE, RENDMASTER ON BLOOD THRONE**

FACTION KEYWORDS: **LEGIONES DAEMONICA**

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**

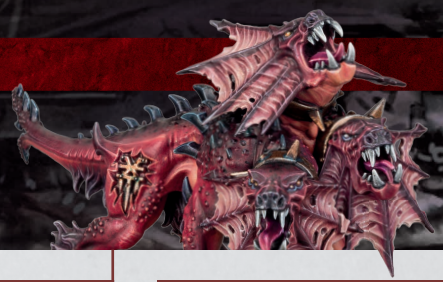
This model is equipped with: attendants' hellblades; blade of blood.

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

FACTION KEYWORDS: **Legiones Daemonica**

KARANAK

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Scalding roar [IGNORES COVER, TORRENT]	12"	D6+3	N/A	5	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Soul-rending fangs [ANTI-CHARACTER 3+, PRECISION]	Melee	6	2+	6	-2	2

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. Each time a model in this model's unit makes a melee attack that targets its prey, you can re-roll the Wound roll. Each time this model's prey is destroyed, select one new enemy unit to be this model's prey.

WARGEAR ABILITIES

Brass Collar of Bloody Vengeance: The bearer has the Feel No Pain 3+ ability against Psychic Attacks and mortal wounds.

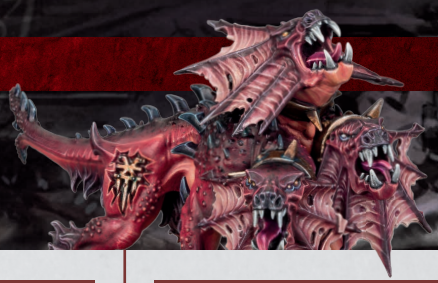
INVULNERABLE SAVE 4+

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

FACTION KEYWORDS: **Legiones Daemonica**

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: scalding roar; soul-rending fangs; Brass Collar of Bloody Vengeance.

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

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



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

ABILITIES

CORE: **Deep Strike**

FACTION: **The Shadow of Chaos**

Bane of Cowards: Each time an enemy unit (excluding **Monsters** and **Vehicles**) within Engagement Range of one or more units from your army with this ability Falls Back, models in that enemy unit must take Desperate Escape tests. When doing so, if that enemy unit is also Battle-shocked, subtract 1 from each of those Desperate Escape tests.

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, Battleline, 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, Battleline, Chaos, Daemon, Khorne, Bloodletters**

FACTION KEYWORDS:
Legiones Daemonica

BLOODCRUSHERS

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



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hellblade	Melee	2	3+	5	-2	2
Juggernaut's bladed horn [EXTRA ATTACKS, LANCE]	Melee	4	4+	6	-1	1

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

5+

KEYWORDS: **Mounted, Chaos, Daemon, Khorne, Bloodcrushers**

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

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Burning roar [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1

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

ABILITIES

CORE: **Deep Strike**

FACTION: **The Shadow of Chaos**

Hunters from the Warp: At the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

WARGEAR ABILITIES

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

INVULNERABLE SAVE

5+

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

FACTION KEYWORDS: **Legiones Daemonica**

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

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Skull cannon [BLAST]	48"	D6+2	3+	9	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Attendants' hellblades [EXTRA ATTACKS]	Melee	4	3+	5	-2	2
Biting maw	Melee	2	4+	6	0	2

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+

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

FACTION KEYWORDS: **Legiones Daemonica**

SKULL CANNON

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

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



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, Frame, Khorne, Skull Altar**

FACTION KEYWORDS: **Legiones Daemonica**

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, Frame, Khorne, Skull Altar**

FACTION KEYWORDS:
Legiones Daemonica

KAIROS FATEWEAVER

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Infernal Gateway – witchfire [BLAST, INDIRECT FIRE, PSYCHIC]	24"	D6+3	2+	9	-2	D3
Infernal Gateway – focused witchfire [BLAST, INDIRECT FIRE, HAZARDOUS, PSYCHIC]	24"	D3+6	2+	9	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Staff of Tomorrow [PSYCHIC]	Melee	5	3+	8	-2	2D3

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.

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

ABILITIES

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

FACTION: **The Shadow of Chaos**

Greater Daemon of Tzeentch (Aura): While a friendly **Tzeentch Legiones Daemonica** unit is within 6" of this model, that unit is within your army's Shadow of Chaos.

One Head Looks Forward: At the end of your Command phase, if this model is on the battlefield, take a Leadership test for this model; if that test is passed, you gain 1CP.

One Head Looks Back: Once per turn, when your opponent targets a unit from their army within 12" of this model with a **stratagem**, you can use this ability. If you do, increase the CP cost of that use of that **stratagem** by 1CP.

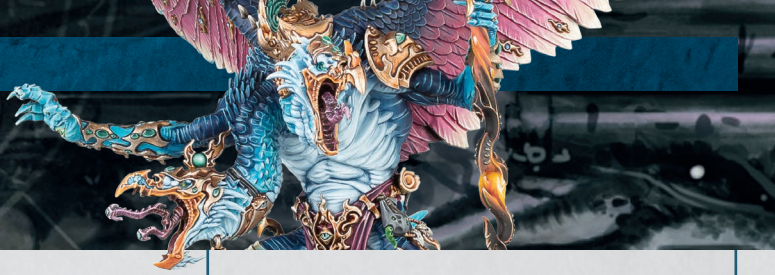
INVULNERABLE SAVE 4+

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

FACTION KEYWORDS: **Legiones Daemonica**

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

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Rod of sorcery [PSYCHIC]	18"	6	2+	8	-1	2
Bolt of Change – witchfire [PSYCHIC]	18"	9	2+	9	-1	1
Bolt of Change – focused witchfire [HAZARDOUS, PSYCHIC]	18"	9	2+	9	-2	3

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

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.

ABILITIES

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

FACTION: **The Shadow of Chaos**

Greater Daemon of Tzeentch (Aura): While a friendly **TZEENTCH LEGIONES DAEMONICA** unit is within 6" of this model, that unit is within your army's Shadow of Chaos.

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.

INVULNERABLE SAVE 4+

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

KEYWORDS: **MONSTER, CHARACTER, FLY, PSYKER, CHAOS, DAEMON, TZEENTCH, LORD OF CHANGE**

FACTION KEYWORDS: **LEGIONES DAEMONICA**

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**

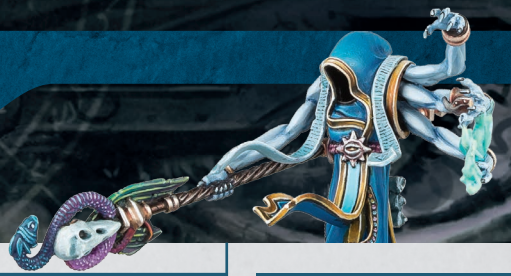
This model is equipped with: Bolt of Change; staff of Tzeentch.

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

FACTION KEYWORDS: **Legiones Daemonica**

THE CHANGELING

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Infernal Flames – witchfire [IGNORES COVER, PSYCHIC, TORRENT]	12"	D6	N/A	6	-1	1
Infernal Flames – focused witchfire [IGNORES COVER, HAZARDOUS, PSYCHIC, TORRENT]	12"	D6+3	N/A	6	-1	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
The Trickster's Staff [PSYCHIC]	Melee	3	4+	4	-1	D3

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

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 is failed, in addition to being Battle-shocked, that enemy unit cannot target this model this phase.

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

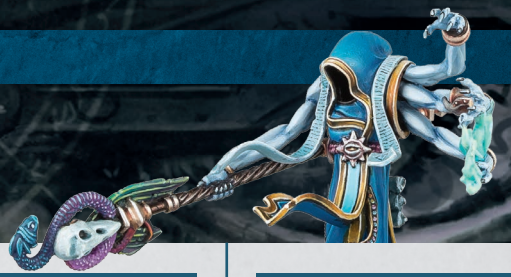
INVULNERABLE SAVE 4+

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

FACTION KEYWORDS: **Legiones Daemonica**

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

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Arcane Fireball – witchfire [PSYCHIC]	18"	3	3+	5	-1	D3
Arcane Fireball – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	18"	3	3+	6	-2	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Herald combat weapon [PSYCHIC]	Melee	3	4+	4	-1	1
Screamer bites [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, EXTRA ATTACKS]	Melee	6	3+	6	-2	2

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

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

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; Screamer bites.

LEADER

This model can be attached to the following unit:

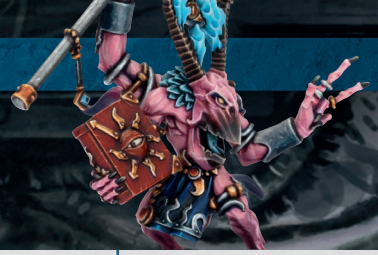
- **Screamers**

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

FACTION KEYWORDS: **Legiones Daemonica**

FLUXMASTER

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Arcane Fireball – witchfire [PSYCHIC]	18"	3	3+	5	-1	D3
Arcane Fireball – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	18"	3	3+	6	-2	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Herald combat weapon [PSYCHIC]	Melee	3	4+	4	-1	1

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

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **The Shadow of Chaos**

Fluxmaster:

- This unit has **Stealth**.
- Melee attacks that target this unit have -1 to **hit rolls**.

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 an unmodified 6.

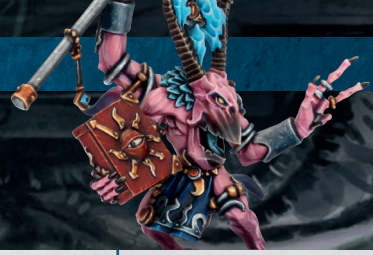
INVULNERABLE SAVE 4+

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

FACTION KEYWORDS: **Legiones Daemonica**

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.



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**

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

FACTION KEYWORDS: **Legiones Daemonica**

THE BLUE SCRIBES

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



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Sharp quills [ANTI-PSYKER 2+]	Melee	4	5+	2	0	1

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+

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

FACTION KEYWORDS: **Legiones Daemonica**

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.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 The Blue Scribes – Epic Hero**

This model is equipped with: sharp quills.

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

FACTION KEYWORDS: **Legiones Daemonica**

CHANGECASTER

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Arcane Fireball – witchfire [PSYCHIC]	18"	3	3+	5	-1	D3
Arcane Fireball – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	18"	3	3+	6	-2	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Herald combat weapon [PSYCHIC]	Melee	3	4+	4	-1	1

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

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+

KEYWORDS: **INFANTRY, CHARACTER, PSYKER, CHAOS, DAEMON, TZEENTCH, CHANGECASTER**

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

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Coruscating Blue Flames [PISTOL, PSYCHIC]	18"	2	4+	3	-1	1
Coruscating Yellow Flames [PISTOL, PSYCHIC]	18"	2	5+	2	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Blue claws	Melee	1	5+	3	0	1
Yellow claws	Melee	2	5+	2	0	1

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.

Sullen Malevolence (Aura): While an enemy unit is within 6" of this unit, if this unit contains one or more **Blue Horror** models, worsen the Leadership characteristic of models in that enemy unit by 1.

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+

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

FACTION KEYWORDS: **Legiones Daemonica**

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

M	T	SV	W	LD	OC	
6"	3	7+	1	7+	2	PINK HORROR
6"	3	7+	1	8+	1	BLUE HORROR/BRIMSTONE HORROR



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Coruscating Pink Flames [PISTOL, PSYCHIC]	18"	2	3+	4	-1	1
Coruscating Blue Flames [PISTOL, PSYCHIC]	18"	2	4+	3	-1	1
Coruscating Yellow Flames [PISTOL, PSYCHIC]	18"	2	5+	2	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Pink claws	Melee	1	4+	3	0	1
Blue claws	Melee	1	5+	3	0	1
Yellow claws	Melee	2	5+	2	0	1

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 4+

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

FACTION KEYWORDS: **Legiones Daemonica**

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.



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 Sullen Malevolence and Exploding Horrors abilities from the* **Blue Horrors** *datasheet do not apply to this unit.*

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

FACTION KEYWORDS: **Legiones Daemonica**

FLAMERS

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flickering Flames [IGNORES COVER, PSYCHIC, TORRENT]	12"	D6	N/A	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Flamer mouths	Melee	3	4+	4	0	1

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+

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

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

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fire of Tzeentch – blue fire [IGNORES COVER, PSYCHIC]	18"	3	3+	9	-3	3
Fire of Tzeentch – pink fire [IGNORES COVER, PSYCHIC, TORRENT]	12"	2D6	N/A	5	-1	1

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

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

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+

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

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

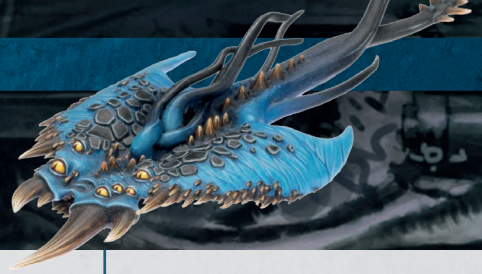
This model cannot be your **Warlord** and cannot be given Enhancements.

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

FACTION KEYWORDS: **Legiones Daemonica**

SCREAMERS

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



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Lamprey bite [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	3	3+	6	-2	2

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.

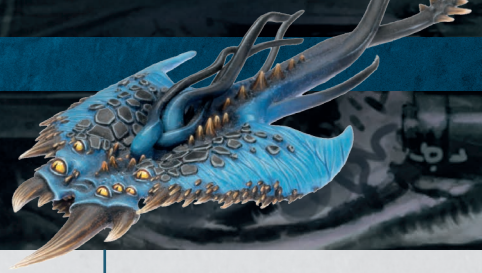
INVULNERABLE SAVE 4+

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

FACTION KEYWORDS: **Legiones Daemonica**

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

BURNING CHARIOT

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fire of Tzeentch – blue fire [IGNORES COVER, PSYCHIC]	18"	3	3+	9	-3	3
Fire of Tzeentch – pink fire [IGNORES COVER, PSYCHIC, TORRENT]	12"	2D6	N/A	5	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Flamer mouths	Melee	6	4+	5	0	1
Screamer bites [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, EXTRA ATTACKS]	Melee	6	3+	6	-2	2

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

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, Fly, 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, Fly, Chaos, Daemon, Tzeentch, Burning Chariot**

FACTION KEYWORDS:
Legiones Daemonica

ROTIGUS

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



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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Gnarlrod – strike [LETHAL HITS, PSYCHIC]	Melee	7	2+	10	-3	3
Gnarlrod – sweep [LETHAL HITS, PSYCHIC]	Melee	14	2+	8	-1	1

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.

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

ABILITIES

CORE: **Deadly Demise D6, Deep Strike, Feel No Pain 6+**

FACTION: **The Shadow of Chaos**

Greater Daemon of Nurgle (Aura): While a friendly **NURGLE LEGIONES DAEMONICA** unit is within 6" of this model, that unit is within your army's Shadow of Chaos.

Virulent Blessing (Psychic): At the start of the Fight phase, you can select one enemy unit within 24" 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, subtract 2 from the Move characteristic and subtract 1 from the Objective Control characteristic of models in that unit.

INVULNERABLE SAVE 4+

KEYWORDS: **MONSTER, CHARACTER, EPIC HERO, PSYKER, CHAOS, DAEMON, NURGLE, ROTIGUS**

FACTION KEYWORDS: **LEGIONES DAEMONICA**

ROTIGUS

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



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**

GREAT UNCLEAN ONE

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Plague flail	6"	D6+1	3+	7	-2	2
Putrid vomit [IGNORES COVER, TORRENT]	12"	D6+3	N/A	5	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bileblade [EXTRA ATTACKS, LETHAL HITS]	Melee	3	2+	6	-2	2
Bilesword – strike [LETHAL HITS]	Melee	6	2+	10	-2	D6+1
Bilesword – sweep [LETHAL HITS]	Melee	12	2+	7	-1	1
Doomsday bell [LETHAL HITS, REVERBERATING SUMMONS]	Melee	6	2+	7	-1	2

Reverberating Summons: Each time a model is destroyed by this weapon, you can select one friendly **PLAGUEBEARERS** unit within 12" of the bearer and return 1 destroyed Plaguebearer model to 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.

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

ABILITIES

CORE: **Deadly Demise D6, Deep Strike, Feel No Pain 6+**

FACTION: **The Shadow of Chaos**

Greater Daemon of Nurgle (Aura): While a friendly **NURGLE LEGIONES DAEMONICA** unit is within 6" of this model, that unit is within your army's Shadow of Chaos.

Daemon Lord of Nurgle (Aura): While a friendly **NURGLE LEGIONES DAEMONICA** unit is within 6" of this model, add 1 to the Toughness characteristic of models in that unit.

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.

INVULNERABLE SAVE 4+

KEYWORDS: **MONSTER, CHARACTER, PSYKER, CHAOS, DAEMON, NURGLE, GREAT UNCLEAN ONE**

FACTION KEYWORDS: **LEGIONES DAEMONICA**

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

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



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Foul balesword [LETHAL HITS]	Melee	4	3+	5	-2	2

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+

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

FACTION KEYWORDS:
Legiones Daemonica

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

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Disgusting sneezes [PISTOL, TORRENT]	6"	D6	N/A	3	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Plaguesword and distended maw [LETHAL HITS]	Melee	6	3+	5	-1	1

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.



WARGEAR 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 Daemonica**

EPIDEMIUS

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



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Balesword and Nurgling attendants [LETHAL HITS]	Melee	D6+3	3+	5	-2	2

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+

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

FACTION KEYWORDS: **Legiones Daemonica**

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

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



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Marotter [LETHAL HITS]	Melee	4	3+	5	0	1

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **The Shadow of Chaos**

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

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:

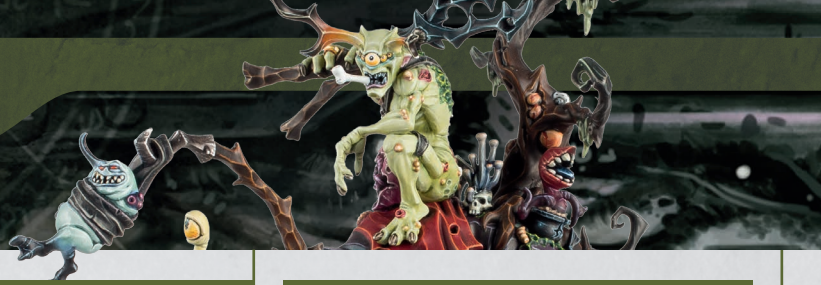
- **Plaguebearers**

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

FACTION KEYWORDS:
Legiones Daemonica

HORTICULOUS SLIMUX

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



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

ABILITIES

CORE: **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 this unit with the **Heroic Intervention stratagem**, regardless of any other uses of that **stratagem** this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that **stratagem** on other units this phase.

Seed the Garden of Nurgle: At the end of your Movement phase, if this model is within one **Area Terrain** feature, until the end of the battle, that **Area Terrain** feature is considered to be within your army's Shadow of Chaos.

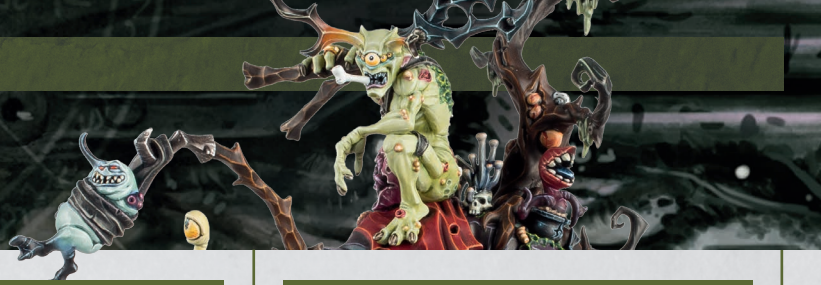
INVULNERABLE SAVE 4+

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**

PLAGUEBEARERS

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



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Plaguesword [LETHAL HITS]	Melee	2	3+	4	-1	1

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, Battleline, 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, Battleline, Chaos, Daemon, Nurgle, Plaguebearers**

FACTION KEYWORDS:
Legiones Daemonica

NURGLINGS

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



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Diseased claws and teeth [LETHAL HITS]	Melee	4	5+	2	0	1

ABILITIES

CORE: **Deep Strike, Infiltrators**

FACTION: **The Shadow of Chaos**

Mischief Makers: Each time an enemy unit (excluding **TITANIC** units) within Engagement Range of one or more units with this ability is selected to fight, until the end of the phase, each time a model in that enemy unit makes a melee attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE 5+

KEYWORDS: **SWARM, BATTLELINE, CHAOS, DAEMON, NURGLE, NURGLINGS**

FACTION KEYWORDS:
LEGIONES DAEMONICA

NURGLINGS

Nurglings 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 Nurglings spill forth to engulf their screaming victims in a rancid avalanche of needle fangs, filthy talons and bloated flesh.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **3-6 Nurgling Swarms**

Every model is equipped with: diseased claws and teeth.

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

FACTION KEYWORDS:
Legiones Daemonica

BEASTS OF NURGLE

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



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Putrid appendages [DEVASTATING WOUNDS]	Melee	6	4+	6	-1	2

ABILITIES

CORE: **Deadly Demise 1, Deep Strike, Scouts 6"**

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+

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

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.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1-2 Beasts of Nurgle**

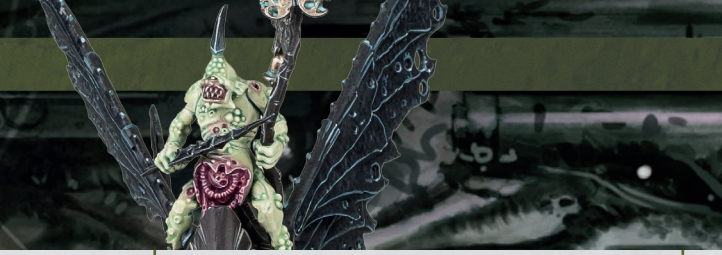
Every model is equipped with: putrid appendages.

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

FACTION KEYWORDS:
Legiones Daemonica

PLAGUE DRONES

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Death's heads [BLAST, LETHAL HITS]	12"	D3	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Foul mouthparts [EXTRA ATTACKS, LETHAL HITS]	Melee	2	4+	5	-1	2
Plaguesword [LETHAL HITS]	Melee	2	3+	4	-1	1

ABILITIES

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

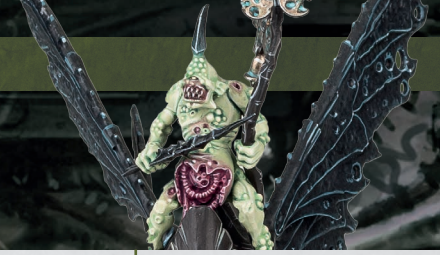
5+

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 scrabble and bite at their prey, impaling them on dripping probosces 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

FECULENT GNARLMAW

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, Frame, 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

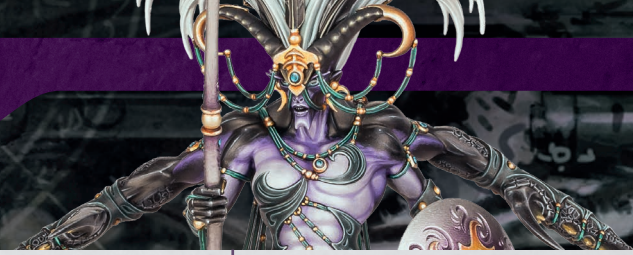
- None

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

FACTION KEYWORDS:
Legiones Daemonica

SHALAXI HELBANE

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Lash of Slaanesh [ASSAULT]	12"	6	2+	6	-1	2
Pavane of Slaanesh – witchfire [DEVASTATING WOUNDS, PSYCHIC]	18"	D6	2+	9	-1	D3
Pavane of Slaanesh – focused witchfire [HAZARDOUS, DEVASTATING WOUNDS, PSYCHIC, SUSTAINED HITS 3]	18"	D6	2+	9	-2	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Snapping claws [DEVASTATING WOUNDS, EXTRA ATTACKS]	Melee	4	2+	6	-2	3
Soulpiercer [PRECISION]	Melee	6	2+	12	-3	D6+2

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.

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

ABILITIES

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

FACTION: **The Shadow of Chaos**

Greater Daemon of Slaanesh (Aura): While a friendly **Slaanesh Legiones Daemonica** unit is within 6" of this model, that unit is within your army's Shadow of Chaos.

No Prey Can Evade: You can re-roll Advance and Charge rolls made for this model.

Monarch of the Hunt: At the start of the first battle round, select one enemy unit to be this model's quarry. Each time this model makes a melee attack that targets its quarry, you can re-roll the Hit roll and you can re-roll the Wound roll. Each time this model's quarry is destroyed, select one new enemy unit to be this model's quarry.

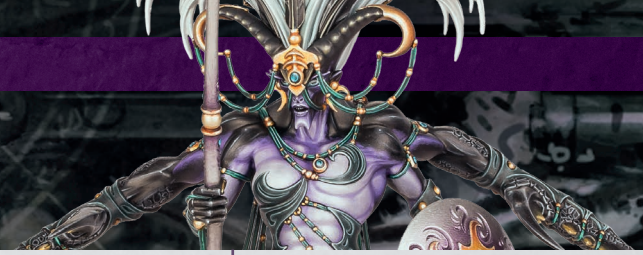
INVULNERABLE SAVE 4+

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

FACTION KEYWORDS: **Legiones Daemonica**

SHALAXI HELBANE

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



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Shalaxi Helbane – Epic Hero**

This model is equipped with: lash of Slaanesh; Pavane of Slaanesh; snapping claws; soulpiercer.

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

FACTION KEYWORDS: **Legiones Daemonica**

KEEPER OF SECRETS

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Living whip [ASSAULT]	12"	6	2+	6	-1	2
Phantasmagoria – witchfire [DEVASTATING WOUNDS, PSYCHIC]	18"	6	2+	6	-2	1
Phantasmagoria – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	18"	9	2+	6	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ritual knife [EXTRA ATTACKS]	Melee	3	2+	6	-2	2
Snapping claws [DEVASTATING WOUNDS, EXTRA ATTACKS]	Melee	4	2+	6	-2	3
Witstealer sword	Melee	6	2+	8	-2	3

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.

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

ABILITIES

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

FACTION: **The Shadow of Chaos**

Greater Daemon of Slaanesh (Aura): While a friendly **Slaanesh Legiones Daemonica** unit is within 6" of this model, that unit is within your army's Shadow of Chaos.

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

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

WARGEAR ABILITIES

Shining Aegis: The bearer has a Save characteristic of 3+.

INVULNERABLE SAVE 4+

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

FACTION KEYWORDS: **Legiones Daemonica**

KEEPER 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**

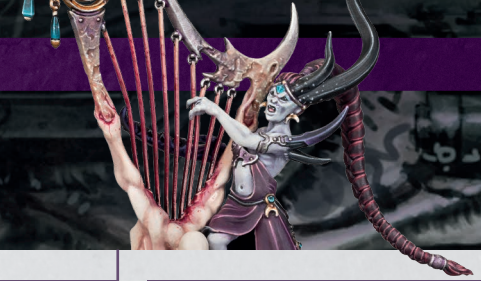
This model is equipped with: Phantasmagoria; snapping claws; witstealer sword.

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

FACTION KEYWORDS: **Legiones Daemonica**

INFERNAL ENRAPTURESS

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heartstring lyre – cacophonous melody [ASSAULT]	18"	6	3+	6	0	1
Heartstring lyre – euphonic blast [ASSAULT]	24"	1	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ravaging claws [DEVASTATING WOUNDS]	Melee	5	2+	4	-1	1

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

ABILITIES

CORE: **Deep Strike, Fights First, 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+

KEYWORDS: **INFANTRY, CHARACTER, CHAOS, DAEMON, SLAANESH, INFERNAL ENRAPTURESS**

FACTION KEYWORDS: **LEGIONES DAEMONICA**

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

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



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Serrated claws [DEVASTATING WOUNDS]	Melee	6	2+	4	-1	2

ABILITIES

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

FACTION: **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+

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

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.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 The Masque of Slaanesh – Epic Hero**

This model is equipped with: serrated claws.

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

FACTION KEYWORDS: **Legiones Daemonica**

SYLL'ESSKE

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



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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Axe of Dominion	Melee	6	3+	7	-2	3
Scourging whip [EXTRA ATTACKS]	Melee	6	2+	4	-1	1

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

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+

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

FACTION KEYWORDS: **Legiones Daemonica**

SYLL'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

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



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

ABILITIES

CORE: **Deep Strike, Fights First, 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 4+

KEYWORDS: **INFANTRY, CHARACTER, PSYKER, CHAOS, SLAANESH, CONTORTED EPITOME**

FACTION KEYWORDS: **LEGIONES DAEMONICA**

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

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Lashes of torment [ANTI-INFANTRY 3+, ASSAULT, PISTOL]	12"	6	2+	4	-1	2

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

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **The Shadow of Chaos**

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

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

INVULNERABLE SAVE 4+

KEYWORDS: **Mounted, Character, Psyker, Chaos, Daemon, Slaanesh, Tormentbringer**

FACTION KEYWORDS: **Legiones Daemonica**

TORMENTBRINGER

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**

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

LEADER

This model can be attached to the following unit:

- **Hellflayers**

KEYWORDS: **Mounted, Character, Psyker, Chaos, Daemon, Slaanesh, Tormentbringer**

FACTION KEYWORDS: **Legiones Daemonica**

HELLFLAYERS

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Lashes of torment [ANTI-INFANTRY 3+, ASSAULT, PISTOL]	12"	3	3+	4	-1	2

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

ABILITIES

CORE: **Deep Strike**

FACTION: **The Shadow of Chaos**

Cutting Down the Foe: Each time a model in this unit makes a melee attack, if this unit made a Charge move this turn, improve the Strength and Damage characteristics of that attack by 1.

INVULNERABLE SAVE 5+

KEYWORDS: **Mounted, Chaos, Daemon, Slaanesh, Hellflayers**

FACTION KEYWORDS:
Legiones Daemonica

HELLFLAYERS

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; Seeker tongues; slashing claws.

KEYWORDS: **Mounted, Chaos, Daemon, Slaanesh, Hellflayers**

FACTION KEYWORDS:
Legiones Daemonica

TRANCEWEAVER

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



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ravaging claws [DEVASTATING WOUNDS]	Melee	6	2+	4	-1	1

ABILITIES

CORE: **Deep Strike, Fights First, Leader**

FACTION: **The Shadow of Chaos**

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

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

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



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Slashing claws [DEVASTATING WOUNDS]	Melee	3	3+	4	-1	1

ABILITIES

CORE: **Deep Strike, Fights First**

FACTION: **The Shadow of Chaos**

Horrifying Beauty: At the start of the Fight phase, each enemy unit within Engagement Range of one of more units from your army with this ability must take a Battle-shock test, subtracting 1 from the result if that enemy unit is Below Half-strength.

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, Battleline, Chaos, Daemon, Slaanesh, Daemonettes**

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, Battleline, Chaos, Daemon, Slaanesh, Daemonettes**

FACTION KEYWORDS:
Legiones Daemonica

FIENDS

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



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Barbed tail and dissecting claws [DEVASTATING WOUNDS]	Melee	5	3+	5	-2	2

ABILITIES

CORE: **Deep Strike**

FACTION: **The Shadow of Chaos**

Soporific Musk: Each time an enemy unit (excluding **MONSTERS** and **VEHICLES**) within Engagement Range of one or more units from your army with this ability Falls Back, models in that enemy unit must take Desperate Escape tests. When doing so, if that enemy unit is also Battle-shocked, subtract 1 from each of those Desperate Escape tests.

INVULNERABLE SAVE 5+

KEYWORDS: **BEAST, CHAOS, DAEMON, SLAANESH, FIENDS**

FACTION KEYWORDS: **LEGIONES DAEMONICA**

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.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Blissbringer**
- **2-5 Fiends**

Every model is equipped with: barbed tail and dissecting claws.

KEYWORDS: **Beast, Chaos, Daemon, Slaanesh, Fiends**

FACTION KEYWORDS: **Legiones Daemonica**

SEEKERS

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



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Lashing tongue [EXTRA ATTACKS, LETHAL HITS]	Melee	2	4+	4	0	1
Slashing claws [DEVASTATING WOUNDS]	Melee	3	3+	4	-1	1

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.



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.

UNIT COMPOSITION

- **1 Heartseeker**
- **4-9 Seekers**

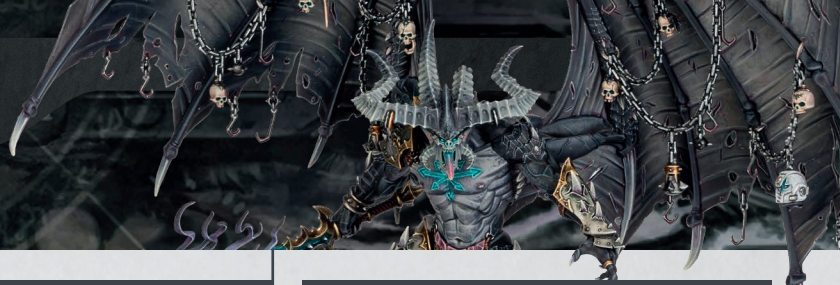
Every model is equipped with: lashing tongue; slashing claws.

KEYWORDS: **Mounted, Chaos, Daemon, Slaanesh, Seekers**

FACTION KEYWORDS: **Legiones Daemonica**

BE'LAKOR

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Betraying Shades – witchfire [DEVASTATING WOUNDS, IGNORES COVER, PSYCHIC]	18"	9	2+	5	-2	1
Betraying Shades – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, IGNORES COVER, PSYCHIC]	18"	12	2+	6	-3	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
The Blade of Shadows – strike [DEVASTATING WOUNDS]	Melee	7	2+	14	-4	D6+1
The Blade of Shadows – sweep [SUSTAINED HITS 1]	Melee	14	2+	8	-3	1

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

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 within your army's Shadow of Chaos.

Shadow Form: At the start of the battle round, select one Shadow Form ability (see reverse). Until the end of the battle round, this model has that ability.

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, Fly, Epic Hero, Psyker, Chaos, Daemon, Be'lakor**

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.



SHADOW FORM ABILITIES

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

Pall of Despair (Aura, Psychic): In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 9" of this model, that unit must take a Battle-shock test. For the purposes of this ability, if a unit has a Starting Strength of 1, it is considered to be below its Starting Strength while it has lost one or more wounds. In addition, for each enemy unit that fails a Battle-shock test within 9" of this model, this model regains up to D3 lost wounds.

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

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

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Harvester cannon	36"	3	3+	10	-1	3
Torrent of burning blood [IGNORES COVER, TORRENT]	12"	2D6	N/A	5	-1	1
Phlegm bombardment [BLAST, INDIRECT FIRE, LETHAL HITS]	36"	D6+1	3+	7	-1	2
Scream of despair [DEVASTATING WOUNDS, SUSTAINED HITS 1]	24"	6	3+	9	-2	2
Warp gaze [BLAST]	48"	D3	3+	12	-2	D6+2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Iron claw	Melee	5	3+	16	-3	D6+2
Warpclaw [EXTRA ATTACKS]	Melee	6	3+	8	-1	2
Warpsword [EXTRA ATTACKS]	Melee	3	3+	8	-2	D6

ABILITIES

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**

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

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



RANGED WEAPONS	RANGE	A	WS	S	AP	D
Infernal cannon	24"	3	2+	5	-1	2

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

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.

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

ABILITIES

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

FACTION: **The Shadow of Chaos**

Daemonic Lord: While this model is within 3" of one or more friendly **LEGIONES DAEMONICA INFANTRY** units, this model has the Lone Operative ability.

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

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.

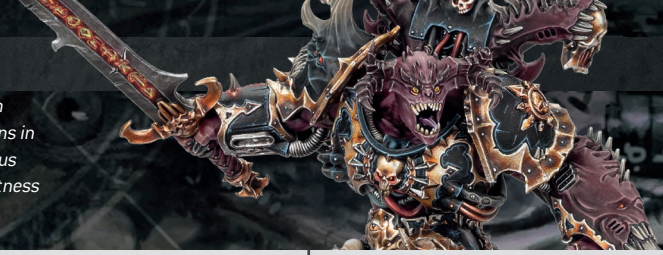
INVULNERABLE SAVE 4+

KEYWORDS: **MONSTER, CHARACTER, CHAOS, DAEMON, DAEMON PRINCE OF CHAOS**

FACTION KEYWORDS: **LEGIONES DAEMONICA**

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.



WARGEAR OPTIONS

- None

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.

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

FACTION KEYWORDS: **Legiones Daemonica**

DAEMON PRINCE OF CHAOS *WITH WINGS*

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



RANGED WEAPONS	RANGE	A	WS	S	AP	D
Infernal cannon	24"	3	2+	5	-1	2

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

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.

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

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+

KEYWORDS: **MONSTER, CHARACTER, FLY, CHAOS, DAEMON, DAEMON PRINCE OF CHAOS WITH WINGS**

FACTION KEYWORDS: **LEGIONES DAEMONICA**

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.



WARGEAR OPTIONS

- None

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 Daemonica**

CAVALCADE OF CHAOS

FELL DAEMONIC CAVALRY HOSTS SWEEP DOWN UPON THE FOE AND SHATTER THEIR LINES

DETACHMENT RULES

UNHOLY AVALANCHE

Infused with the Warp's unholy power, temporary ebbs of slaughter can be twisted into thundering advances of daemonic power in a heartbeat.

If a friendly **LEGIONES DAEMONICA MOUNTED** unit made a **fall-back move** this turn, that move does not prevent that unit from being **eligible to shoot/eligible to declare a charge**.

ENHANCEMENTS

APOCALYPTIC STEEDS UPGRADE

The daemonic abominations ridden by these warriors thunder into battle like the manifestation of every culture's apocalyptic prophecies since time began.

LEGIONES DAEMONICA MOUNTED unit only. This unit has +1" **M**.

SOUL-SHATTERING CHARGE UPGRADE

The impact of these terrifying riders is enough to blast the very soulstuff from the bodies of their victims, leaving even those foes that resist as hollow shells of their former might.

LEGIONES DAEMONICA MOUNTED unit only. When this unit is **selected to fight**, if this unit made a **charge move** this turn, you can use this ability. If you do, when determining which models in this unit can fight, friendly models that are within 3" of enemy units **engaged** with this unit can target those enemy units.

FROM BEYOND THE VEIL — 2CP

CAVALCADE OF CHAOS STRATAGEM

Erupting from a rippling warp portal, the cavalry of the Chaos Gods fall upon their shocked foes as though manifesting from nowhere.

WHEN: End of the Movement phase, from the start of the battle.

TARGET: One friendly **LEGIONES DAEMONICA MOUNTED** unit in **strategic reserves**.

EFFECT: Your unit can make an **ingress move**.

WARP-RIDERS — 1CP

CAVALCADE OF CHAOS STRATAGEM

Thundering along the spectral ways of the Warp, these infernal riders pass through solid matter like spectres out of some voidsman's gheist story.

WHEN: Your Movement phase, when a friendly **LEGIONES DAEMONICA MOUNTED** unit is **selected to move**.

TARGET: That **LEGIONES DAEMONICA MOUNTED** unit.

EFFECT: Your unit has **MOBILE**.

INESCAPABLE MANIFESTATIONS — 1CP

CAVALCADE OF CHAOS STRATAGEM

It is no easy matter to escape this thundering warp-spawned cavalcade, and those who try are likely to be ridden down by howling daemons.

WHEN: Your opponent's Movement phase, when a unit is selected to make a **fall-back move**, if that unit is **engaged** with a friendly **LEGIONES DAEMONICA MOUNTED** unit.

TARGET: That **LEGIONES DAEMONICA MOUNTED** unit.

EFFECT: When an enemy unit **engaged** with your unit is selected to make a **fall-back move**, that enemy unit must use the **desperate escape mode**. If that enemy unit is **battle-shocked**, -1 from those **hazard rolls**.

LORDS OF THE WARP

CHAMPIONS OF THE RUINOUS POWERS ERUPT FROM THE WARP WITH THEIR CURSED RETINUES IN TOW

DETACHMENT RULES

LOCI OF POWER

Seething with the baleful energies of the Immaterium, the dark nobility of the daemon legions manifest as living icons of their gods' powers burned into the very flesh of realspace.

Friendly **LEGIONES DAEMONICA CHARACTER** models (excluding **MONSTER** models) have +1 **Ld** and **OC**.

ENHANCEMENTS

SWOLLEN WITH POWER UPGRADE

Unholy energies roll in waves through this captain of the daemonic legions, straining its corporeal shell with infernal might.

LEGIONES DAEMONICA CHARACTER model only (excluding **MONSTER** units). This model has +2 **W**.

CARNIVAL OF EXCESS — 1CP

LORDS OF THE WARP STRATAGEM

Whirling wildly through the fight, shrieking with unholy glee and excitement, the daemonic servants of Slaanesh compete to unleash the greatest excesses of elegant violence.

WHEN: Fight phase, when an enemy unit has **fought**.

TARGET: One friendly **LEGIONES DAEMONICA CHARACTER SLAANESH** unit (excluding **MONSTER** units) that has not been **selected to fight** this phase.

EFFECT: Your unit has **Fights First** and must be the next unit you **select to fight**.

CALL TO MURDER — 1CP

LORDS OF THE WARP STRATAGEM

This champion's very war cry erupts from their maw as a brazen horn call that summons Khorne's servants to battle.

WHEN: Fight phase, when a friendly **LEGIONES DAEMONICA KHORNE CHARACTER** unit (excluding **MONSTER** units) that made a **charge move** this turn is **selected to fight**.

TARGET: That **LEGIONES DAEMONICA CHARACTER KHORNE** unit.

EFFECT: Your unit's melee attacks have +1 **A**.

BILIOUS BLESSING — 1CP

LORDS OF THE WARP STRATAGEM

With a peristaltic heave, this repulsive daemon champion vomits a stream of nauseating filth across the foe.

WHEN: Start of your Shooting phase.

TARGET: One friendly **LEGIONES DAEMONICA CHARACTER NURGLE** unit (excluding **MONSTER** units).

EFFECT: Select one **visible** enemy unit within 8" of your unit and roll seven D6:

- For each 4+, that enemy unit suffers 1 **mortal wound**.

SKIRLING MAGICKS — 1CP

LORDS OF THE WARP STRATAGEM

Shrieking kaleidoscopic sorceries caught by this entity's talons are hurled in a gust of empyric fire, its mutating touch tearing open wounds into which the Warp's lethal power can flow.

WHEN: Your Shooting phase, when a friendly **LEGIONES DAEMONICA CHARACTER TZEENTCH** unit (excluding **MONSTER** units) is **selected to shoot**.

TARGET: That **LEGIONES DAEMONICA CHARACTER TZEENTCH** unit.

EFFECT: Your unit's ranged attacks have **[LETHAL HITS]**.

WARPTIDE

POURING THROUGH A RIFT IN REALITY, A TIDE OF DAEMONIC WARRIORS FLOODS THE BATTLEFIELD

DETACHMENT RULES

SHUDDERBLINK

These daemons' physical manifestations flicker in and out of being like a pict-reel skipping and projecting too quickly. One moment, they are a distant threat; the next, they are upon their horrified victims.

When a friendly **LEGIONES DAEMONICA BATTLELINE** unit is selected to make an **advance move**:

- That unit's ranged attacks have **[ASSAULT]** until the end of the turn.
- That move does not prevent that unit from being **eligible to declare a charge**.

ENHANCEMENTS

BANE-FORGED WEAPONS UPGRADE

The manifest armaments of these daemonic warriors drip with curses and moan with baleful energies that are the anathema of all life.

LEGIONES DAEMONICA BATTLELINE unit only. This unit's attacks have +1 **S**.

SOUL-HUNGRY SLAUGHTERERS UPGRADE

Driven by the all-consuming need to claim mortal souls and sustain their own corporeal manifestations, these daemons surge toward the enemy at every opportunity.

LEGIONES DAEMONICA BATTLELINE unit only. When you target this unit with the **Heroic Intervention/Fire Overwatch stratagem**, that use is -1 CP.

DAEMONIC INFESTATION — 1CP

WARPTIDE STRATAGEM

Manifesting in great numbers and flowing through and around one another almost like a single unholy entity, the footsoldiers of the daemon legions appear to be everywhere at once.

WHEN: Your Command phase.

TARGET: One friendly **LEGIONES DAEMONICA BATTLELINE** unit (excluding **PINK HORRORS** units).

EFFECT: Your unit **heals** 3 wounds.

SOULSEEING — 1CP

WARPTIDE STRATAGEM

Like candles dancing in a darkened room, the animus of the daemons' victims cannot be hidden from their infernal sight.

WHEN: Start of your Shooting phase.

TARGET: One friendly **LEGIONES DAEMONICA BATTLELINE** unit.

EFFECT: Select one **visible** enemy unit within 12" of your unit. That enemy unit has +6" **detection range**.

INCORPOREAL ENTITIES — 1CP

WARPTIDE STRATAGEM

No matter how potent the weapons turned against them, the ephemeral forms of these daemons seem almost to exist in a different realm of reality than their blasts and projectiles.

WHEN: Your opponent's Shooting phase, when an enemy unit targets a friendly **LEGIONES DAEMONICA BATTLELINE** unit.

TARGET: That **LEGIONES DAEMONICA BATTLELINE** unit.

EFFECT: Ranged attacks that target your unit with a **S** greater than your unit's **T** have -1 to **wound rolls**.

BLOOD LEGION

The daemon legions of Khorne burst into realspace like blood from an artery. Bloodcrushers pound the ground as they lead the charge, slamming into the enemy lines with avalanche force. Behind them come snarling Flesh Hounds and gore-slick Bloodletters, the bellow of brazen war horns sounding their massed charge. Through the clangour of blades and screams, a new sound cuts the air as flaming skulls whistle down to explode amongst the enemy, spat from the maws of Skull Cannons to inflict maximum slaughter. Then, the dark shadow of outstretched wings spreads over the foe. Roaring bloody murder, the Bloodthirsters of Khorne slam down from on high to unleash carnage beyond the imaginings of mortal warriors. As severed heads tumble and blood falls like monsoon rain, crimson doom engulfs the enemy altogether.

DETACHMENT RULE

MURDERCALL

The daemons of Khorne are physical manifestations of rage, hate and the desperate need to shed blood. For as long as their physical forms remain in realspace, they will never cease their murderous rampage.

In your opponent's movement phase, each time an enemy unit (excluding **AIRCRAFT**) ends a move within 8" of one or more **LEGIONES DAEMONICA KHORNE** units from your army, one of those **LEGIONES DAEMONICA KHORNE** units can make a **surge move** of up to D6".

BLOOD TAINTED

Lifeblood spilt by the daemons of Khorne is tainted by their infernal touch, staining the ground dark with murder.

At the end of a phase in which a **LEGIONES DAEMONICA KHORNE** unit from your army destroyed an enemy unit that was within range of an objective marker at the start of the phase, if your unit has a higher Level of Control over that objective marker, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

ENHANCEMENTS

SLAUGHTERTHIRST (AURA)

This servant of Khorne is a walking nexus of bloodthirst, its mere presence whetting the keen edges of daemonic blades and appetites alike for slaughter.

LEGIONES DAEMONICA KHORNE model only. While a friendly **LEGIONES DAEMONICA KHORNE** unit (excluding **MONSTERS**) is within 6" of the bearer, weapons equipped by models in that unit have the **[LANCE]** ability.

FURY'S CAGE

The Bloodthirster bound within this weapon offers the wielder immense power but seeks every way to turn its towering wrath upon its jailer.

LEGIONES DAEMONICA KHORNE MONSTER model only. Each time the bearer is selected to fight, it can use this Enhancement. If it does, the bearer suffers D3+1 mortal wounds, and until the end of the phase, each time it makes an attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

BRAZENMAW

This daemon's maw and throat are forged from burning brass, transforming its war cries into a deafening clarion that calls the Blood Legion to war.

LEGIONES DAEMONICA KHORNE model only. Add 2 to Charge rolls made for the bearer's unit.

GATEWAY UNTO DAMNATION

Concealed within this daemon's form is a portal into the depths of Khorne's realm. Anointed with gore and thrown wide by the daemon's corporeal demise, it expands like a bloody singularity to drag everything in reach into the screaming maelstrom of the Warp.

LEGIONES DAEMONICA KHORNE MONSTER model only. The bearer's Deadly Demise ability inflicts mortal wounds on a D6 roll of 2+ instead of on a 6. In addition, if the bearer has destroyed one or more enemy units this battle, the bearer has the Deadly Demise D3+3 ability, instead of any other Deadly Demise ability on its datasheet.

WRATH UNDENIABLE

BLOOD LEGION – STRATEGIC PLOY STRATAGEM

1CP

Even the banishing blow is often not enough to prevent the daemons of Khorne from lashing out to take bloody vengeance as they discorporate.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **LEGIONES DAEMONICA KHORNE** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

GORE-HUNGRY ONSLAUGHT

BLOOD LEGION – STRATEGIC PLOY STRATAGEM

1CP

The manifest will to run down and slaughter their prey allows the daemons of Khorne to surge through physical barriers as though they did not exist, falling upon their victims like bloody phantasms.

WHEN: Your Movement phase or your Charge phase.

TARGET: One **LEGIONES DAEMONICA KHORNE** unit from your army.

EFFECT: Until the end of the phase, each time a model in your unit makes a move, it can move through terrain features.

SKULLS BEGET BLOOD

BLOOD LEGION – STRATEGIC PLOY STRATAGEM

1CP

Torn from the wet and ragged necks of worthy mortal champions, these skulls blaze with balefire as the daemons of Khorne heft and hurl them. They explode amongst the foe to shed more blood for the Blood God.

WHEN: Your Shooting phase.

TARGET: One **LEGIONES DAEMONICA KHORNE INFANTRY** or **LEGIONES DAEMONICA KHORNE MOUNTED** unit from your army (excluding units that Fell Back this turn) that is not within Engagement Range of one or more enemy units.

EFFECT: Select one enemy unit that is not within Engagement Range of one or more units from your army and is within 8" of and visible to your unit. Roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

BLOOD BEGETS SKULLS

BLOOD LEGION – STRATEGIC PLOY STRATAGEM

1CP

The iron reek of mortal blood pulsing through living veins fires the unnatural senses of Khorne's daemons, drawing them on all the swifter to tear, slay, and hack skulls from necks for mighty Khorne.

WHEN: Your Charge phase.

TARGET: One **LEGIONES DAEMONICA KHORNE** unit from your army that has not been selected to charge this phase.

EFFECT: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced.

FOOLS' FLIGHT

BLOOD LEGION – STRATEGIC PLOY STRATAGEM

2CP

Khorne's daemons know only hatred and contempt for those who flee from combat and will distort reality itself to keep such cowards trapped in the endless battle they sought to escape.

WHEN: Your opponent's Movement phase, when an enemy unit ends a **fall-back move**.

TARGET: One friendly **unengaged LEGIONES DAEMONICA KHORNE** unit that is within 6" of that enemy unit.

EFFECT: **Declare a charge** with your unit. When selecting **charge targets**, you can only select enemy units that made a **fall-back move** this phase and are within the **maximum distance**.

SHEATHED IN BRASS

BLOOD LEGION – BATTLE TACTIC STRATAGEM

1CP

The scorn of these daemons for the blasts and blades of the weakling foe manifests as flowing brass armour that enfolds their corporeal forms and denies all but the most dolorous blows.

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

TARGET: One **LEGIONES DAEMONICA KHORNE** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have a Save characteristic of 3+.

SCINTILLATING LEGION

Capering and cackling in an endless flux of transmogrifying change, the daemonic legions of Tzeentch unleash kaleidoscopic madness upon their enemies. Malevolent Lords of Change robed in sanity-blasting unhues wield raw magic with the ease of breathing. They marshal their bedlam hordes even as they transform screaming mortals into mounds of mutant flesh or set light to reality itself. Pink, Blue and Brimstone Horrors dance amidst the leaping flames, their sorceries unleashed in scintillating bombardments alongside the mutagenic blasts of bounding Flamers. Blade-finned Screamers flit through the skies in spiteful shoals, wheeling around the Burning Chariots that streak into the enemy lines like multicoloured comets, while all around them, reality itself distorts into screaming insanity.

DETACHMENT RULE

FATES IN FLUX

With every chance for change seized, every new fraying of fate's weave, the daemons and their foes alike fuel the power of Tzeentch, however inadvertently.

You start the battle with three Flux tokens (we recommend using a dice to track how many Flux tokens you have). You can spend one Flux token just after an Advance roll, Hit roll, Wound roll, Damage roll, saving throw or Hazardous test is made for a **LEGIONES DAEMONICA TZEENTCH** model or **LEGIONES DAEMONICA TZEENTCH** unit from your army to re-roll the result of that roll, throw or test. Flux tokens can also be spent to enhance the effect of some Stratagems. Each time you spend a Flux token, reduce the number of Flux tokens you have by one and your opponent gains one Flux token.

Whenever your opponent has one or more Flux tokens, they can spend one Flux token after an Advance roll, Hit roll, Wound roll or saving throw is made for a model or unit from their army, to re-roll the result of that roll or throw. If they do, they reduce the number of Flux tokens they have by one and you gain one Flux token. This is ignored if your opponent has the Fates in Flux Detachment rule.

In your Command phase, if your opponent has one or more Flux tokens, you gain one Flux token.

Designer's Note: *When using fast dice rolling, this rule can be used to spend any number of Flux tokens (up to the amount you have), to re-roll a number of dice up to the amount spent, after rolling multiple rolls or saving throws at once.*

ENHANCEMENTS

INESCAPABLE EYE

This gem reveals the myriad paths of the future.

LEGIONES DAEMONICA TZEENTCH model only. In your Command phase, if the bearer is on the battlefield, if your opponent has one or more Flux tokens, you gain one additional Flux token.

INFERNAL PUPPETEER

To this mighty entity, lesser daemons are but prisms through which its power shines.

LEGIONES DAEMONICA TZEENTCH MONSTER model only. In your Shooting phase, when this unit is **selected to shoot**, while an enemy unit is **visible** to a friendly **LEGIONES DAEMONICA TZEENTCH** unit, that enemy unit has +9" **detection range** until this unit has shot.

NEVERBLADE

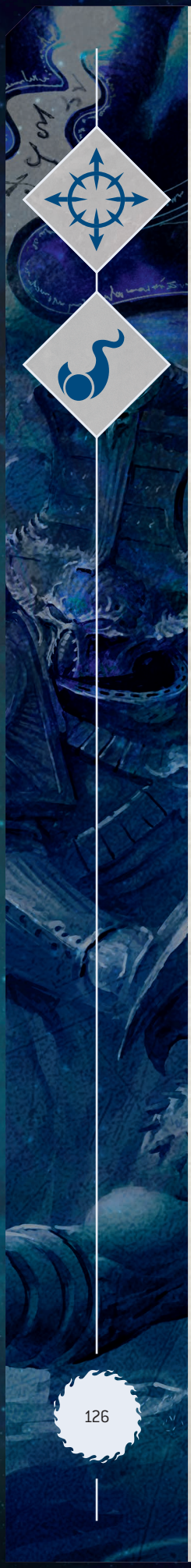
This bizarre daemon weapon makes a mockery of even the most determined defence.

LEGIONES DAEMONICA TZEENTCH MONSTER model only. Improve the Strength characteristic of melee weapons equipped by the bearer by 2, improve the Attacks and Armour Penetration characteristics of melee weapons equipped by the bearer by 1, and each time the bearer makes a melee attack, add 1 to the Hit roll.

IMPROBABLE SHIELD (AURA)

Complex convolutions of fate wind about this entity.

LEGIONES DAEMONICA TZEENTCH model only. While a friendly **LEGIONES DAEMONICA TZEENTCH** unit is within 6" of the bearer, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks and mortal wounds.



IMPOSSIBLE ECLIPSE

SCINTILLATING LEGION – STRATEGIC PLOY STRATAGEM

1CP

At the call of this malevolent entity, invisible stellar bodies slide into alignment, plunging the battlefield into momentary twilight, dancing with strange and sorcerous will–o'-the-wisps.

WHEN: Any phase.

TARGET: One **LEGIONES DAEMONICA TZEENTCH MONSTER** unit from your army that is on the battlefield.

EFFECT: Select No Man's Land or your opponent's deployment zone, or spend one Flux token and select both. Until the end of the phase, the selected areas of the battlefield are within your army's Shadow of Chaos.

PYROGENESIS

SCINTILLATING LEGION – BATTLE TACTIC STRATAGEM

1CP

Warpflame is as changeable as the monsters who wield it, capable of easily burning through ceramite plates or reinforced hulls when desired.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **LEGIONES DAEMONICA TZEENTCH** unit from your army that has not been selected to shoot or fight that phase.

EFFECT: Until the end of the phase, add 2 to the Strength characteristic of weapons equipped by models in your unit, or spend one Flux token and add 3 to the Strength characteristic of those weapons and improve the Armour Penetration characteristic of those weapons by 1 instead.

FLICKERING REALITY

SCINTILLATING LEGION – STRATEGIC PLOY STRATAGEM

1CP

The very stuff of reality flickers like a candle flame in a gale, frustrating even the most skilful sworders as they strike at rippling illusions.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **LEGIONES DAEMONICA TZEENTCH** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Roll one D6, then you can spend one Flux token to re-roll the result: until the end of the phase, each time an attack targets your unit, on an unmodified Hit roll (after any re-roll) of that result, the attack sequence ends, even if the original Hit roll would have been a Critical Hit.

Example: *If you roll a 2 and choose to spend one Flux token to re-roll the result, and the re-roll is a 6, then until the end of the phase, each time an attack targets your unit, on an unmodified Hit roll of 6 the attack sequence ends, that attack fails to hit and no Critical Hit effects (e.g. Lethal Hits) are resolved.*

FATEBORNE NIGHTMARES

SCINTILLATING LEGION – STRATEGIC PLOY STRATAGEM

1CP

Barred doors, reinforced windows, or walls are no barriers to the children of the Warp. They cannot be outrun; they cannot be hidden from; they cannot be stopped.

WHEN: Your Movement phase or your Charge phase.

TARGET: One **LEGIONES DAEMONICA TZEENTCH** unit from your army.

EFFECT: Until the end of the phase, each time a model in your unit makes a move, it can move through terrain features.

FICKLEFIRE

SCINTILLATING LEGION – STRATEGIC PLOY STRATAGEM

1CP

These daemons care little for who they engulf in their infernal fires, only that destruction and chaos are wrought.

WHEN: Your Shooting phase.

TARGET: One **LEGIONES DAEMONICA TZEENTCH** unit from your army that is within Engagement Range of one or more enemy units.

EFFECT: Until the end of the phase, enemy units are not considered to be within Engagement Range of your unit for the purposes of selecting targets for, and resolving attacks with, ranged weapons. Until the end of the phase, each time an enemy model is destroyed while its unit is within Engagement Range of your unit, roll one D6: on a 5+, your unit suffers 1 mortal wound after the attacking unit has finished making its attacks.

DELIRIUM UNMADE

SCINTILLATING LEGION – STRATEGIC PLOY STRATAGEM

1CP

Between one heartbeat and the next, the daemons of Tzeentch vanish as though they were never there. Yet this jarring respite will last only long enough for their victims to question their sanity before the onslaught begins anew.

WHEN: End of your opponent's Fight phase.

TARGET: One **LEGIONES DAEMONICA TZEENTCH** unit from your army that is not within Engagement Range of one or more enemy units. Alternatively, you can spend one Flux token when you use this Stratagem and target up to two **LEGIONES DAEMONICA TZEENTCH** units from your army instead (including those within Engagement Range of one or more enemy units).

EFFECT: Remove your units from the battlefield and place them into Strategic Reserves.

PLAGUE LEGION

One moment, reality is a place of rationality. The next, the veil separating realspace from the Warp strains, then bursts like a fatted boil and from the suppurating rent spill the daemon legions of Nurgle. Despair spreads before them like vomit soaking into pristine silk. Miasmal clouds engulf the foe, causing flesh to blister and slough, metal to fur with rust, and hope itself to rot away into dread misery. Already disoriented and gripped by gloom, the enemy now faces rank upon rank of rotted horrors as Plaguebearers slouch toward them, shepherded by the mountainous bulks of Great Unclean Ones. With tittering tides of Nurglings flowing like sharp-fanged effluent about their legs, Beasts of Nurgle bounding through their lines like living boulders, and malevolent Plague Drones thrumming down from above, the enemy's nightmare is just beginning.

DETACHMENT RULE

MELANCHOLIC MIASMA

To fight the daemons of Nurgle is to endure their entropic assaults upon both the physical and spiritual battlefields. The horror of inevitable decay claws at the souls of their victims even as the daemons' splintered talons rake their flesh, heralding nightmarish putrefaction and impending doom.

While an enemy unit is within 9" of one or more **LEGIONES DAEMONICA NURGLE** units from your army, that enemy unit is within your army's Shadow of Chaos. In each player's Command phase, select one enemy unit within your army's Shadow of Chaos. That unit must take a Battle-shock test.

ENHANCEMENTS

CANKERBLIGHT (AURA)

The mere presence of this corrosive monstrosity is enough to rot the very stuff of reality and all who inhabit it.

LEGIONES DAEMONICA NURGLE model only. Each time an enemy unit (excluding **MONSTERS** and **VEHICLES**) that is within 6" of the bearer fails a Battle-shock test, the bearer can use this Enhancement. If it does, one model in that unit is destroyed (chosen by its controlling player). Each time the bearer uses this Enhancement, no mortal wounds are inflicted by your army's Daemonic Terror rule.

MAGGOT MAWS

This daemon's flesh is pocked with foul mouths that mumble curses to rot the minds of all who hear them.

LEGIONES DAEMONICA NURGLE model only. In your Shooting phase, select one enemy unit within 6" of the bearer; that enemy unit must take a Battle-shock test. Then roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds. Each time the bearer uses this Enhancement, no mortal wounds are inflicted by your army's Daemonic Terror rule.

DRONING SHROUD (AURA)

This sentient cowl of daemonic plague flies roars and whirls with cyclonic force, obscuring even the most hulking and bloated daemonic bearer.

LEGIONES DAEMONICA NURGLE MONSTER model only. While a friendly **LEGIONES DAEMONICA NURGLE** unit is within 6" of the bearer, that unit can only be targeted by a ranged attack if the attacking model is within 18".

FONT OF SPORES (AURA)

This entity's foul breath expels clouds of rust pox spores, which gnaw into all they settle upon.

LEGIONES DAEMONICA NURGLE MONSTER model only. While a friendly **LEGIONES DAEMONICA NURGLE** unit is within 6" of the bearer, improve the Armour Penetration characteristic of weapons equipped by models in that unit by 1.



SEEPING VIRULENCE

PLAGUE LEGION – BATTLE TACTIC STRATAGEM

1CP

Repugnant filth wells from the weapons, gaping maws and open wounds of these daemons, slopping across the foe and causing swift and virulent rot wherever it finds the slightest way in.

WHEN: Fight phase.

TARGET: One **LEGIONES DAEMONICA NURGLE** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in that unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

FEVER VISIONS

PLAGUE LEGION – BATTLE TACTIC STRATAGEM

1CP

A plague of waking nightmares races through the enemy ranks, leaving foes reeling in the grip of nauseating visions that curdle into soul-destroying reality.

WHEN: Your Shooting phase or the Fight phase.

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

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Hit roll. After your unit has finished making its attacks, select one enemy unit hit by one or more of those attacks; that enemy unit must take a Battle-shock test.

FOETID RESURGENCE

PLAGUE LEGION – STRATEGIC PLOY STRATAGEM

2CP

As the power of the Plague God saturates the battlefield, fresh daemonic life blooms from the septic corpse mulch that bubbles underfoot.

WHEN: Your Command phase.

TARGET: One **LEGIONES DAEMONICA NURGLE** unit from your army that is on the battlefield.

EFFECT: Return up to 1 **destroyed** model to your unit (excluding **CHARACTER** models) or up to D3 **destroyed** models instead (excluding **CHARACTER** models) if your unit is a **BATTLELINE** unit, with their full wounds remaining. If your unit is a **MONSTER** unit, one model in your unit regains up to D3+1 lost wounds instead.

ROT AND RENEWAL

PLAGUE LEGION – STRATEGIC PLOY STRATAGEM

1CP

Rather than lumber across the battlefield, these daemons rot away to nothing before hatching anew from canker blooms wherever they wish to be.

WHEN: Your Movement phase or your Charge phase.

TARGET: One **LEGIONES DAEMONICA NURGLE** unit from your army.

EFFECT: Until the end of the phase, each time a model in your unit makes a move, it can move through terrain features.

MURKSHADOWS

PLAGUE LEGION – BATTLE TACTIC STRATAGEM

1CP

With the battlefield swathed in an occluding miasma of unreality, Nurgle's daemons may loom out of the haze, solidify from amidst thrumming fly clouds or even rise out of the filth without warning.

WHEN: Your Movement phase.

TARGET: One **LEGIONES DAEMONICA NURGLE INFANTRY** unit from your army.

EFFECT: Until the end of the phase, each time your unit makes a Normal move, add 5" to the Move characteristic of models in your unit.

PLAGUE OF WOES

PLAGUE LEGION – STRATEGIC PLOY STRATAGEM

1CP

Even as one band of foes gives in to despair, their sorrows spread like a virus to the minds and souls of others, the enemy's woes multiplying by the moment.

WHEN: Your opponent's Command phase, before selecting any targets for the Melancholic Miasma Detachment rule.

TARGET: One **LEGIONES DAEMONICA NURGLE** unit from your army.

EFFECT: Until the end of the phase, after an enemy unit takes a Battle-shock test as a result of the Melancholic Miasma Detachment rule, select one other enemy unit within 9" of your unit; that enemy unit must take a Battle-shock test.

LEGION OF EXCESS

The legions of Slaanesh surge into battle like a blood-spattered carnival run mad. It is a revel where every swathe of diaphanous silk is braided with screaming souls, and every beautiful smile stretches into a needle-fanged leer of cruellest hunger. The presence of these entities is enough to drive mortals mad as the horrific evidence of their eyes wars with forbidden desire welling inside them like bile. Engulfed in intoxicating mists, they struggle to raise weapons against Daemonettes and Fiends whose every caress bears a razor's edge. Wailing in blissful torment, they drop to their knees before towering Keepers of Secrets, pleading for gifts of agony the daemons gladly dole out. Willingly, they hurl themselves beneath the hooves of Seekers and the threshing blades of Hellflayers. Against such insidious foes, what hope of victory can there be?

DETACHMENT RULE

BEGUILING AURA

The daemons of the Dark Prince can bewitch the minds of their foes, appearing in one moment as their true and nightmarish selves and in the next as the object of their foes' most forbidden desires or devoted affections. Enemies are left foundering and bewildered as the daemons weave their sinuous dances around them and trill their nerve-shredding siren songs.

Legiones Daemonica Slaanesh units from your army are eligible to declare a charge in a turn in which they Fell Back.

SEDUCTIVE GAMBIT

Temptation is a deadly weapon in the arsenal of the daemons of Slaanesh. To tease warriors' pride with visions of martial glory or to lure the deluded and desperate into a bladed embrace, they delight in dangling themselves like bait or feigning helpless weakness, then striking with savage release at their overextended foes.

Legiones Daemonica Slaanesh units from your army have the following ability:

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

ENHANCEMENTS

FALSE MAJESTY (AURA)

Dripping poisonous finery and stalking across the battlefield with regal arrogance, this daemon evokes in its fellows the jealous need to outshine its magnificence.

Legiones Daemonica Slaanesh model only. While a friendly **Legiones Daemonica Slaanesh** unit (excluding **Monsters**) is within 6" of the bearer, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

DREAMING CROWN (AURA)

This gilded circlet fills mortal minds with waking dreams potent enough to intoxicate and distract even the most disciplined or alien combatants, leaving them easy prey for the daemons of Slaanesh.

Legiones Daemonica Slaanesh model only. While a friendly **Legiones Daemonica Slaanesh** unit (excluding **Monsters**) is within 6" of the bearer, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

AVATAR OF PERFECTION

This entity is the corporeal embodiment of selfish arrogance, fighting best when it fights alone.

Legiones Daemonica Slaanesh Monster model only. At the start of each phase, if there are no other friendly units within 6" of the bearer, you can: re-roll Advance rolls made for the bearer; re-roll Charge rolls made for the bearer; ignore any or all modifiers to its Move characteristic and to any Advance and/or Charge rolls made for the bearer.

SOUL GLUTTON

This daemon lord guzzles souls, its bloated corporeality reknitting with each fresh morsel.

Legiones Daemonica Slaanesh Monster model only. At the end of the Fight phase, if one or more enemy models were destroyed this phase as a result of one or more of the bearer's attacks, it can use this Enhancement. If it does, it regains up to D3 lost wounds.

RAPTUROUS AGONY

LEGION OF EXCESS – STRATEGIC PLOY STRATAGEM

Those made from the essence of Slaanesh revel in every sensation, from blissful euphoria to agonising pain. Even a devastating wound is seen as a gift to be savoured by the daemons of the Dark Prince.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly **LEGIONES DAEMONICA SLAANESH** unit (excluding **MONSTER/VEHICLE** units).

TARGET: That **LEGIONES DAEMONICA SLAANESH** unit.

EFFECT: Attacks that target your unit with a **S** greater than your unit's **T** have -1 to wound rolls.

OVERWHELMING EXCESS

LEGION OF EXCESS – BATTLE TACTIC STRATAGEM

Sensation gushes relentlessly into the overstimulated minds of the enemy until their souls strain fit to burst. Barely able to think or function, they recoil in their desperate need to stem the unstoppable tide.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **LEGIONES DAEMONICA SLAANESH** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

ARCHAGONISTS

LEGION OF EXCESS – BATTLE TACTIC STRATAGEM

These daemons perceive with absolute clarity whereabouts on their victims' bodies they must strike to inflict the greatest possible excess of suffering.

2CP

WHEN: Fight phase.

TARGET: One **LEGIONES DAEMONICA SLAANESH MONSTER** unit or up to two **LEGIONES DAEMONICA SLAANESH** units (excluding **MONSTERS**) from your army that have not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in one of those units makes an attack, add 1 to the Wound roll.

SENSORY EXCRUCIATION

LEGION OF EXCESS – STRATEGIC PLOY STRATAGEM

This entity causes the battlefield to flicker wildly between the debauched Slaaneshi Warp interstice and the most brutally mundane reality, faster than even supernatural senses can perceive. The result is a psychically devastating barrage of excess and deprivation.

1CP

WHEN: Your Command phase.

TARGET: One **LEGIONES DAEMONICA SLAANESH MONSTER** unit from your army that is on the battlefield.

EFFECT: Each unit on the battlefield that is within your army's Shadow of Chaos must take a Battle-shock test, subtracting 1 from that test if they are Below Half-strength.

Designer's Note: *This Stratagem forces all friendly and enemy units alike within your army's Shadow of Chaos to take a Battle-shock test. This can allow a Chaos Daemons player to heal units from their army through the Daemonic Manifestation army rule, at the risk of causing some of their own units to become Battle-shocked.*

PHANTASMAL LONGING

LEGION OF EXCESS – STRATEGIC PLOY STRATAGEM

Against their wills, enemy combatants find themselves wishing for the daemons of Slaanesh to draw closer. It is child's play for the daemons of Slaanesh to harness such strong emotions and transform them into manifest reality.

1CP

WHEN: Your Movement phase or your Charge phase.

TARGET: One **LEGIONES DAEMONICA SLAANESH** unit from your army.

EFFECT: Until the end of the phase, each time a model in your unit makes a move, it can move through terrain features.

CAVALCADE OF BLADES

LEGION OF EXCESS – BATTLE TACTIC STRATAGEM

The cavorting approach of Slaaneshi daemons is hypnotic and enthralling. It is a whirling carousel of eye-searing colours and flashing blades that tempt mortals to reach out with trembling eagerness until they can just reach.

1CP

WHEN: Your Charge phase, just after a **LEGIONES DAEMONICA SLAANESH** unit from your army ends a Charge move.

TARGET: That **LEGIONES DAEMONICA SLAANESH** unit.

EFFECT: Select one enemy unit within Engagement Range of your unit, then roll one D6 for each model in your unit that is within Engagement Range of that enemy unit, or roll six D6 instead if your unit is a **MONSTER** unit: for each 4+, that enemy unit suffers 1 mortal wound.

CHAOS DAEMONS
RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be highlighted in red.

FAQS

Q: *When using the Pink Horrors Split ability, when adding Blue Horror models to this unit, can this ability take the unit above it's starting strength?*
A: Yes

Q: *If a Pink Horror or a Blue Horror is destroyed as a result of its own weapon's* **[HAZARDOUS]** *ability, can that model's unit use its Split ability?*
A: Yes.

Q: *When I return models to a unit of Blue Horrors that began the battle as a unit of Pink Horrors, can I return Pink Horrors to that unit?*
A: No.

Q: *When I return models to a unit of Blue Horrors that began the battle as a unit of Pink Horrors, can I return models to that unit to bring it above the starting strength of that unit of Pink Horrors?*
A: No.

Q: *Do Pink Horrors' and Blue Horrors' Split abilities trigger when the damage is dealt by something other than an attack?*
A: No.

Q: *Does Be'lakor's The Dark Master ability allow it to be set up closer than 9" to enemy models, in a location that is not otherwise within my army's Shadow of Chaos, using the Warp Rifts Detachment rule?*
A: No.

Q: *Do the Greater Daemon of Slaanesh, Greater Daemon of Nurgle, Greater Daemon of Khorne or Greater Daemon of Tzeentch abilities allow a unit that has one of those abilities to be set up closer than 9" to enemy models, in a location that is not otherwise within my army's Shadow of Chaos, using the Warp Rifts Detachment rule?*
A: No.

Q: *If there are no objective markers within No Man's Land or within my opponent's deployment zone, does The Shadow of Chaos affect those areas of the battlefield?*
A: No.

Q: *If a unit of Pink Horrors suffers casualties such that there are no Pink Horror models left, and it then uses the Blue Horrors datasheet, what is the starting strength of that Blue Horrors unit?*
A: The starting strength of that Blue Horrors unit is the same as the starting strength of the original Pink Horrors unit when it was added to your army list.

Q: *Does using the Insane Bravery Stratagem on a* **LEGIONES DAEMONICA** *unit mean that unit is considered to have made a battle-shock roll?*
A: Yes, it is considered to have made a successful battle-shock roll.

Q: *When using the Daemonic Pact rule to add* **LEGIONES DAEMONICA** *units to my army, are any of the Shadow of Chaos army rules in effect (including Daemonic Manifestation and Daemonic Terror)?*
A: No.

GIANT CHAOS SPAWN

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

5+ INVULNERABLE SAVE

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

DAEMONIC ALLEGIANCE

Creature of Khorne: If this model has the **KHORNE** keyword, add 2 to the Strength characteristic of this model's melee weapons.

Creature of Tzeentch: If this model has the **TZEENTCH** keyword, this model has a 4+ invulnerable save.

Creature of Nurgle: If this model has the **NURGLE** keyword, add 1 to this model's Toughness characteristic.

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

ABILITIES

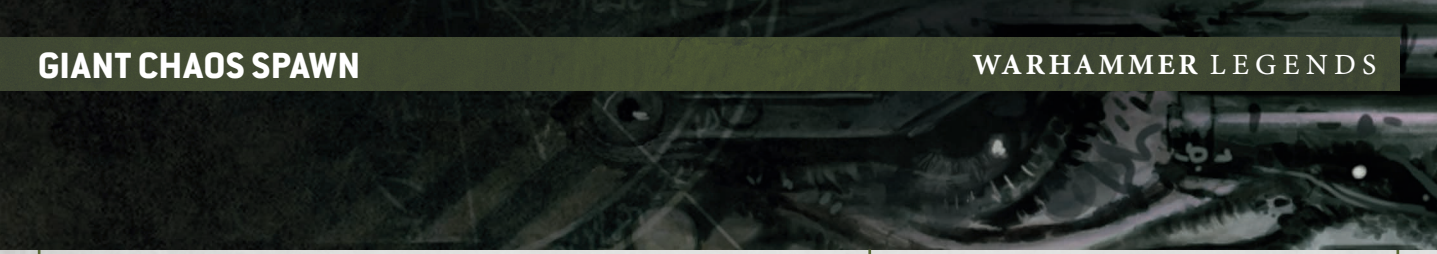
CORE: **Deep Strike, Feel No Pain 5+**

FACTION: **The Shadow of Chaos**

Regenerating Monstrosity: At the start of each player's Command phase, this model regains up to D3 lost wounds.

KEYWORDS: **MONSTER, CHAOS, GIANT CHAOS SPAWN**

FACTION KEYWORDS: **LEGIONES DAEMONICA**



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Giant Chaos Spawn**

This model is equipped with: churning fangs and claws.

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 (see the Daemonic Allegiance section).

KEYWORDS: **MONSTER, CHAOS, GIANT CHAOS SPAWN**

FACTION KEYWORDS:
LEGIONES DAEMONICA

SPINED CHAOS BEAST

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

5+ INVULNERABLE SAVE

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

DAEMONIC ALLEGIANCE

Creature of Khorne: If this model has the **KHORNE** keyword, add 2 to the Strength characteristic of this model's melee weapons.

Creature of Tzeentch: If this model has the **TZEENTCH** keyword, this model has a 4+ invulnerable save.

Creature of Nurgle: If this model has the **NURGLE** keyword, add 1 to this model's Toughness characteristic.

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

ABILITIES

CORE: **Deep Strike**

FACTION: **The Shadow of Chaos**

Warp Spines: Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **MONSTER, CHAOS, SPINED CHAOS BEAST**

FACTION KEYWORDS: **LEGIONES DAEMONICA**

SPINED CHAOS BEAST

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Spined Chaos Beast**

This model is equipped with: jagged claws and tusked maw.

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 (see the Daemonic Allegiance section).

KEYWORDS: **MONSTER, CHAOS, SPINED CHAOS BEAST**

FACTION KEYWORDS:
LEGIONES DAEMONICA

POX RIDERS

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

5+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Grasping tongue [LETHAL HITS]	9"	D3	4+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Pox Rider plaguesword [EXTRA ATTACKS, LETHAL HITS]	Melee	2	3+	4	-1	1
Yawning maw [LETHAL HITS]	Melee	3	3+	6	-1	2

ABILITIES

CORE: **Deep Strike**

FACTION: **The Shadow of Chaos**

Bounding Assault: Each time this unit ends a Charge move, until the end of the turn, Pox Rider plagueswords equipped by models in this unit have the **[LANCE]** ability.

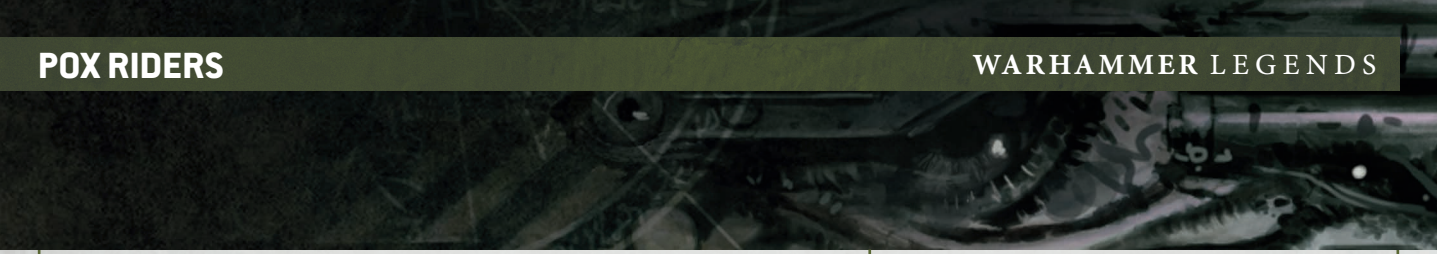
WARGEAR ABILITIES

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.

KEYWORDS: **Mounted, Chaos, Daemon, Nurgle, Pox Riders**

FACTION KEYWORDS: **Legiones Daemonica**



WARGEAR OPTIONS

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

UNIT COMPOSITION

- **3 Pox Riders**

Every model is equipped with: grasping tongue; Pox Rider plaguesword; yawning maw.

GRANDFATHER'S BLESSING

If a model from your army with the Leader ability can be attached to a **Beasts of Nurgle** unit, it can be attached to this unit instead.

KEYWORDS: **Mounted, Chaos, Daemon, Nurgle, Pox Riders**

FACTION KEYWORDS:
Legiones Daemonica

PLAGUE TOADS

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

5+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Grasping tongue [LETHAL HITS]	9"	D3	4+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Yawning maw [LETHAL HITS]	Melee	3	3+	6	-1	2

ABILITIES

CORE: **Deep Strike**

FACTION: **The Shadow of Chaos**

Pouncing Leap: You can target this unit with the **Heroic Intervention stratagem**, regardless of any other uses of that **stratagem** this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that **stratagem** on other units this phase.

KEYWORDS: **Beast, Chaos, Daemon, Nurgle, Plague Toads**

FACTION KEYWORDS: **Legiones Daemonica**

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **3 Plague Toads**

Every model is equipped with: grasping tongue; yawning maw.

GRANDFATHER'S BLESSING

If a model from your army with the Leader ability can be attached to a **Beasts of Nurgle** unit, it can be attached to this unit instead.

KEYWORDS: **Beast, Chaos, Daemon, Nurgle, Plague Toads**

FACTION KEYWORDS:
Legiones Daemonica

AN'GGRATH THE UNBOUND

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

4+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bloodlash	12"	9	2+	8	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Axe of Khorne – strike	Melee	8	2+	16	-4	D6+2
Axe of Khorne – sweep	Melee	16	2+	10	-2	2

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

ABILITIES

CORE: **Deadly Demise D6+2, Deep Strike**

FACTION: **The Shadow of Chaos**

Emissary of the Blood God (Aura): While a friendly **KHORNE LEGIONES DAEMONICA** unit is within 6" of this model, you can re-roll Battle-shock tests taken for that unit.

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

DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **MONSTER, CHARACTER, EPIC HERO, TITANIC, TOWERING, CHAOS, DAEMON, KHORNE, AN'GGRATH THE UNBOUND**

FACTION KEYWORDS: **LEGIONES DAEMONICA**

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 An'ggrath the Unbound – Epic Hero**

This model is equipped with: bloodlash; axe of Khorne.

KEYWORDS: **Monster, Character, Epic Hero, Titanic, Towering, Chaos, Daemon, Khorne, An'ggrath the Unbound**

FACTION KEYWORDS: **Legiones Daemonica**

AETAOS'RAU'KERES

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

4+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt of Tzeentch – focused witchfire [HAZARDOUS, PSYCHIC]	24"	9	2+	10	-2	D3
Bolt of Tzeentch – witchfire [PSYCHIC]	24"	9	2+	10	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Staff of cataclysm [PSYCHIC]	Melee	6	3+	8	-2	3
Warpfire talons [PSYCHIC]	Melee	12	3+	4	-1	1

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

ABILITIES

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

FACTION: **The Shadow of Chaos**

Emissary of the Great Mutator (Aura): While a friendly **Tzeentch Legiones Daemonica** unit is within 6" of this model, you can re-roll Battle-shock tests taken for that unit.

Master of Magicks (Psychic): In your Shooting phase, select one of the following abilities: **[IGNORES COVER]**; **[LETHAL HITS]**; **[SUSTAINED HITS D3]**. Until the end of the phase, this model's ranged weapon has that ability.

DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **Monster, Character, Epic Hero, Titanic, Towering, Fly, Psyker, Chaos, Daemon, Tzeentch, Aetaos'rau'keres**

FACTION KEYWORDS: **Legiones Daemonica**

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Aetaos'rau'keres – Epic Hero**

This model is equipped with: Bolt of Tzeentch; staff of cataclysm; warpfire talons.

KEYWORDS: **Monster, Character, Epic Hero, Titanic, Towering, Fly, Psyker, Chaos, Daemon, Tzeentch, Aetaos'rau'keres**

FACTION KEYWORDS: **Legiones Daemonica**

SCABEIATHRAX THE BLOATED

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

4+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Putrid vomit [IGNORES COVER, TORRENT]	6"	D6+3	N/A	5	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Blade of decay – Strike [LETHAL HITS]	Melee	7	2+	9	-2	D6
Blade of decay – Sweep [LETHAL HITS]	Melee	14	2+	7	-1	1

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

ABILITIES

CORE: **Deadly Demise D6, Deep Strike, Feel No Pain 6+**

FACTION: **The Shadow of Chaos**

Emissary of the Plague God (Aura): While a friendly **NURGLE LEGIONES DAEMONICA** unit is within 6" of this model, you can re-roll Battle-shock tests taken for that unit.

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

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.

KEYWORDS: **MONSTER, CHARACTER, EPIC HERO, PSYKER, CHAOS, DAEMON, NURGLE, SCABEIATHRAX THE BLOATED**

FACTION KEYWORDS: **LEGIONES DAEMONICA**

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Scabeiathrax the Bloated – Epic Hero**

This model is equipped with: putrid vomit; blade of decay.

KEYWORDS: **Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Nurgle, Scabeiathrax the Bloated**

FACTION KEYWORDS: **Legiones Daemonica**

ZARAKYNEL

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

4+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Phantasmagoria – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	18"	9	2+	6	-2	1
Phantasmagoria – witchfire [DEVASTATING WOUNDS, PSYCHIC]	18"	6	2+	6	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Snapping claws [DEVASTATING WOUNDS, EXTRA ATTACKS]	Melee	4	2+	6	-2	3
Souleater blade	Melee	6	2+	9	-2	3

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

ABILITIES

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

FACTION: **The Shadow of Chaos**

Emissary of the Prince of Excess (Aura): While a friendly **Slaanesh Legiones Daemonica** unit is within 6" of this model, you can re-roll Battle-shock tests taken for that unit.

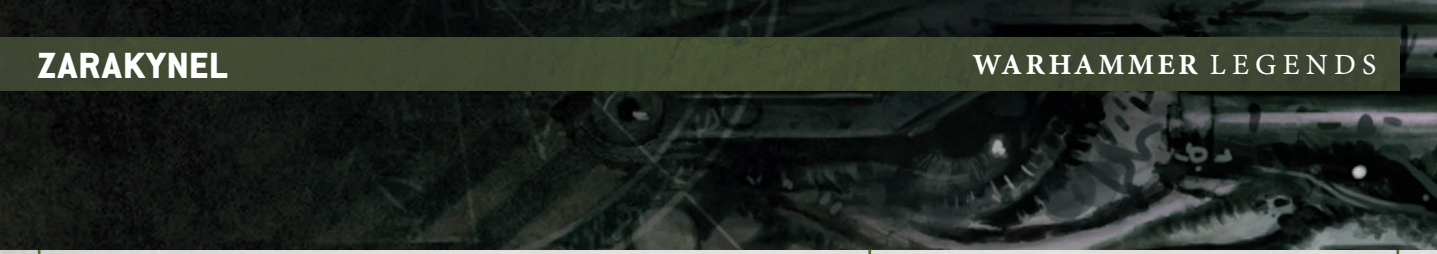
Mesmerising Form: Each time an attack targets this model, subtract 1 from the Hit roll.

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.

KEYWORDS: **Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Slaanesh, Zarakynel**

FACTION KEYWORDS: **Legiones Daemonica**



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Zarakynel – Epic Hero**

This model is equipped with: Phantasmagoria; snapping claws; souleater blade.

KEYWORDS: **Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Slaanesh, Zarakynel**

FACTION KEYWORDS: **Legiones Daemonica**

HERALD OF SLAANESH *ON STEED OF SLAANESH*

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

5+ INVULNERABLE SAVE

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

ABILITIES

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

FACTION: **The Shadow of Chaos**

Lethal Caress: While this model is leading a unit, improve the Armour Penetration characteristic of melee weapons equipped by models in that unit by 1.

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.

KEYWORDS: **Mounted, Character, Psyker, Chaos, Daemon, Slaanesh, Herald of Slaanesh**

FACTION KEYWORDS: **Legiones Daemonica**

HERALD OF SLAANESH *ON STEED OF SLAANESH*

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Herald of Slaanesh on Steed of Slaanesh**

This model is equipped with: lashing tongue; ravaging claws.

LEADER

This model can be attached to the following unit:

- **Seekers**

KEYWORDS: **Mounted, Character, Psyker, Chaos, Daemon, Slaanesh, Herald of Slaanesh**

FACTION KEYWORDS: **Legiones Daemonica**

FURIES

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

5+ INVULNERABLE SAVE

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

ABILITIES

CORE: **Deep Strike**

FACTION: **The Shadow of Chaos**

Prey on the Weak: Each time this model makes an attack that targets an enemy unit that is Battle-shocked, add 1 to the Wound roll.

KEYWORDS: **Infantry, Chaos, Daemon, Fly, Furies**

FACTION KEYWORDS: **Legiones Daemonica**

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **5-10 Furies**

Every model is equipped with: daemonic claws.

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

KEYWORDS: **INFANTRY, CHAOS, DAEMON, FLY, FURIES**

FACTION KEYWORDS:
LEGIONES DAEMONICA