

COMMAND ROSTER

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
	Plagueridden	Plaguesword,		Leader, Daemonic, Disgustingly Resilient,		8
	Iridescent Horror	Coruscating Flames,		Demolitions, Ephemeral Daemons,		13
	Pink Horror Icon Bearer	Icon of Tzeentch, Coruscating Flames,		Comms, Ephemeral Daemons,		16
	Pink Horror	Coruscating Flames,		Ephemeral Daemons,		12
	Bloodreaper	Hellblade,		Combat, Daemonic, Unstoppable Ferocity,		8
	Plaguebearer Icon Bearer	Icon of Nurgle, Plaguesword,		Daemonic, Disgustingly Resilient,		11
	Bloodletter	Hellblade,		Daemonic, Unstoppable Ferocity,		7
	Bloodletter	Hellblade,		Daemonic, Unstoppable Ferocity,		7
	Bloodletter	Hellblade,		Daemonic, Unstoppable Ferocity,		7
	Bloodletter Icon Bearer	Icon of Khorne, Hellblade,		Daemonic, Unstoppable Ferocity,		11
	Bloodletter Hornblower	Instrument of Khorne, Hellblade,		Daemonic, Unstoppable Ferocity,		10
	Alluress	Piercing Claws,		Daemonic, Quicksilver Swiftmess,		8
	Bloodletter	Hellblade,		Daemonic, Unstoppable Ferocity,		7

8 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Plagueridden	5"	4+	4+	4	4	1	2	7	6+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Plaguesword	Melee	Melee	User	0	1	You can re-roll wound rolls of 1 for this weapon.				

ABILITIES:

Daemonic	This model has a 5+ invulnerable save.
Disgustingly Resilient	Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.

SPECIALISM: LEADER

Resourceful	As long as this model is on the battlefield and not shaken, you gain an additional Command Point at the beginning of the battle round.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

13 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Iridescent Horror	6"	4+	4+	3	3	1	2	7	6+	1
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Blue Horror	6"	4+	-	2	3	1	1	7	6+	-
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Pair of Brimstone Horrors	6"	4+	-	1	3	1	2	7	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Coruscating Flames	18"	Assault 2	User	0	1	-				

ABILITIES:

Ephemeral Daemons	This model has an invulnerable save of 4+. Blue Horrors instead have an invulnerable save of 5+. Pairs of Brimstone Horrors instead have an invulnerable save of 6+.
Split	Do not make any Injury rolls for a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower, Iridescent Horror, Blue Horror or Pair of Brimstone Horrors model. This model is instead automatically taken out of action when reduced to 0 wounds. The following rules apply when one of these models is taken out of action. When a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror is taken out of action, you can set up 2 Blue Horrors within 1/2" of the slain model before it it removed. If these models cannot be set up, this ability has no effect. A Blue Horror has no weapons or equipment. When a Blue Horror is taken out of action, you can replace that model with 1 Pair of Brimstone Horrors model. A Pair of Brimstone Horrors has no weapons or equipment. If a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror that is a Specialist is taken out of action, any Blue Horrors that are set up are not Specialists. Blue Horrors and Pairs of Brimstone Horrors are never considered to have charged in the battle round in which they are set up. Blue Horrors and Pairs of Brimstone Horrors are not treated as part of your kill team for the purposes of determining if your kill team is broken and are not treated as friendly models for the purposes of Nerve Tests.

PSYKER: MANIFEST 1 | DENY 1

Psybolt	Psybolt has a warp charge value of 5. If manifested, the closest enemy model within 18" of and visible to the psyker suffers 1 mortal wound (pg 33). If the result of the Psychic test was 11+, the target suffers D3 mortal wounds instead.
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SPECIALISM: DEMOLITIONS

Breacher	You can add 1 to this model's wound rolls against targets that are obscured.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Pink Horror Icon Bearer	6"	4+	4+	3	3	1	1	7	6+	1

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Blue Horror	6"	4+	-	2	3	1	1	7	6+	-

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Pair of Brimstone Horrors	6"	4+	-	1	3	1	2	7	6+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Icon of Tzeentch	At the start of your turn in the Psychich phase, roll a D6 for each model from your kill team equipped with an Icon of Tzeentch. On a 6 inflict 1 mortal wound of the closest enemy model within 12" of the model being rolled for.					
Coruscating Flames	18"	Assault 2	User	0	1	-

ABILITIES:

Ephemeral Daemons	This model has an invulnerable save of 4+. Blue Horrors instead have an invulnerable save of 5+. Pairs of Brimstone Horrors instead have an invulnerable save of 6+.
Split	Do not make any Injury rolls for a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower, Iridescent Horror, Blue Horror or Pair of Brimstone Horrors model. This model is instead automatically taken out of action when reduced to 0 wounds. The following rules apply when one of these models is taken out of action. When a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror is taken out of action, you can set up 2 Blue Horrors within 1/2" of the slain model before it is removed. If these models cannot be set up, this ability has no effect. A Blue Horror has no weapons or equipment. When a Blue Horror is taken out of action, you can replace that model with 1 Pair of Brimstone Horrors model. A Pair of Brimstone Horrors has no weapons or equipment. If a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror that is a Specialist is taken out of action, any Blue Horrors that are set up are not Specialists. Blue Horrors and Pairs of Brimstone Horrors are never considered to have charged in the battle round in which they are set up. Blue Horrors and Pairs of Brimstone Horrors are not treated as part of your kill team for the purposes of determining if your kill team is broken and are not treated as friendly models for the purposes of Nerve Tests.

PSYKER: MANIFEST 1 | DENY 1

Psybolt	Psybolt has a warp charge value of 5. If manifested, the closest enemy model within 18" of and visible to the psyker suffers 1 mortal wound (pg 33). If the result of the Psychic test was 11+, the target suffers D3 mortal wounds instead.
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SPECIALISM: COMMS

Scanner	Once per Shooting phase, if this model is not shaken, when you pick another model from your kill team within 6" of this model to shoot, you can add 1 to hit rolls for that model in this phase.
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12 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Pink Horror	6"	4+	4+	3	3	1	1	7	6+	-
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Blue Horror	6"	4+	-	2	3	1	1	7	6+	-
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Pair of Brimstone Horrors	6"	4+	-	1	3	1	2	7	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Coruscating Flames	18"	Assault 2	User	0	1	-				

ABILITIES:

Ephemeral Daemons	This model has an invulnerable save of 4+. Blue Horrors instead have an invulnerable save of 5+. Pairs of Brimstone Horrors instead have an invulnerable save of 6+.
Split	Do not make any Injury rolls for a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower, Iridescent Horror, Blue Horror or Pair of Brimstone Horrors model. This model is instead automatically taken out of action when reduced to 0 wounds. The following rules apply when one of these models is taken out of action. When a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror is taken out of action, you can set up 2 Blue Horrors within 1/2" of the slain model before it is removed. If these models cannot be set up, this ability has no effect. A Blue Horror has no weapons or equipment. When a Blue Horror is taken out of action, you can replace that model with 1 Pair of Brimstone Horrors model. A Pair of Brimstone Horrors has no weapons or equipment. If a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror that is a Specialist is taken out of action, any Blue Horrors that are set up are not Specialists. Blue Horrors and Pairs of Brimstone Horrors are never considered to have charged in the battle round in which they are set up. Blue Horrors and Pairs of Brimstone Horrors are not treated as part of your kill team for the purposes of determining if your kill team is broken and are not treated as friendly models for the purposes of Nerve Tests.

PSYKER: MANIFEST 1 | DENY 1

Psychic	Psychic has a warp charge value of 5. If manifested, the closest enemy model within 18" of and visible to the psyker suffers 1 mortal wound (pg 33). If the result of the Psychic test was 11+, the target suffers D3 mortal wounds instead.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

8 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodreaper	6"	3+	3+	4	3	1	2	7	6+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.				

ABILITIES:

Daemonic	This model has a 5+ invulnerable save.
Unstoppable Ferocity	You can add 1 to the Attacks and Strength characteristics of a model with this ability in a battle round in which they charged.

SPECIALISM: COMBAT

Expert Fighter	Add 1 to this model's Attacks characteristic.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

11 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Plaguebearer Icon Bearer	5"	4+	4+	4	4	1	1	7	6+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Icon of Nurgle	Subtract 1 from the Leadership characteristic of enemy models within 6" of any models equipped with an Icon of Nurgle.									
Plaguesword	Melee	Melee	User	0	1	You can re-roll wound rolls of 1 for this weapon.				

ABILITIES:

Daemonic	This model has a 5+ invulnerable save.
Disgustingly Resilient	Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

7 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodletter	6"	3+	3+	4	3	1	1	7	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.				

ABILITIES:

Daemonic	This model has a 5+ invulnerable save.
Unstoppable Ferocity	You can add 1 to the Attacks and Strength characteristics of a model with this ability in a battle round in which they charged.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

7 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodletter	6"	3+	3+	4	3	1	1	7	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.				

ABILITIES:

Daemonic	This model has a 5+ invulnerable save.
Unstoppable Ferocity	You can add 1 to the Attacks and Strength characteristics of a model with this ability in a battle round in which they charged.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

7 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodletter	6"	3+	3+	4	3	1	1	7	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.				

ABILITIES:

Daemonic	This model has a 5+ invulnerable save.
Unstoppable Ferocity	You can add 1 to the Attacks and Strength characteristics of a model with this ability in a battle round in which they charged.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

11 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodletter Icon Bearer	6"	3+	3+	4	3	1	1	7	6+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Icon of Khorne	You can re-roll charge rolls for BLOODLETTERS within 6" of any friendly models equipped with an Icon of Khorne.									
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.				

ABILITIES:

Daemonic	This model has a 5+ invulnerable save.
Unstoppable Ferocity	You can add 1 to the Attacks and Strength characteristics of a model with this ability in a battle round in which they charged.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

10 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodletter Hornblower	6"	3+	3+	4	3	1	1	7	6+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Instrument of Khorne	Add 1 to Advance and charge rolls made for BLOODLETTERS within 6" of any models equipped with an Instrument of Khorne.									
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.				

ABILITIES:

Daemonic	This model has a 5+ invulnerable save.
Unstoppable Ferocity	You can add 1 to the Attacks and Strength characteristics of a model with this ability in a battle round in which they charged.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

8 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Alluress	7"	3+	3+	3	3	1	3	7	6+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Piercing Claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.				

ABILITIES:

Daemonic	This model has a 5+ invulnerable save.
Quicksilver Swiftess	A model with this ability can be chosen to fight in the Hammer of Wrath section of the Fight phase even if they have not charged in that battle round.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

7 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodletter	6"	3+	3+	4	3	1	1	7	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.				

ABILITIES:

Daemonic	This model has a 5+ invulnerable save.
Unstoppable Ferocity	You can add 1 to the Attacks and Strength characteristics of a model with this ability in a battle round in which they charged.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐