

COMMAND ROSTER

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|-------------|--|---------|---------------|
| PLAYER NAME | | FACTION | Chaos Daemons |
|-------------|--|---------|---------------|

| 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 | Coruscating Flames, Icon of Tzeentch, | | Comms, Ephemeral Daemons, | | 16 |
| | Pink Horror | Coruscating Flames, | | Ephemeral Daemons, | | 12 |
| | Bloodreaper | Hellblade, | | Combat, Daemonic, Unstoppable Ferocity, | | 8 |
| | Plaguebearer Icon Bearer | Plaguesword, Icon of Nurgle, | | 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 | Hellblade, Icon of Khorne, | | Daemonic, Unstoppable Ferocity, | | 11 |
| | Bloodletter Hornblower | Hellblade, Instrument of Khorne, | | Daemonic, Unstoppable Ferocity, | | 10 |
| | Alluress | Piercing Claws, | | Daemonic, Quicksilver Swiftness, | | 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 |
| Blue Horror | 6" | 4+ | - | 2 | 3 | 1 | 1 | 7 | 6+ | - |
| 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+. |
|-------------------|--|

Psyker: Manifest 1 | Deny 1

| | |
|----------|---|
| Psycholt | Psycholt 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

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|----------|--|
| 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: ☐

16 Points

| 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 |
| Blue Horror | 6" | 4+ | - | 2 | 3 | 1 | 1 | 7 | 6+ | - |
| 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 | - |
| Icon of Tzeentch | At the start of your turn in the Psychic 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. | | | | | |

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+. |
|-------------------|--|

Psyker: Manifest 1 | Deny 1

| | |
|----------|---|
| Psycholt | Psycholt 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. |
|----------|---|

Specialism: Comms

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

12 Points

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

Psyker: Manifest 1 | Deny 1

| | |
|----------|---|
| Psycholt | Psycholt 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. |
|----------|---|

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. |
| Experience: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Flesh Wounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Convalescence: <input type="checkbox"/> New Recruit: <input type="checkbox"/> |

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 | | | | |
| Plaguesword | Melee | Melee | User | 0 | 1 | You can re-roll wound rolls of 1 for this weapon. | | | | |
| Icon of Nurgle | Subtract 1 from the Leadership characteristic of enemy models within 6" of any models equipped with an Icon of Nurgle. | | | | | | | | | |

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 | | | | |
| 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. | | | | |
| Icon of Khorne | You can re-roll charge rolls for BLOODLETTERS within 6" of any friendly models equipped with an Icon of Khorne. | | | | | | | | | |

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 | | | | |
| 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. | | | | |
| Instrument of Khorne | Add 1 to Advance and charge rolls made for BLOODLETTERS within 6" of any models equipped with an Instrument of Khorne. | | | | | | | | | |

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: ☐