

CHAOS DAEMONS

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 **LEGIONES DAEMONICA** unit from your army is within your army's Shadow of Chaos, each time that unit takes a Battle-shock test, add 1 to that test and, if that test is passed, one model in that unit regains up to D3 lost wounds (if that unit is a **BATTLELINE** unit and that test is passed, up to D3 destroyed models can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos 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.



CHAOS DAEMONS

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** keyword, you can include **LEGIONES DAEMONICA** units in your army, even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points cost of such units you can include depends on your battle size, as shown below.

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

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

- If your Army Faction is **WORLD EATERS**, you can only include **KHORNE LEGIONES DAEMONICA** units using these rules.
- If your Army Faction is **THOUSAND SONS**, you can only include **TZEENTCH LEGIONES DAEMONICA** units using these rules.
- If your Army Faction is **DEATH GUARD**, you can only include **NURGLE LEGIONES DAEMONICA** units using these rules.
- If your **WARLORD** is **LUCIUS THE ETERNAL**, you can only include **SLAANESH LEGIONES DAEMONICA** units using these rules.

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**



CHAOS DAEMONS – DAEMONIC INCURSION 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 **BLOODTHRISTER**, **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 9".



CHAOS DAEMONS – DAEMONIC INCURSION

STRATAGEMS

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



CORRUPT REALSPACE

DAEMONIC INCURSION – STRATEGIC PLOY STRATAGEM

Daemons instinctively feel the need to despoil and corrupt every corner of realspace, the better to sustain their otherworldly forms.

1CP

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

The winds of the warp blow strong, invigorating daemonic kind and lending them supernatural speed and ferocity.

1CP

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

The swelling fear of their mortal prey serves as an intoxicating elixir to the daemonic followers, each draught invigorating their forms with deadly power.

1CP

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

Ever lurking in the warp, daemons will wait until the barriers between realms thin before tearing their way into realspace.

WHEN: Your Movement phase.

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

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

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



CHAOS DAEMONS – DAEMONIC INCURSION

STRATAGEMS

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

THE REALM OF CHAOS

DAEMONIC INCURSION – BATTLE TACTIC STRATAGEM

1CP

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

WHEN: End of your opponent's turn.

TARGET: Up to two **LEGIONES DAEMONICA** units from your army that are within your army's Shadow of Chaos, or one other **LEGIONES DAEMONICA** unit from your army.

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

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

DAEMONIC INVULNERABILITY

DAEMONIC INCURSION – BATTLE TACTIC STRATAGEM

1CP

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 – DAEMONIC INCURSION 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. While the bearer is within your army's Shadow of Chaos, the bearer has the Feel No Pain 4+ ability instead.

SOULSTEALER

This gluttonous blade gulps down the souls of its victims before invigorating the corporeal form of its wielder. Its greed stems from the starving Keeper of Secrets bound within – an arrogant entity that sought to devour enough Aeldari souls to challenge Slaanesh itself. As punishment for the daemon's monstrous hubris, Slaanesh trapped it within Soulstealer, condemning the Keeper of Secrets to sustain other daemons with its frenzied appetite while retaining nothing for itself.

SLAANESH LEGIONES DAEMONICA model only. Each time the bearer destroys an enemy model with a melee attack, roll one D6, adding 1 to the result if the bearer is within your army's Shadow of Chaos. On a 4+, the bearer regains 1 lost wound.





SKARBRAND

M T SV W LD OC
8" 11 4+ 20 6+ 5



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bellow of endless fury [IGNORES COVER, TORRENT]	12"	2D6	N/A	5	0	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	-1	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.

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 (excluding MONSTERS and VEHICLES) is within 6" of this model, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.

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

INVULNERABLE SAVE

4+

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

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 4+ 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	0	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Axe of Khorne – strike	Melee	8	2+	14	-4	D6
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.

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

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+

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

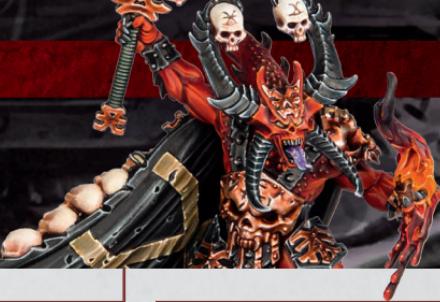
KEYWORDS: MONSTER, CHARACTER, FLY, CHAOS, DAEMON, KHORNE, BLOODTHIRSTER



FACTION KEYWORDS:
LEGIONES DAEMONICA

SKULLTAKER

M	T	SV	W	LD	OC
6"	4	4+	5	7+	1



MELEE WEAPONS

The Slayer Sword [DEVASTATING WOUNDS, PRECISION]

RANGE

Melee

A WS S AP D

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 Skultaker – 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
6"	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	4+	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
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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.

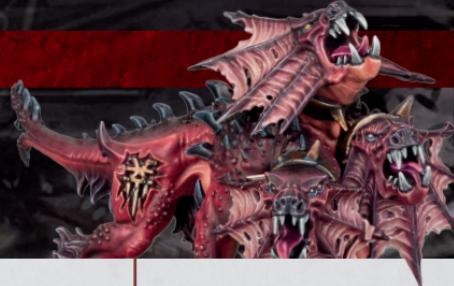
KEYWORDS: MOUNTED, CHARACTER, CHAOS, DAEMON, KHORNE,
RENDMASTER ON BLOOD THRONE



FACTION KEYWORDS:
LEGIONES DAEMONICA

KARANAK

M	T	SV	W	LD	OC
12"	4	7+	5	7+	1



MELEE WEAPONS

Soul-rending fangs [PRECISION]

RANGE

Melee

A

6

WS

2+

S

6

AP

-1

D

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. Weapons equipped by models in this model's unit have the [LETHAL HITS] ability when targeting this model's prey. Each time this model's prey is destroyed, select one new enemy unit to be this model's prey.

WARGEAR ABILITIES

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

INVULNERABLE SAVE

4+

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: soul-rending fangs; collar of Khorne.

LEADER

This model can be attached to the following unit:

- FLESH HOUNDS

KEYWORDS: BEAST, CHARACTER, EPIC HERO, CHAOS, DAEMON, KHORNE, KARANAK



FACTION KEYWORDS:
LEGIONES DAEMONICA

BLOODLETTERS

M	T	SV	W	LD	OC
6"	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

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

WARGEAR ABILITIES

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

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

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, 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 4+ 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

4+

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

Burning roar [IGNORES COVER, TORRENT]

RANGE	A	BS	S	AP	D
12"	D6	N/A	4	0	1

MELEE WEAPONS

Gore-drenched fangs

RANGE	A	WS	S	AP	D
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Melee	3	3+	5	-1	1
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ABILITIES

CORE: Deep Strike

FACTION: The Shadow of Chaos

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

WARGEAR ABILITIES

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

INVULNERABLE SAVE

5+

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 do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.



KEYWORDS: FORTIFICATION, CHAOS, DAEMON, KHORNE, SKULL ALTAR



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, 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	-3	D3

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.

KEYWORDS: MONSTER, CHARACTER, EPIC HERO, FLY, PSYKER, CHAOS, DAEMON, TZEENTCH, KAIROS FATEWEAVER

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 (Aura): Each time you target a friendly TZEENTCH LEGIONES DAEMONICA unit within 6" of this model with a Stratagem, roll one D6: if the result is greater than the current battle round number, you gain 1CP.

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

INVULNERABLE SAVE

4+

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]	12"	6	2+	8	-1	D3
Bolt of Change – witchfire [PSYCHIC]	18"	9	2+	9	-1	1
Bolt of Change – focused witchfire [HAZARDOUS, PSYCHIC]	18"	9	2+	9	-2	D3

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: 1-6 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.

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

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+

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.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, CHAOS, DAEMON, TZEENTCH, THE CHANGELING

ABILITIES

CORE: Deep Strike, Lone Operative, Stealth

FACTION: The Shadow of Chaos

Formless Horror: Each time an enemy unit wishes to select this model as the target of an attack, that unit must first take a Battle-shock test. If that test 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+

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
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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 [EXTRA ATTACKS]	Melee	6	4+	6	-2	2

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

KEYWORDS: MOUNTED, CHARACTER, FLY, PSYKER, CHAOS, DAEMON, TZEENTCH, FATESKIMMER

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 Immortal 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+

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.

KEYWORDS: MOUNTED, CHARACTER, FLY, PSYKER, CHAOS, DAEMON, TZEENTCH, FLUXMASTER

ABILITIES

CORE: Deep Strike, Leader

FACTION: The Shadow of Chaos

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

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

INVULNERABLE SAVE

4+

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

Sharp quills [ANTI-PSYKER 2+]

RANGE	A	WS	S	AP	D
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.

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

ABILITIES

CORE: Deep Strike, Leader

FACTION: The Shadow of Chaos

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

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

INVULNERABLE SAVE

4+

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 8+ 1 8+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Coruscating Blue Flames [PSYCHIC]	18"	2	4+	3	-1	1
Coruscating Yellow Flames [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.

Cackling Horrors (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
6"	3	7+	1	8+	1

PINK HORROR

BLUE HORROR/BRIMSTONE HORROR



RANGED WEAPONS

RANGE A BS S AP D

Coruscating Pink Flames [PSYCHIC]	18"	2	3+	4	-1	1
Coruscating Blue Flames [PSYCHIC]	18"	2	4+	3	-1	1
Coruscating Yellow Flames [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.

4+

INVULNERABLE SAVE



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 Cackling Horrors 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.

KEYWORDS: INFANTRY, CHARACTER, FLY, CHAOS, DAEMON, TZEENTCH, EXALTED FLAMER

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+

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

Lamprey bite	RANGE	A	WS	S	AP	D
	Melee	3	4+	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+

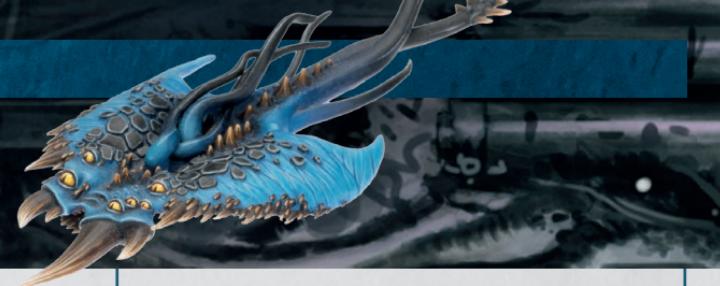


KEYWORDS: BEAST, FLY, CHAOS, DAEMON, TZEENTCH, SCREAMERS

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 [EXTRA ATTACKS]	Melee	6	4+	6	-2	2

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

KEYWORDS: MOUNTED, FLY, CHAOS, DAEMON, TZEENTCH, BURNING CHARIOT

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+

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

Streams of brackish filth
[DEVASTATING WOUNDS, IGNORES COVER, TORRENT]

RANGE	A	BS	S	AP	D
-------	---	----	---	----	---

12"	2D6	N/A	7	-2	1
-----	-----	-----	---	----	---

MELEE WEAPONS

RANGE	A	WS	S	AP	D
-------	---	----	---	----	---

- Gnarrod – strike [LETHAL HITS, PSYCHIC]
- Gnarrod – sweep [LETHAL HITS, PSYCHIC]

Melee	7	2+	8	-3	3
-------	---	----	---	----	---

Melee	14	2+	7	-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.

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

ABILITIES

CORE: Deadly Demise D6, Deep Strike

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 18" and visible to this model. Until the end of the phase, each time an attack made by a NURGLE LEGIONES DAEMONICA model is allocated to a model in that unit, add 1 to the Damage characteristic of that attack.

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

INVULNERABLE SAVE

4+

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+	8	-2	D6
— Bilesword – sweep [LETHAL HITS]	Melee	12	2+	6	-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.

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

ABILITIES

CORE: Deadly Demise D6, Deep Strike

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, models in that unit have the Feel No Pain 6+ ability.

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

INVULNERABLE SAVE

4+

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

Foul balesword [LETHAL HITS]

RANGE

Melee

A

WS

S

AP

D

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

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

MELEE WEAPONS

Plaguesword and distended maw [LETHAL HITS]	RANGE	A	WS	S	AP	D
	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

Balesword and Nurgling attendants [LETHAL HITS]

RANGE A WS S AP D

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

Marotter [LETHAL HITS]

RANGE	A	WS	S	AP	D
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 that unit with the Heroic Intervention Stratagem for OCP, and can do so even if you have already used that Stratagem on a different unit this phase.

Seed the Garden of Nurgle: At the end of your Movement phase, if this model is within 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

Horticulus Slimux is the Grand Cultivator, roaming realspace to sow the seeds of corruption in all unspait 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 Horticulus 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

Plaguesword [LETHAL HITS]

RANGE

Melee

A

WS

S

AP

D

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

Diseased claws and teeth [LETHAL HITS]

RANGE	A	WS	S	AP	D
-------	---	----	---	----	---

Melee	4	5+	2	0	1
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ABILITIES

CORE: Deep Strike, Infiltrators

FACTION: The Shadow of Chaos

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

INVULNERABLE SAVE

6+

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

- 3-9 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+ 2



MELEE WEAPONS

Putrid appendages [DEVASTATING WOUNDS]

RANGE A WS S AP D

Melee 6 4+ 6 -1 2

ABILITIES

CORE: Deadly Demise 1, Deep Strike

FACTION: The Shadow of Chaos

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

INVULNERABLE SAVE

5+

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 flounce 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

PLAQUE 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.

5+

INVULNERABLE SAVE

KEYWORDS: MOUNTED, FLY, CHAOS, DAEMON, NURGLE, PLAGUE DRONES

FACTION KEYWORDS:
LEGIONES DAEMONICA

PLAQUE DRONES

Plague Drones ride monstrous Rot Flies to war. These vile steeds scrabble and bite at their prey, impaling them on dripping proboscis 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 do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.



KEYWORDS: FORTIFICATION, CHAOS, DAEMON, NURGLE, FECULENT GNARLMAW

FACTION KEYWORDS:
LEGIONES DAEMONICA

FECULENT GNARLMAW

Where the most grievous foulness reigns, there sprout the Feculent Gnarlaws. 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 Gnarlmaul

This model is equipped with: nothing.

WARGEAR OPTIONS

- None



KEYWORDS: FORTIFICATION, CHAOS, DAEMON, NURGLE, FECULENT GNARLMAUL

FACTION KEYWORDS:
LEGIONES DAEMONICA



SHALAXI HELBANE

M	T	SV	W	LD	OC
14"	10	5+	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+	14	-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.

KEYWORDS: MONSTER, CHARACTER, EPIC HERO, PSYKER, CHAOS, DAEMON, SLAANESH, SHALAXI HELBANE

ABILITIES

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

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.

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

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

INVULNERABLE SAVE

4+

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.

KEYWORDS: MONSTER, CHARACTER, PSYKER, CHAOS, DAEMON, SLAANESH, KEEPER OF SECRETS

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 the Feel No Pain 5+ ability.

INVULNERABLE SAVE

4+



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.

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

ABILITIES

CORE: Deep Strike, Leader

FACTION: The Shadow of Chaos

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

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

INVULNERABLE SAVE

5+



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 Enraptress

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.

KEYWORDS: MONSTER, CHARACTER, EPIC HERO, PSYKER, CHAOS, DAEMON,
SLAANESH, SYLL'ESSKE

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+

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



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Contorted Epitome

This model is equipped with: coiled tentacles; ravaging claws.

LEADER

This model can be attached to the following unit:

- DAEMONETTES

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



FACTION KEYWORDS:
LEGIONES DAEMONICA

TORMENTBRINGER ON EXALTED SEEKER CHARIOT

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



RANGED WEAPONS

Lashes of torment [ANTI-INFANTRY 3+, ASSAULT, PISTOL]	RANGE	A	BS	S	AP	D
	6"	6	3+	4	0	1

MELEE WEAPONS

Exalted Seeker tongues [EXTRA ATTACKS, LETHAL HITS]	RANGE	A	WS	S	AP	D
	Melee	8	4+	4	0	1
Ravaging claws [DEVASTATING WOUNDS]	Melee	15	3+	4	-1	1

ABILITIES

CORE: Deep Strike

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

INVULNERABLE SAVE

4+

KEYWORDS: MOUNTED, CHARACTER, PSYKER, CHAOS, DAEMON, SLAANESH, TORMENTBRINGER ON EXALTED SEEKER CHARIOT

FACTION KEYWORDS:
LEGIONES DAEMONICA

TORMENTBRINGER ON EXALTED SEEKER CHARIOT

Riding to battle above the clatter-slash blades of their Exalted Seeker Chariot, these wilfully vicious entities delight in ploughing screaming souls into the churned dirt of the battlefield. They strive to travel faster, strike harder, and leave even their lightning-fast fellow charioteers envious in their wakes.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Tormentbringer on Exalted Seeker Chariot

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

KEYWORDS: MOUNTED, CHARACTER, PSYKER, CHAOS, DAEMON, SLAANESH,
TORMENTBRINGER ON EXALTED SEEKER CHARIOT

FACTION KEYWORDS:
LEGIONES DAEMONICA



TRANCEWEAVER

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



MELEE WEAPONS

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

CORE: Deep Strike, Leader

FACTION: The Shadow of Chaos

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

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

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, CHARACTER, PSYKER, CHAOS, DAEMON, SLAANESH, TRANCEWEAVER

FACTION KEYWORDS:
LEGIONES DAEMONICA

TRANCEWEAVER

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



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Tranceweaver

This model is equipped with: ravaging claws.

LEADER

This model can be attached to the following unit:

- DAEMONETTES

KEYWORDS: INFANTRY, CHARACTER, PSYKER, CHAOS, DAEMON, SLAANESH, TRANCEWEAVER



FACTION KEYWORDS:
LEGIONES DAEMONICA

DAEMONETTES

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

FACTION: The Shadow of Chaos

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

WARGEAR ABILITIES

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

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

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, BATTLELINE, CHAOS, DAEMON, Slaanesh, DAEMONETTES



FACTION KEYWORDS:
LEGIONES DAEMONICA

DAEMONETTES

Known to mortals as the handmaids 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

Barbed tail and dissecting claws
[DEVASTATING WOUNDS]

RANGE

Melee	A	WS	S	AP	D
5	3+	5	-2	2	



ABILITIES

CORE: Deep Strike

FACTION: The Shadow of Chaos

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

INVULNERABLE SAVE

5+



KEYWORDS: BEAST, CHAOS, DAEMON, SLAANESH, FIENDS

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

HELLFLAYER

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]	6"	6	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Bladed axle [EXTRA ATTACKS]	Melee	6	3+	6	-1	2
Seeker tongues [EXTRA ATTACKS, LETHAL HITS]	Melee	4	4+	4	0	1
Slashing claws [DEVASTATING WOUNDS]	Melee	9	3+	4	0	1

ABILITIES

CORE: Deep Strike

FACTION: The Shadow of Chaos

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

INVULNERABLE SAVE

4+

KEYWORDS: MOUNTED, CHAOS, DAEMON, SLAANESH, HELLFLAYER

FACTION KEYWORDS:
LEGIONES DAEMONICA

HELLFLAYER

Mortal myth has it that the Helllayers 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 Helllayers

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

KEYWORDS: MOUNTED, CHAOS, DAEMON, SLAANESH, HELLFLAYER



FACTION KEYWORDS:
LEGIONES DAEMONICA

SEEKER CHARIOT

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]	6"	6	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Seeker tongues [EXTRA ATTACKS, LETHAL HITS]	Melee	4	4+	4	0	1
Slashing claws [DEVASTATING WOUNDS]	Melee	9	3+	4	-1	1

ABILITIES

CORE: Deep Strike

FACTION: The Shadow of Chaos

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

INVULNERABLE SAVE

4+



KEYWORDS: MOUNTED, CHAOS, DAEMON, SLAANESH, SEEKER CHARIOT

FACTION KEYWORDS:
LEGIONES DAEMONICA

SEEKER CHARIOT

Lightweight, swift and completely deadly, entire cavalcades of Seeker Chariots tear through the veil of reality to bear down upon the enemies of Slaanesh. Their crews race wildly to be first into battle, their eagerness for speed turning to wild bloodlust the moment their clattering charge crashes home.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1-2 Seeker Chariots

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

KEYWORDS: MOUNTED, CHAOS, DAEMON, SLAANESH, SEEKER CHARIOT



FACTION KEYWORDS:
LEGIONES DAEMONICA

EXALTED SEEKER CHARIOT

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



RANGED WEAPONS

Lashes of torment [ANTI-INFANTRY 3+, ASSAULT, PISTOL]	RANGE	A	BS	S	AP	D
	6"	6	3+	4	0	1

MELEE WEAPONS

Exalted Seeker tongues [EXTRA ATTACKS, LETHAL HITS]	RANGE	A	WS	S	AP	D
	Melee	8	4+	4	0	1
Slashing claws [DEVASTATING WOUNDS]	Melee	14	3+	4	-1	1

ABILITIES

CORE: Deep Strike

FACTION: The Shadow of Chaos

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

INVULNERABLE SAVE

4+

KEYWORDS: MOUNTED, CHAOS, DAEMON, SLAANESH, EXALTED SEEKER CHARIOT

FACTION KEYWORDS:
LEGIONES DAEMONICA

EXALTED SEEKER CHARIOT

Larger and more deadly than Seeker Chariots, these infernal engines offer the legions of Slaanesh comparatively heavyweight weapons to break their victims' lines. Multi-hued wheels emitting blurred skeins of hypnotic light, axles screaming like damned souls, they tear through the enemy ranks again and again.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Exalted Seeker Chariot

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

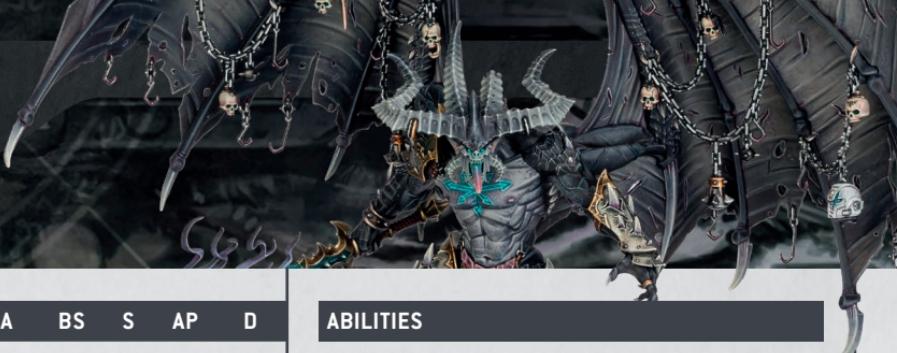
KEYWORDS: MOUNTED, CHAOS, DAEMON, SLAANESH, EXALTED SEEKER CHARIOT



FACTION KEYWORDS:
LEGIONES DAEMONICA

BE'LAKOR

M	T	SV	W	LD	OC
12"	10	4+	18	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 [LETHAL HITS]	Melee	6	2+	14	-4	D6+1
The Blade of Shadows – sweep	Melee	14	2+	8	-3	1

SHADOW FORM ABILITIES

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

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

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

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

KEYWORDS: MONSTER, CHARACTER, FLY, EPIC HERO, PSYKER, CHAOS, DAEMON, BE'LAKOR

ABILITIES

CORE: Deadly Demise D6, Deep Strike, Stealth

FACTION: The Shadow of Chaos

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

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

DAMAGED: 1-6 WOUNDS REMAINING

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

INVULNERABLE SAVE

4+



BE'LAKOR

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



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Be'lakor – EPIC HERO

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

SUPREME COMMANDER

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

KEYWORDS: MONSTER, CHARACTER, FLY, EPIC HERO, PSYKER, CHAOS, DAEMON,
BE'LAKOR



FACTION KEYWORDS:
LEGIONES DAEMONICA

SOUL GRINDER

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.

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

ABILITIES

CORE: Deadly Demise D3, Deep Strike

FACTION: The Shadow of Chaos

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+

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.

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

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+

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