

| | enemy unit suffers D3 mortal wounds. |
|---------------------|---|
| Dæmonic 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. |
| | |

Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.

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

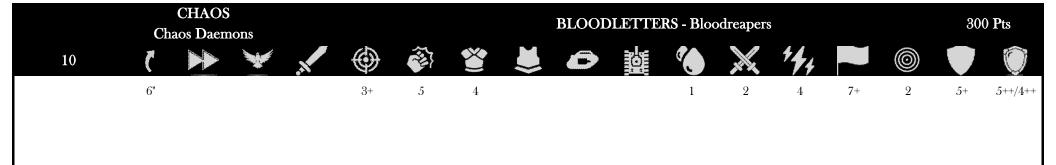
Unit Special Rules

Deep Strike / Daemon / Fear / Furious Charge

Brass Stampede

Mark of Khorne

| Weapons | * | (4) | | (3) | ₫ | Pts |
|--------------------------------------|------------------------|-------------|--------------|-------------|-------------------------------|-----------|
| Hell Blade | Melee | User - | +1 -2 | 2 | Melee | 50 |
| Juggernaut's bladed horn | Melee | User U | Jser -1 | 1 | Melee - Lance - Extra Attacks | |
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| | Faction | Aptitudes | | | | Unit type |
| Daemonic Instability Shadow of Chaos | Daemonic Manifestation | Daemonic Te | error Daemon | ic Incursio | n | Cavalry |



| 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. |
|---------------------|--|
| Dæmonic 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. |
| | Each time a model in this unit makes a males attack if that models unit made a shares may about a new advanced at Tamic Intervention this time add 1 to |

| Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to |
|---|
| the Strength characteristic of that attack. |

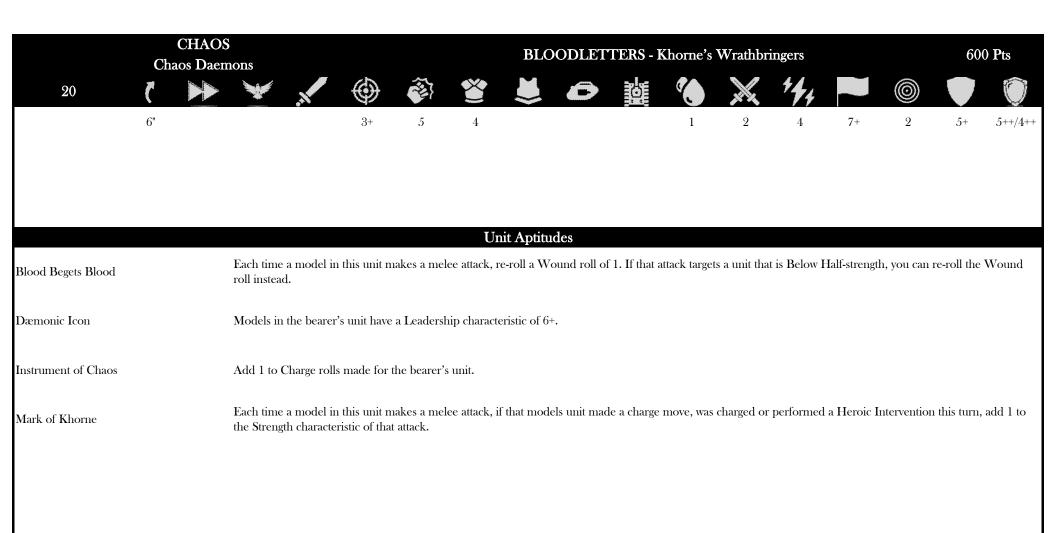
Each time a model in this unit makes a melee attack, re-roll a Wound roll of 1. If that attack targets a unit that is Below Half-strength, you can re-roll the Wound

Unit Special Rules

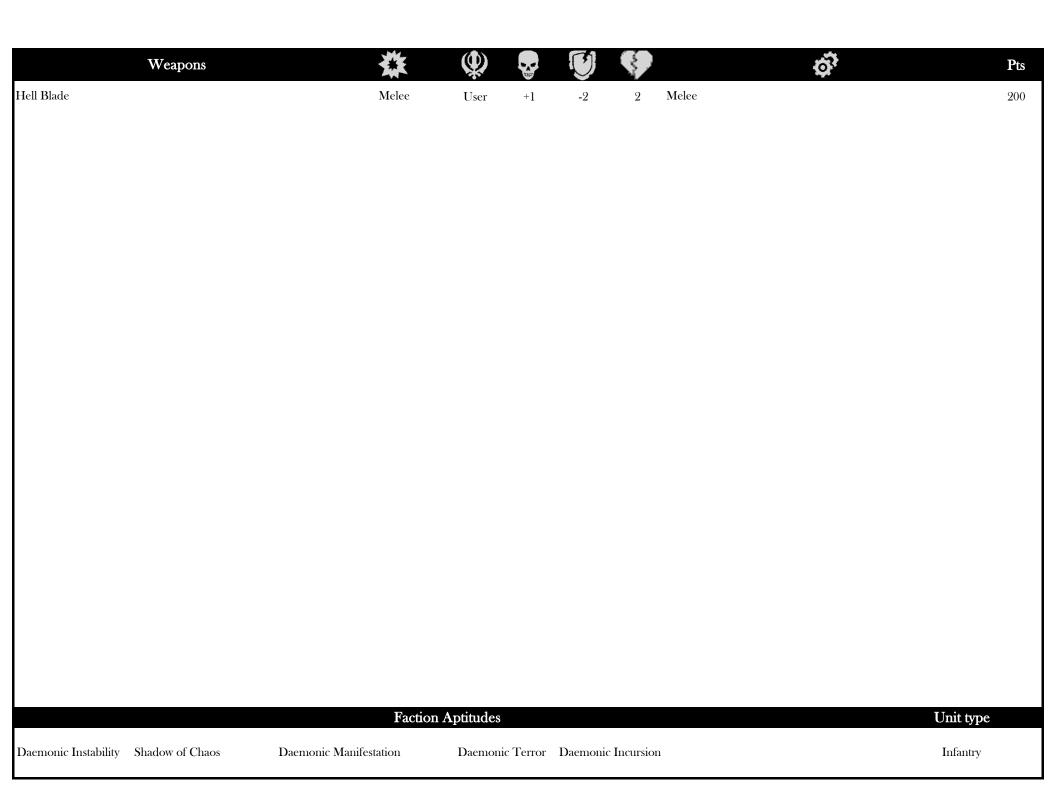
Deep Strike / Daemon / Fear / Furious Charge

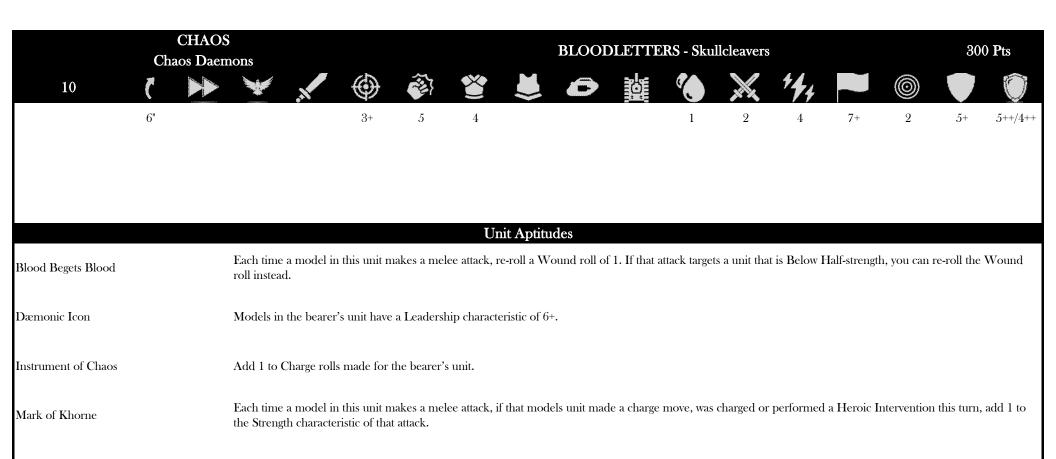
Mark of Khorne

| Weapons | * | (| | | ₫ ? | Pts |
|--------------------------------------|------------------------|-----------------|--------------------|-------|------------|----------|
| Hell Blade | Melee | User +1 | -2 2 | Melee | | 100 |
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| | Faction | Aptitudes | | | U : | nit type |
| Daemonic Instability Shadow of Chaos | Daemonic Manifestation | Daemonic Terror | Daemonic Incursion | 1 | I | nfantry |



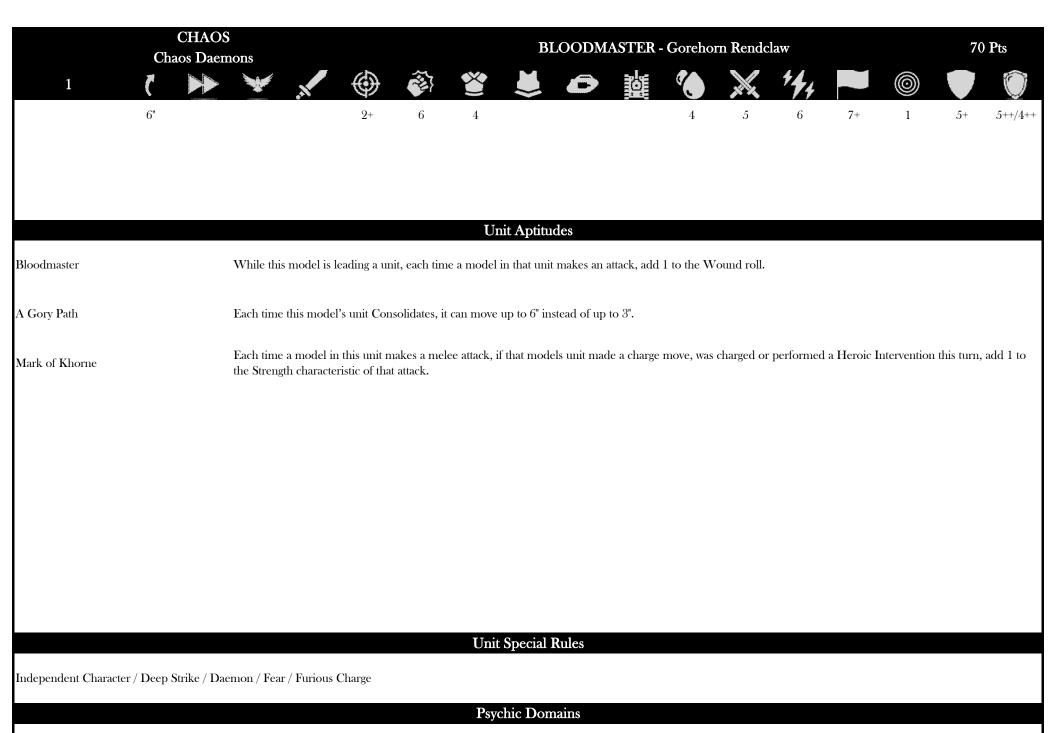
Deep Strike / Daemon / Fear / Furious Charge



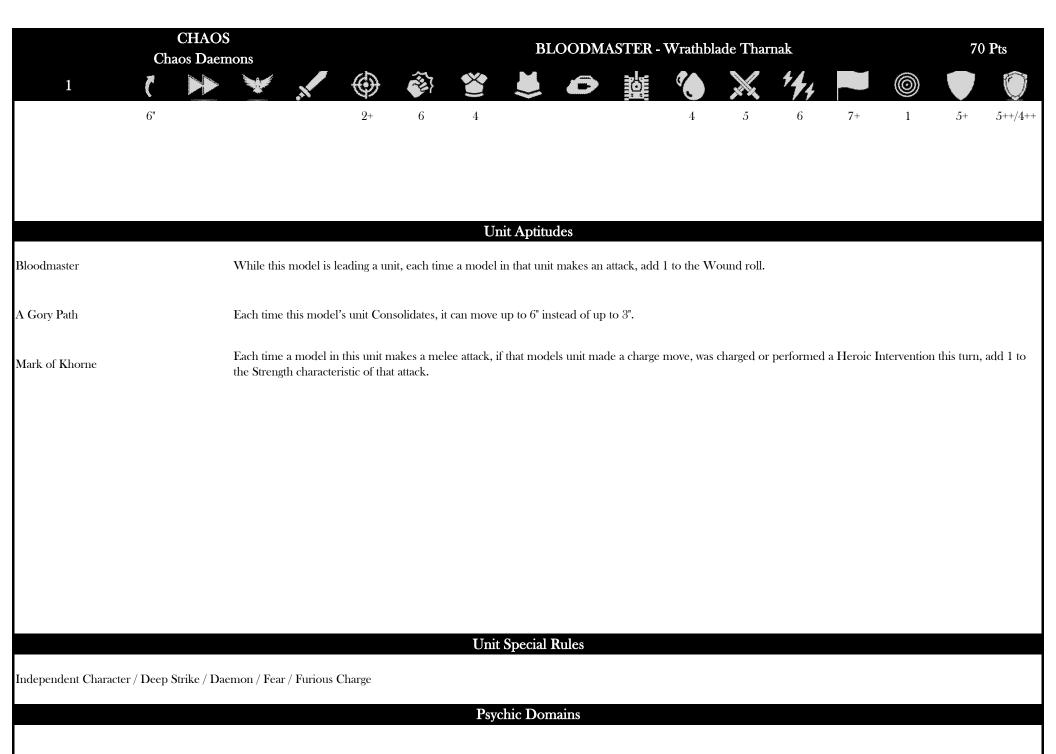


Deep Strike / Daemon / Fear / Furious Charge

| Weapons | * | (| | | ₫ ? | Pts |
|--------------------------------------|------------------------|-----------------|--------------------|-------|------------|----------|
| Hell Blade | Melee | User +1 | -2 2 | Melee | | 100 |
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| | Faction | Aptitudes | | | U : | nit type |
| Daemonic Instability Shadow of Chaos | Daemonic Manifestation | Daemonic Terror | Daemonic Incursion | 1 | I | nfantry |



| Weapons | | Ф 🕏 | | | ್ | Pts |
|--------------------------------------|------------------------|-------------------|--------------------|-------------------------------|-----------|-----|
| Blade of blood | Melee | User +1 | -2 3 | Melee - Specialist - Unwieldy | | 10 |
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| | Faction | n Aptitudes | | | Unit type | |
| Daemonic Instability Shadow of Chaos | Daemonic Manifestation | Daemonic Terror 1 | Daemonic Incursion | n | Infantry | |



| Weapons | | Ф 🕏 | | | ್ | Pts |
|--------------------------------------|------------------------|-------------------|--------------------|-------------------------------|-----------|-----|
| Blade of blood | Melee | User +1 | -2 3 | Melee - Specialist - Unwieldy | | 10 |
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| | Faction | n Aptitudes | | | Unit type | |
| Daemonic Instability Shadow of Chaos | Daemonic Manifestation | Daemonic Terror 1 | Daemonic Incursion | n | Infantry | |

| | | HAOS s Daemons | | | | BLOOI | OTHIRS | TER OF | INSENS | ATE RA | GE - Do | ombringe | r Gor'gul | | 26 | 6 Pts |
|---------------------|-------------|---|----------------|---------------------------------|-------------|---------------|-------------|---------------------|--------------------|---------------|----------------------|----------------------|--------------|--------------|-------------|------------|
| 1 | 7 | > * | | (4) | (E) | | | | | | X | +4+ | | 0 | | O |
| Full HP | 12" | Action and | 3+ | 2+ | 10 | 9 | | | | 10 | 7 | 8 | 6+ | 3 | 2+ | 4++/3++ |
| Mid HP | 11" | | 4+ | 3+ | 9 | 8 | | | | 7 | 6 | 8 | 7+ | 2 | 2+ | 4++/3++ |
| Low HP | 10" | | 5+ | 4+ | 8 | 7 | | | | 3 | 5 | 8 | 8+ | 1 | 2+ | 4++/3++ |
| | | | | | | Uı | nit Aptitı | ıdes | | | | | | | | |
| Malefic Destruction | | | battle, at the | ne start of th eapons. | e Fight ph | ase, this mo | odel can us | se this specia | al rule. If it | does, until | the end of | the phase, | add 3 to the | e Attacks cl | haracterist | ic of this |
| Dæmon Lord of Kho | orne (Aura) | While a f | riendly unit | is within 6" | of this mo | odel, each t | ime a mod | el in that ur | it makes a | melee attac | k, add 1 to | the Hit rol | l. | | | |
| Relentless Carnage | | At the en mortal we | | ht phase, yo | ou can sele | ct one ener | ny unit wit | hin Engagei | ment R ange | e of this mo | del and rol | ll eight D 6: | for each 4+ | , that enem | ny unit suf | fers 1 |
| Harbinger of Death | | | | l is selected have that spe | | elect one of | the follow | ing Special : | rule, Lethal | l Hits, Preci | ision, S usta | ined Hits 1 | . Until the | end of the | phase, this | s model's |
| Decapitating Blow | | Any To V | Wound rolls | s of 6 made | with this w | veapon hav | e the Insta | nt D eath sp | ecial rule. | | | | | | | |
| Mark of Khorne | | | | n this unit m ristic of that | | lee attack, i | if that mod | els unit mad | le a charge | move, was | charged or | · performed | a Heroic I | ntervention | this turn, | add 1 to |
| | | | | | | | | | | | | | | | | |
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Independent Character / Lone Operative / Deep Strike / Colossal / Daemon / Fear / Furious Charge

| Weapons | * | (| | O | | ₫ ? | Pts |
|------------------------------|----------|----------|------|----|------|--|-----|
| Great axe of Khorne - Strike | Melee | User | x2 | -4 | D6+2 | Melee - Unwieldy - Colossal - Specialist - Decapiting Blow | 22 |
| Great axe of Khorne - Sweep | Melee | x2 | User | -2 | 2 | Melee - Unwieldy | 4 |
| Hellfire Breath | Template | 1 | 5 | -1 | 1 | Psychic - Ignores Cover | |

Faction Aptitudes Unit type

Daemonic Instability Shadow of Chaos Daemonic Manifestation

Daemonic Terror Daemonic Incursion

Monster / Jump

Collar of Khorne

The bearer has the Feel no Pain (3+) special rule against Psychic Attacks. A unit containing one or more models with a Collar of Khorne has a +2 bonus to all Deny the Witch rolls.

Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.

You can target this unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already used that Stratagem on a different unit this phase.

Unit Special Rules

Deep Strike / Daemon / Fear / Scout / Furious Charge

Pouncing Hunters

Mark of Khorne

| Weapons | * | (| 3 | O | () | | or · | P |
|------------------------------------|------------------------|-------------|------------|----------|-----------|-------------------------|------|-----------|
| urning roar | Template | 1 | 4 | 0 | 1 | Assault - Ignores Cover | | 3 |
| ore-drenched fangs | Melee | User | User | -1 | 1 | Melee | | |
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| | Faction | n Aptitudes | 3 | | | | | Unit type |
| emonic Instability Shadow of Chaos | Daemonic Manifestation | Daemon | nic Terror | Daemonic | Incursio | vn | | Beast |



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

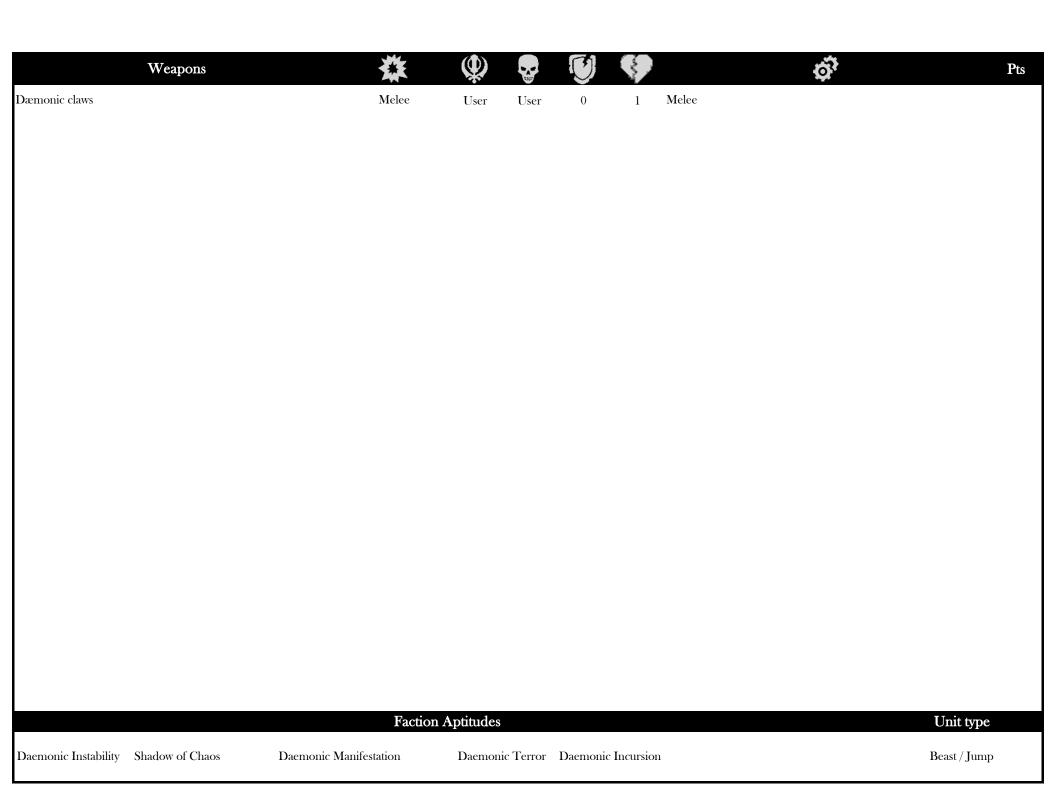
Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to

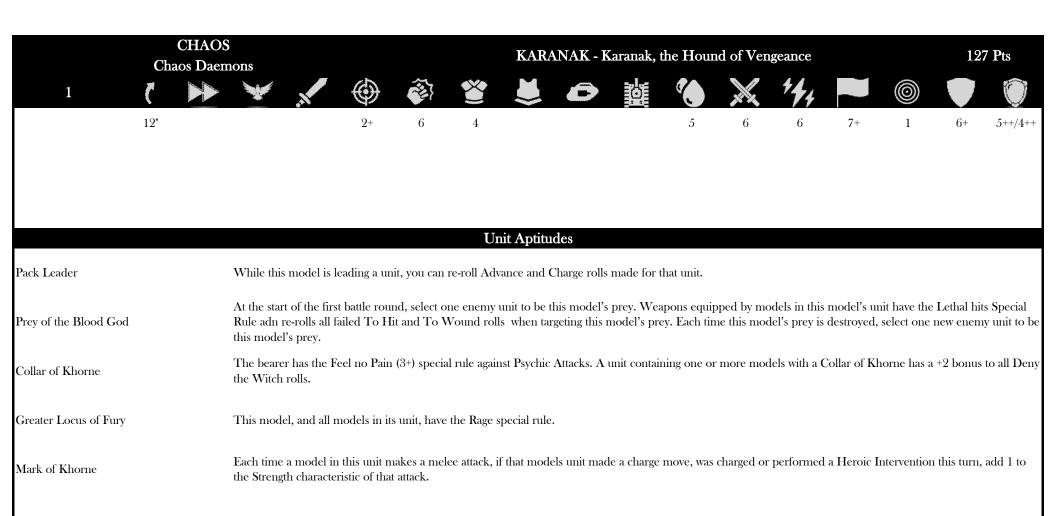
the Strength characteristic of that attack.

Unit Special Rules

Deep Strike / Daemon / Fear / Furious Charge

Mark of Khorne





Independent Character / Deep Strike / Daemon / Fear / Hatred / Lone Operative / Scout / Furious Charge

| Weapons | * | (| | | Ø, | Pts |
|--------------------------------------|------------------------|-----------------|-----------------|---------------------------|----|-----------|
| Soul-rending fangs | Melee | User User | -1 2 | Melee - Precision Strikes | | 7 |
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| | Faction | Aptitudes | | | Ţ | Init type |
| Daemonic Instability Shadow of Chaos | Daemonic Manifestation | Daemonic Terror | Daemonic Incurs | sion | | Beast |

| CHAOS Chaos Daemons | | | | | RENDMASTER - Skullcleaver Kharax | | | | | | | | | | | | 142 Pts | |
|------------------------|----|-----|---|-----|----------------------------------|--|-----|-----------|-----|----|---|---|-----|----|---|----|---------|--|
| 1 | 7 | | * | , X | | THE STATE OF THE S | | | 6 | | | X | 144 | | 0 | | | |
| Full HP | 8" | 12" | | _ | 2+ | 6 | | 12 | 12 | 10 | 9 | 6 | 6 | 7+ | 3 | 4+ | 4++/3+ | |
| Mid HP | 5" | 7" | | | 3+ | 6 | | 11 | 11 | 9 | 6 | 5 | 6 | 8+ | 2 | 4+ | 4++/3- | |
| Low HP | 3" | 4" | | | 4+ | 6 | | 10 | 10 | 8 | 3 | 4 | 6 | 9+ | 1 | 4+ | 4++/3- | |
| | | | | | | | TTr | it Aptitu | des | | | | | | | | | |

Champion Slayer

Champion Slayer

Each time this model makes a neige attack that targets a Character or Monstruous Creature unit, you can re-roll the Woulid roll. Each time this model destroys a enemy Character or Monstruous Creature unit, this model regains up to D6 lost wounds.

Each time this model makes a melee attack that targets a Character or Monstruous Creature unit, you can re-roll the Wound roll. Each time this model destroys an

When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers 1 mortal wound.

Mark of Khorne

Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.

Unit Special Rules

Independent Character / Deep Strike / Daemon / Fear / Furious Charge / Chariot

Explosive Deadly Demise

| Weapons | * | (4) | 3 | O | (7) | © | Pts |
|--------------------------------------|------------------------|------------|----------|------------|------------|-------------------------------|-----------|
| Blade of blood | Melee | User | +1 | -2 | 3 | Melee - Specialist - Unwieldy | 10 |
| Attendants' hellblades | Melee | User | +1 | -2 | 2 | Melee - Extra AttacksSoul | 22 |
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| | Faction | Aptitudes | | | | | Unit type |
| Daemonic Instability Shadow of Chaos | Daemonic Manifestation | Daemonic 7 | Terror I | Daemonic I | ncursion | 1 | Vehicle |

| | $\mathbf{C}\mathbf{h}$ | CHAOS aos Daem | | | | SK | ULL CA | NNON - | Infernal | Skullthro | ower | | | 173 | 3 Pts |
|---------|------------------------|-------------------|----|-----|--|----|--------|--------|----------|-----------|------|----|---|-----|---------|
| 1 | 7 | | .X | (4) | The state of the s | | 6 | | | X | +4+ | | 0 | | |
| Full HP | 8" | 12" | 3+ | 3+ | 5 | 12 | 12 | 10 | 9 | 2 | 4 | 7+ | 3 | 4+ | 4++/3++ |
| Mid HP | 5" | 7" | 4+ | 4+ | 5 | 11 | 11 | 9 | 6 | 1 | 4 | 8+ | 2 | 4+ | 4++/3++ |
| Low HP | 3" | 4" | 5+ | 5+ | 5 | 10 | 10 | 8 | 3 | | 4 | 9+ | 1 | 4+ | 4++/3++ |
| | | | | | | | | | | | | | | | |

| | Unit Aptitudes |
|-------------------------|---|
| 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. |
| Gorefeast | Whenever this model's Hammer of Wrath hits cause one or more unsaved Wounds in a single phase, roll a D6 - on a score of 4+, the model regains a single Wound lost earlier in the game. |
| Explosive Lethal Demise | When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds. |
| Mark of Khorne | Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack. |

Deep Strike / Daemon / Fear / Furious Charge / Chariot

| Weapons | | (| | | | ₫ | Pts |
|------------------------|-------|----------|------|----|------|---------------------------|-----|
| Biting maw | Melee | User | User | 0 | 2 | Melee - Lethal Hits | |
| Skull cannon | 48" | 2 | 9 | -1 | D3+1 | Heavy - Blast | 21 |
| Attendants' hellblades | Melee | User | +1 | -2 | 2 | Melee - Extra AttacksSoul | 22 |

Faction Aptitudes

Unit type

Daemonic Instability Shadow of Chaos Daemonic Manifestation Daemonic Terror Daemonic Incursion Vehicle

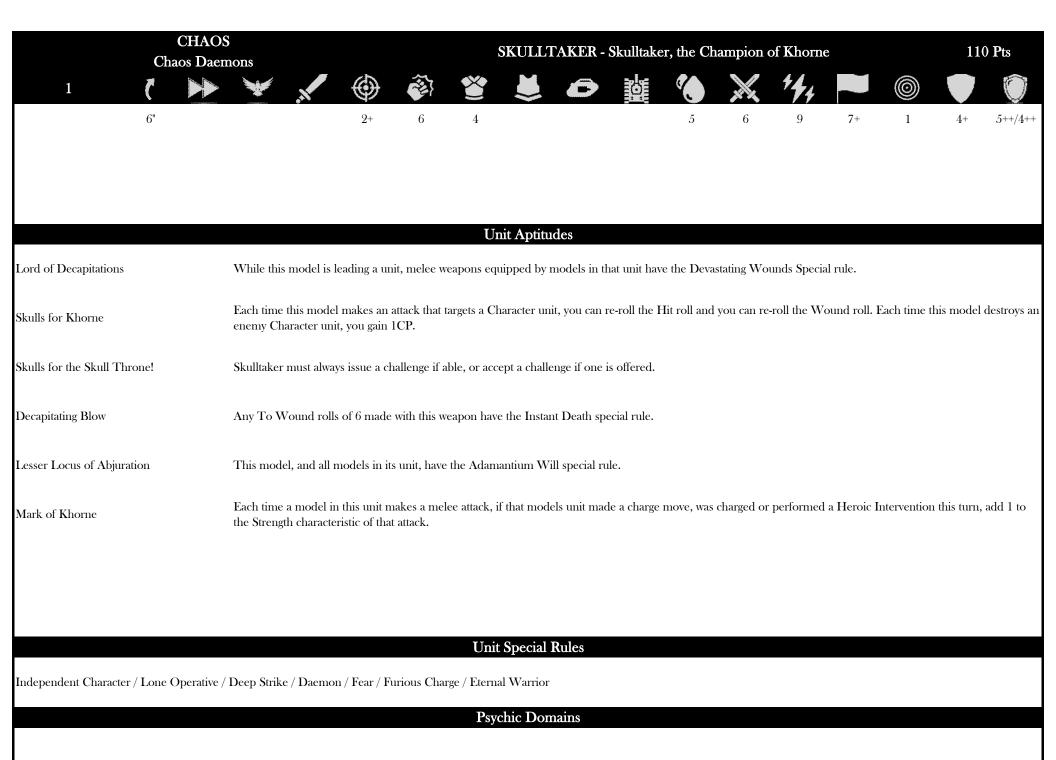


Skullmaster's Fury While this model is leading a unit, each time that unit ends a Charge move, until the end of the turn, Juggernaut's bladed horns equipped by models in that unit have the Devastating Wounds special rule. Devastating Charge Each time this model's unit ends a Charge move, each enemy unit within Engagement Range of that unit must take a Battle-shock test. Mark of Khorne Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.

Unit Special Rules

Independent Character / Deep Strike / Daemon / Fear / Furious Charge

| Weapons | * | Φ | | O | | ₫ ? | Pts |
|--------------------------------------|------------------------|------------|--------|----------|-----------|-------------------------------|------|
| Blade of blood | Melee | User | +1 | -2 | 3 | Melee - Specialist - Unwieldy | 10 |
| Juggernaut's bladed horn | Melee | User | User | -1 | 1 | Melee - Lance - Extra Attacks | |
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| | Faction | Aptitudes | | | | Unit | type |
| Daemonic Instability Shadow of Chaos | Daemonic Manifestation | Daemonic ' | Terror | Daemonic | Incursion | n Cava | lry |



| Weapons The Slayer Sword | Melee | Q User +2 | -2 3 | Melee - Master-crafted - Decapiting Blow - Soul Blaze - Devastating Wounds - Precision Strikes | Pts |
|--------------------------------------|------------------------|------------------|------------------|---|------|
| | | | | Devastating Wounds - Precision Strikes | |
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| | Faction | Aptitudes | | Unit | type |
| Daemonic Instability Shadow of Chaos | Daemonic Manifestation | Daemonic Terror | Daemonic Incursi | on Infa | atry |

| | Cha | CHAOS aos Daem | | | | | | SOU | JL GRIN | DER - B | loodforge | ed Annih | ilator | | | 26 | 0 Pts |
|----------------------|-----|-------------------|-----------|--------------|-----------------------------|--|---------------|-------------------------------|----------------|-------------|----------------------|---------------|------------|---------------|--------------|--------------|------------|
| 1 | 7 | | * | | (4) | THE STATE OF THE S | | | | | | X | 144 | | 0 | | |
| Full HP | 8" | 12" | | 3+ | 3+ | 9 | | 15 | 14 | 13 | 14 | 7 | 4 | 6+ | 5 | 3+ | 5++/4- |
| Mid HP | 5" | 7" | | 4+ | 4+ | 9 | | 14 | 13 | 12 | 9 | 6 | 4 | 7+ | 4 | 3+ | 5++/4+ |
| Low HP | 3" | 4" | | 5+ | 5+ | 9 | | 13 | 12 | 11 | 5 | 5 | 4 | 8+ | 3 | 3+ | 5++/4+ |
| | | | | | | | Uı | nit Aptitu | des | | | | | | | | |
| Scuttling Walker | | | | | | | | ove, it can b as if they w | | | Monster a | and Vehicle | models as | if they were | e not there. | . This mod | del can |
| Dæmonforge | | | | | Assault pha (no saves) i | | | lel may re-r | oll all failed | l To Wour | nd roll and | all failed ar | mor penetr | ration rolls. | At the end | of that ph | nase, roll |
| Dæmonic Possession | | | Reduce by | 1 the Dan | nage charac | teristic of v | veapon targ | getting this ı | ınit on a ro | ll of a 3+. | | | | | | | |
| Explosive Lethal Dem | ise | | When this | s model is o | lestroyed, t | hrow one l | D6 for eacl | n units withi | n 6". On a | 4+, the uni | t suffers D 8 | 3 mortal wo | unds. | | | | |
| Mark of Khorne | | | | | this unit m | | lee attack, i | if that mode | els unit mad | le a charge | move, was | charged or | performed | a Heroic I | Intervention | n this turn, | , add 1 to |
| | | | | | | | | | | | | | | | | | |
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Deep Strike / Daemon / Fear / Furious Charge / Walker

| Weapons | 数 | (| 3 | U | (3) | ₫ | Pts |
|----------------------|--|--|--|--|---|---|--|
| unnon - Solid-shells | 48" | 3 | 10 | -1 | 3 | Heavy | 20 |
| nnon - Flakk-shells | 48" | 3 | 7 | -2 | 3 | Heavy - Sky Fire | 19 |
| purning blood | Template | 1 | 5 | -1 | 2 | Psychic - Ignores Cover | |
| | Melee | User | User | -2 | D 6 | Melee - Extra Attacks | 7 |
| | Melee | User | x2 | -2 | D 3+3 | Melee | 44 |
| | Weapons unnon - Solid-shells unnon - Flakk-shells burning blood | Weapons Innon - Solid-shells Innon - Flakk-shells Unring blood Template Melee | Weapons Immon - Solid-shells Immon - Flakk-shells Immon - Flakk | Weapons Innon - Solid-shells Innon - Flakk-shells Innon - Flakk | Weapons Immon - Solid-shells 48" 3 10 -1 Immon - Flakk-shells 48" 3 7 -2 Durning blood Template 1 5 -1 Melee User User -2 | Weapons 48" 3 10 -1 3 unnon - Solid-shells 48" 3 7 -2 3 unnon - Flakk-shells 48" 3 7 -2 3 ourning blood Template 1 5 -1 2 Melee User User -2 D6 | Weapons 48" 3 10 -1 3 Heavy annon - Solid-shells 48" 3 7 -2 3 Heavy - Sky Fire courning blood Template 1 5 -1 2 Psychic - Ignores Cover Melee User User -2 D6 Melee - Extra Attacks |

 Faction Aptitudes
 Unit type

 Daemonic Instability
 Shadow of Chaos
 Daemonic Manifestation
 Daemonic Terror
 Daemonic Incursion
 Vehicle