






























CHAOS			BURNING CHARIOT - Flameweaver Warwagon											146 Pts			
Chaos Daemons																	
1																	
Full HP	12"	18"		4+	3+	5		11	11	9	9	6	4	7+	3	6+	4++/3++
Mid HP	8"	12"		5+	4+	5		10	10	8	6	5	4	8+	2	6+	4++/3++
Low HP	4"	6"		6+	5+	5		9	9	7	3	4	4	9+	1	6+	4++/3++
Unit Aptitudes																	
Warpflame			At the end of each phase, any unit that suffered one or more unsaved Wounds during the phase from an attack with this special rule, must take a Toughness test. If the test is failed, the unit immediately suffers D3 Mortal Wounds. If the test is passed, all models in that unit gain the Feel no Pain (6+) special rule for the rest of the game. Any models in the unit that already have the FnP special rule instead gain +1 to all FnP rolls.														
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.														
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 Tzeentch			Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.														
Unit Special Rules																	
Deep Strike / Daemon / Fear / Chariot																	
Psychic Domains																	

CHAOS
Chaos Daemons

Dæmon PRINCE OF CHAOS - Ignixis the Incandescent

277 Pts

1																	
Full HP	12"			3+	2+	6	9				10	6	8	6+	3	2+	4++/3++
Mid HP	11"			4+	3+	5	8				7	5	8	7+	2	2+	4++/3++
Low HP	10"			5+	4+	4	7				3	4	8	8+	1	2+	4++/3++

Unit Aptitudes

Malefic Destruction	Once per battle, at the start of the Fight phase, this model can use this special rule. If it does, until the end of the phase, add 3 to the Attacks characteristic of this model's hellforged weapons.
Warp Mutation	If the bearer slays an enemy Character or Monstrous Creature, roll a D6: on the roll of a 2+ the victim is transformed into a Chaos Spawn under the control of the Dæmon player. Place a new Chaos Spawn model (under your control), anywhere within 6" of the victim that is more than 1" from any unit (friend or foe) and impassable terrain. Once you have placed the Chaos Spawn remove the victim as a casualty.
Harbinger of Death	Each time this model is selected to fight, select one of the following Special rule, Lethal Hits, Precision, Sustained Hits 1. Until the end of the phase, this model's hellforged weapons have that special rule.
Mark of Tzeentch	Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Independent Character / Lone Operative / Deep Strike / Daemon / Fear- Psyker (3)

Psychic Domains

Change - PanDæmoniac Tzeentch - Tzeentch

CHAOS
Chaos Daemons

EXALTED FLAMER - Pyroclasmic Herald

110 Pts

1



9"

3+

4+

5

4

6

4

6

7+

1

6+

5++/4++

Unit Aptitudes

















Warpflame	At the end of each phase, any unit that suffered one or more unsaved Wounds during the phase from an attack with this special rule, must take a Toughness test. If the test is failed, the unit immediately suffers D3 Mortal Wounds. If the test is passed, all models in that unit gain the Feel no Pain (6+) special rule for the rest of the game. Any models in the unit that already have the FnP special rule instead gain +1 to all FnP rolls.
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.
Flames of Change (Psychic)	In your Shooting phase, after this model has shot, select one enemy unit Vehicle and Monstruous Creature 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.
Mark of Tzeentch	Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.







Unit Special Rules

Independent Character / Deep Strike / Daemon / Fear / Lone Operative

Psychic Domains

[illegible]

CHAOS				FATESKIMMER - Maelstrom Sage Varinax										152 Pts			
Chaos Daemons																	
1																	
Full HP	12"	18"		3+	4+	4		11	11	9	9	3	4	7+	3	6+	4++/3++
Mid HP	8"	12"		4+	5+	4		10	10	8	6	2	4	8+	2	6+	4++/3++
Low HP	4"	6"		5+	6+	4		9	9	7	3	1	4	9+	1	6+	4++/3++
Unit Aptitudes																	
Fateskimmer			While this model is leading a unit, melee weapons equipped by models in that unit have the Lethal hits Special rules.														
Rider of the Immaterial Winds			Once per battle, at the end of your opponent’s turn, if this model’s unit is not within Engagement Range of one or more enemy units, you can remove that unit from the battlefield and place it into Strategic Reserves.														
Explosive Deadly Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers 1 mortal wound.														
Mark of Tzeentch			Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.														
Unit Special Rules																	
Independent Character / Deep Strike / Daemon / Fear / Lone Operative / Chariot / Psyker (3)																	
Psychic Domains																	
Change - PanDæmoniac Tzeentch - Tzeentch																	

Weapons								Pts
Arcane Fireball - Witchfire		18"	3	5	-1	D3	Psychic	
Arcane Fireball - Focused Witchfire		18"	3	6	-2	D3	Psychic - Hazardous - Devastating Wounds	
Close combat weapon		Melee	User	User	0	1	Melee	
Lamprey bites		Melee	User	User	-2	2	Melee - Extra Attacks - Armourbane	12

CHAOS
Chaos Daemons

FLAMERS - Charred Conveyance of Chaos

351 Pts

9



9"



4+



5+



4



4



3



3



4



7+



1



6+



5++/4++







Unit Aptitudes

Bounding Leaps	This unit is eligible to shoot in a turn in which it Fell Back.
Warpflame	At the end of each phase, any unit that suffered one or more unsaved Wounds during the phase from an attack with this special rule, must take a Toughness test. If the test is failed, the unit immediately suffers D3 Mortal Wounds. If the test is passed, all models in that unit gain the Feel no Pain (6+) special rule for the rest of the game. Any models in the unit that already have the FnP special rule instead gain +1 to all FnP rolls.
Mark of Tzeentch	Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Deep Strike / Daemon / Fear

Psychic Domains

Weapons								Pts
Flamermouths		Melee	User	User	0	1	Melee	
Flickering flames		Template	1	4	-1	2	Assault - Ignores Cover - Psychic	81

Chaos Daemons

FLUXMASTER - Chromelord Xanathos

100 Pts

1



12"



3+



4+



3



4



4



4



4



7+



1



6+

 $5^{++}/4^{++}$

Unit Aptitudes

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.

Mark of Tzeentch







Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Independent Character / Deep Strike / Daemon / Fear / Lone Operative / Psyker (2)

Psychic Domains

Change - PanDæmoniac Tzeentch - Tzeentch

Weapons								Pts
Arcane Fireball - Witchfire		18"	3	5	-1	D3	Psychic	
Arcane Fireball - Focused Witchfire		18"	3	6	-2	D3	Psychic - Hazardous - Devastating Wounds	
Close combat weapon		Melee	User	User	0	1	Melee	

CHAOS
Chaos Daemons

FURIES - Fluxwing Fiends

60 Pts

6



6"

4+

4

3

1

2

4

8+

1

6+

5++/4++

Unit Aptitudes

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.


















Mark of Tzeentch
















Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.







Unit Special Rules


















Deep Strike / Daemon / Fear







Psychic Domains

CHAOS																	
HORRORS - Essence Conjurers																	
200 Pts																	
20	Chaos Daemons																
																	
Pink Horrors	6"			3+	4+	2	3				1	3	4	7+	2	6+	5++/4++
Blue Horrors	5"			4+	5+	2	2				1	2	4	8+	1	7+	6++/5++
Brimstone Horrors	4"			5+	6+	2	1				1	1	4	9+		8+	7++/6++
Unit Aptitudes																	
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+.															
Mark of Tzeentch		Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.															
Instrument of Chaos		Add 1 to Charge rolls made for the bearer's unit.															
Unit Special Rules																	
Deep Strike / Daemon / Fear / Brotherhood of Sorcerers / Psyker (1)																	
Psychic Domains																	
Change - PanDæmoniac Tzeentch - Tzeentch																	

CHAOS				HORRORS - Screamweavers										200 Pts				
20	Chaos Daemons																	
Pink Horrors	6"			3+	4+	2	3					1	3	4	7+	2	6+	5++/4++
Blue Horrors	5"			4+	5+	2	2					1	2	4	8+	1	7+	6++/5++
Brimstone Horrors	4"			5+	6+	2	1					1	1	4	9+		8+	7++/6++
Unit Aptitudes																		
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+.																
Mark of Tzeentch		Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.																
Instrument of Chaos		Add 1 to Charge rolls made for the bearer’s unit.																
Unit Special Rules																		
Deep Strike / Daemon / Fear / Brotherhood of Sorcerers / Psyker (1)																		
Psychic Domains																		
Change - PanDæmoniac Tzeentch - Tzeentch																		

Weapons								Pts
Blue claws		Melee	User	+1	0	1	Melee	
Coruscating blue flames		18"	3	3	-1	1	Assault - Psychic	
Coruscating pink flames		18"	2	4	-1	1	Assault - Psychic	
Coruscating yellow flames		18"	4	2	-1	1	Assault - Psychic	
Pink claws		Melee	+1	+2	0	1	Melee	
Yellow claws		Melee	User	User	0	1	Melee	

CHAOS				KAIROS FATEWEAVER - Kairos Fateweaver, The Oracle of Tzeentch, The Two-Headed Dæmon												356 Pts		
Chaos Daemons				Headed Dæmon														
1																		
Full HP	9"			2+	3+	8	10					20	5	7	6+	5	6+	5++/4++
Mid HP	8"			3+	4+	7	9					14	4	7	7+	4	6+	5++/4++
Low HP	7"			4+	5+	6	8					7	3	7	8+	3	6+	5++/4++
Unit Aptitudes																		
One Head Looks Forward (Aura)				Each time you target a friendly 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.														
Bounding Leaps				This unit is eligible to shoot in a turn in which it Fell Back.														
One Head Looks Back				Once per battle, after your opponent uses a Stratagem, this model can use this special rule. If it does, until the end of the battle, each time your opponent uses that Stratagem, increase its cost to your opponent by 1CP.														
The Two Heads of Fate				Each of Kairos Fateweaver’s heads is a Psyker (Mastery Level 4). Both heads know the Change, Tzeentch, PanDæmoniac Tzeentch, and Dæmonology (Malefic) disciplines. In addition, the right head also knows the Biomancy, Dark Hereticus, Divination, Ectomancy, Fulmination, Geomortis, Heretech, Machinamantia, and Malefic disciplines; the left head also knows the Noctic, Obscuration, Pyromancy, Scriptumantia, Sinistrum, Telekinesis, Telepathy, Terramancie, and Vengeance disciplines. At the start of each of his turns, declare which head Kairos Fateweaver will use that turn. Until the start of his next turn, he may only use the psychic powers known to that head.														
Staff of Tomorrow				The staff allows you to re-roll a single D6 of your choice once per turn.														
Mark of Tzeentch				Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.														
Unit Special Rules																		
Independent Character / Lone Operative / Deep Strike / Daemon / Fear / Eternal Warrior / Psyker (5)																		
Psychic Domains																		
Biomancy - Change, Dæmonology (Malefic) - Dark Hereticus - Divination - Ectomancy - Fulmination - Geomortis - Heretech - Machinamantia - Malefic - Noctic - Obscuration - PanDæmoniac Tzeentch - Pyromancy - Scriptumantia - Sinistrum - Telekinesis - Telepathy - Terramancie - Tzeentch - Vengeance																		

Weapons								Pts
Infernal Gateway - Witchfire	24"	D6+3	9	-2	D3	Psychic - Blast - Indirect Fire		
Infernal Gateway - Focused Witchfire	24"	D3+1	9	-3	D3	Psychic - Blast - Indirect Fire - Hazardous		
Staff of Tomorrow - Strike	Melee	+3	User	0	3	Melee - Specialist - Psychic - Warp Mutation, Concussive		23
Staff of Tomorrow - Sweep	Melee	x2	User	0	3	Melee - Specialist - Psychic - Warp Mutation, Concussive		23

CHAOS
Chaos Daemons

SCREAMERS - Howling Phantoms

216 Pts

6



14"



4+



6



4



3



3



4



7+



1



6+



5++/4++

















Unit Aptitudes

- 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.
- Mark of Tzeentch
- Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Deep Strike / Daemon / Fear


















Psychic Domains

CHAOS				SOUL GRINDER - Arcane Soulcrusher											253 Pts				
Chaos Daemons																			
1																			
Full HP	8"	12"		3+	3+	8		15	14	13	14	6	4	6+	5	3+	4++/3++		
Mid HP	5"	7"		4+	4+	8		14	13	12	9	5	4	7+	4	3+	4++/3++		
Low HP	3"	4"		5+	5+	8		13	12	11	5	4	4	8+	3	3+	4++/3++		
Unit Aptitudes																			
Scuttling Walker				Each time this model makes a Normal or Advance move, it can be moved over friendly Monster and Vehicle models as if they were not there. This model can move over terrain features that are 4" or less in height as if they were not there.															
Dæmonforge				For one Shooting or Assault phase per game, the model may re-roll all failed To Wound roll and all failed armor penetration rolls. At the end of that phase, roll D6 lose a Hull Point (no saves) if you roll a 1.															
Dæmonic Possession				Reduce by 1 the Damage characteristic of weapon targetting this unit on a roll of a 3+.															
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 Tzeentch				Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.															
Unit Special Rules																			
Deep Strike / Daemon / Fear / Walker																			
Psychic Domains																			

CHAOS
Chaos Daemons

THE BLUE SCRIBES - P'tarix' & Xirat'p'

80 Pts

1																	
	12"				5+	2	4				6	4	4	8+	2	6+	5++/4++

Unit Aptitudes

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.
Spell Syphon	Each time an enemy Psyker successfully manifests a psychic power, place a syphon token next to The Blue Scribes. At the start of each of your turns, roll a D6 for each syphon token next to the Blue Scribes - for each 6 rolled, one friendly psyker within 12" of the Blue Scribes immediately gains a Warp Charge point. Then remove all syphon tokens from the board.
Scrolls of Sorcery	At the start of each friendly Psychic Phase, choose a Psychic Discipline and roll a D6 - this turn The Blue Scribes automatically manifest that power without the need for a psychic test. This power is treated as having been manifested by the minimum amount of Warp charge points required to manifest the power, for the purposes of Deny the Witch rolls.
Mark of Tzeentch	Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Independent Character / Deep Strike / Daemon / Fear / Lone Operative

Psychic Domains

CHAOS
Chaos Daemons

THE CHANGELING - The Trickster of Tzeentch

80 Pts

1																	
	6"			4+	4+	3	3				5	4	4	7+	1	6+	5++/4++

Unit Aptitudes







Formless Horror	At the start of each Fight phase, The Changeling may choose a single non-vehicle enemy model in base contact and change any or all of his Weapon characteristic, and/or Toughness, Initiative characteristics to match those of the chosen foe, until the end of the current turn.
Lesser Locus of Transmogrification	Each time a Pink Horror in this model's unit is slain in close combat, the unit that inflicted the unsaved wound immediately suffers a Strength 3 AP - D1 hit. Each time a Blue Horror in this model's unit is slain in close combat, the unit that inflicted the unsaved wound immediately suffers a Strength 2 AP - D1 hit. Each time a Brimstone Horror in this model's unit suffers an unsaved wound in close combat, the unit that inflicted the unsaved wound immediately suffers a Strength 1 AP - D1 hit.
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.
Dreadful Elusion	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.
Mark of Tzeentch	Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Unit Special Rules

Independent Character / Deep Strike / Daemon / Fear / Psyker (1)

Psychic Domains

Change - PanDæmoniac Tzeentch - Tzeentch

Weapons								Pts									
Infernal Flames - Witchfire	Template	1	6	-1	1	Psychic - Ignores Cover											
Infernal Flames - Focused Witchfire	Template	D3	6	-1	D3+1	Psychic - Ignores Cover - Hazardous											