5	10"				3+	5	7					4	2	3	7+	2	4+	5++/4++

Unit Aptitudes

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.

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.

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

Deep Strike / Daemon / Fear / Furious Charge

Psychic Domains

Weapons		✸	☬	💀	🛡	💔		⚙	Pts
Hell Blade		Melee	User	+1	-2	2	Melee		50
Juggernaut's bladed horn		Melee	User	User	-1	1	Melee - Lance - Extra Attacks		

10	6"				3+	5	4					1	2	4	7+	2	5+	5++/4++

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

Deep Strike / Daemon / Fear / Furious Charge

Psychic Domains

Weapons		✴	☬	💀	🛡	💔		⚙	Pts
Hell Blade		Melee	User	+1	-2	2	Melee		100

Faction Aptitudes					Unit type
Daemonic Instability	Shadow of Chaos	Daemonic Manifestation	Daemonic Terror	Daemonic Incursion	Infantry

20		6"				3+	5	4				1	2	4	7+	2	5+	5++/4++

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

Deep Strike / Daemon / Fear / Furious Charge

Psychic Domains

Weapons		✴	☬	💀	🛡	💔		⚙	Pts
Hell Blade		Melee	User	+1	-2	2	Melee		200

| 10 | | 6" | | | | 3+ | 5 | 4 | | | | | 1 | 2 | 4 | 7+ | 2 | 5+ | 5++/4++ |

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+.

Instrument of Chaos

Add 1 to Charge rolls made for the bearer's unit.

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

Deep Strike / Daemon / Fear / Furious Charge

Psychic Domains

Weapons		✹	☬	☠	🛡	💔		⚙	Pts
Hell Blade		Melee	User	+1	-2	2	Melee		100

1		6"					2+	6	4					4	5	6	7+	1	5+	5++/4++

Unit Aptitudes

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".

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

Psychic Domains

Weapons		✴	☬	💀	🛡	💔	⚙	Pts
Blade of blood		Melee	User	+1	-2	3	Melee - Specialist - Unwieldy	10

Faction Aptitudes	Unit type
Daemonic Instability Shadow of Chaos Daemonic Manifestation Daemonic Terror Daemonic Incursion	Infantry

1		6"				2+	6	4					4	5	6	7+	1	5+	5++/4++

Unit Aptitudes

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".
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

Psychic Domains

Weapons		✹	☬	💀	🛡	💔		⚙	Pts
Blade of blood		Melee	User	+1	-2	3	Melee - Specialist - Unwieldy		10

BLOODTHIRSTER OF INSENSATE RAGE - Doombringer Gor'gul — 266 Pts

		📞	▶▶	🦅	⚔️	◎	✊	👕	🎽	🛡	🚗	🩸	⚔️	⚡	🚩	◎	🛡	🛡
Full HP	12"				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++

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.

Dæmon Lord of Khorne (Aura)
While a friendly 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.

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.

Decapitating Blow
Any To Wound rolls of 6 made with this weapon have the Instant Death special rule.

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 / Lone Operative / Deep Strike / Colossal / Daemon / Fear / Furious Charge

Psychic Domains

Weapons	✦	☬	☠	🛡	💔	⚙	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

CHAOS
Chaos Daemons

FLESH HOUNDS - Gorehound Pack

135 Pts

5		12"				3+	5	4					2	3	4	7+	1	6+	5++/4++

Unit Aptitudes

Pouncing Hunters

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.

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.

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

Deep Strike / Daemon / Fear / Scout / Furious Charge

Psychic Domains

Weapons		✦	☬	💀	🛡	💔		⚙	Pts
Burning roar		Template	1	4	0	1		Assault - Ignores Cover	35
Gore-drenched fangs		Melee	User	User	-1	1		Melee	

					Unit type
Daemonic Instability	Shadow of Chaos	Daemonic Manifestation	Daemonic Terror	Daemonic Incursion	Beast

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 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

Deep Strike / Daemon / Fear / Furious Charge

Psychic Domains

Weapons		✴	☬	☠	🛡	💔		⚙	Pts
Dæmonic claws		Melee	User	User	0	1	Melee		

Faction Aptitudes	Unit type
Daemonic Instability Shadow of Chaos Daemonic Manifestation Daemonic Terror Daemonic Incursion	Beast / Jump

CHAOS
Chaos Daemons

KARANAK - Karanak, the Hound of Vengeance

127 Pts

1		12"				2+	6	4					5	6	6	7+	1	6+	5++/4++

Unit Aptitudes

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 Special Rule adn re-rolls all failed To Hit and To Wound rolls 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.

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.

Greater Locus of Fury
This model, and all models in its unit, have the Rage special rule.

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 / Hatred / Lone Operative / Scout / Furious Charge

Psychic Domains

Weapons	✶	☬	☠	🛡	💔	⚙	Pts
Soul-rending fangs	Melee	User	User	-1	2	Melee - Precision Strikes	7

Faction Aptitudes					Unit type
Daemonic Instability	Shadow of Chaos	Daemonic Manifestation	Daemonic Terror	Daemonic Incursion	Beast

CHAOS
Chaos Daemons

RENDMASTER - Skullcleaver Kharax

142 Pts

1																	
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++

Unit Aptitudes

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 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 Monstrous Creature unit, you can re-roll the Wound roll. Each time this model destroys an enemy Character or Monstrous Creature unit, this model regains up to D6 lost wounds.

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 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

Psychic Domains

Weapons	✷	☬	💀	🛡	💔	⚙	Pts
Blade of blood	Melee	User	+1	-2	3	Melee - Specialist - Unwieldy	10
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

CHAOS
Chaos Daemons

SKULL CANNON - Infernal Skullthrower　　173 Pts

1															
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.

Unit Special Rules

Deep Strike / Daemon / Fear / Furious Charge / Chariot

Psychic Domains

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

CHAOS
Chaos Daemons

SKULLMASTER - Skullcrusher Grimgor

120 Pts

1		10"				2+	6	7					6	5	6	7+	1	4+	5++/4++

Unit Aptitudes

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

Psychic Domains

Weapons		✴	☬	💀	🛡	💔	⚙	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	

Faction Aptitudes					Unit type
Daemonic Instability	Shadow of Chaos	Daemonic Manifestation	Daemonic Terror	Daemonic Incursion	Cavalry

1	6"			2+	6	4					5	6	9	7+	1	4+	5++/4++

Unit Aptitudes

Lord of Decapitations — While this model is leading a unit, melee weapons equipped by models in that unit have the Devastating Wounds Special rule.

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.

Skulls for the Skull Throne! — Skulltaker must always issue a challenge if able, or accept a challenge if one is offered.

Decapitating Blow — Any To Wound rolls of 6 made with this weapon have the Instant Death special rule.

Lesser Locus of Abjuration — This model, and all models in its unit, have the Adamantium Will special rule.

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 / Lone Operative / Deep Strike / Daemon / Fear / Furious Charge / Eternal Warrior

Psychic Domains

Weapons	✴	☬	💀	🛡	💔	⚙	Pts
The Slayer Sword	Melee	User	+2	-2	3	Melee - Master-crafted - Decapiting Blow - Soul Blaze - Devastating Wounds - Precision Strikes	

Unit type

Infantry

CHAOS
Chaos Daemons

SOUL GRINDER - Bloodforged Annihilator

260 Pts

Full HP	1	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++

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 targeting 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 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

Deep Strike / Daemon / Fear / Furious Charge / Walker

Psychic Domains

Weapons	✴	☬	💀	🛡	💔	⚙	Pts
Harvester cannon - Solid-shells	48"	3	10	-1	3	Heavy	20
Harvester cannon - Flakk-shells	48"	3	7	-2	3	Heavy - Sky Fire	19
Torrent of burning blood	Template	1	5	-1	2	Psychic - Ignores Cover	
Warpsword	Melee	User	User	-2	D6	Melee - Extra Attacks	7
Defiler claw	Melee	User	x2	-2	D3+3	Melee	44

Faction Aptitudes	Unit type
Daemonic Instability Shadow of Chaos Daemonic Manifestation Daemonic Terror Daemonic Incursion	Vehicle