

AN'GGRATH THE UNBOUND



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An'ggrath the Unbound is a unit that contains 1 model. It is equipped with: Bloodlash (Ranged); Axe of Khorne; Bloodlash (Melee). You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
An'ggrath the Unbound	16"	2+	4+	4	5	8	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bloodlash (Ranged)	Heavy	12"	2	8+	8+	-
Axe of Khorne	Melee	Melee	User	5+	6+	-
Bloodlash (Melee)	Melee	Melee	User	8+	8+	-

ABILITIES

Emissary of the Blood God: Friendly **KHORNE** units can use this unit's Leadership characteristic instead of their own whilst they are within 9" of this unit.

Unstoppable Ferocity: Add 1 to wound rolls for attacks made with melee weapons by this unit.

FACTION KEYWORDS: CHAOS, KHORNE, DAEMON, LEGIONES DAEMONICA

KEYWORDS: SUPER-HEAVY, TITANIC, FLY, CHARACTER, MONSTER, BLOODTHIRSTER, AN'GGRATH THE UNBOUND

URAKA THE WARFIEND



Uraka the Warfiend is a unit that contains 1 model. It is equipped with: Executioner's Axe (Ranged); Executioner's Axe (Melee). You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Uraka the Warfiend	7"	2+	3+	2	2	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Executioner's Axe (Ranged)	Heavy	6"	1	6+	6+	-
Executioner's Axe (Melee)	Melee	Melee	User	6+	6+	-

ABILITIES

Unstoppable Ferocity: Add 1 to wound rolls for attacks made with melee weapons by this unit.

FACTION KEYWORDS: CHAOS, KHORNE, DAEMON, LEGIONES DAEMONICA

KEYWORDS: HEAVY, MONSTER, CHARACTER, URAKA THE WARFIEND

SAMUS



Samus is a unit that contains 1 model. It is equipped with: Slaughtering Blade. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Samus	8"	2+	4+	2	2	7	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Slaughtering Blade	Melee	Melee	User	6+	6+	-

ABILITIES

Unstoppable Ferocity: Add 1 to wound rolls for attacks made with melee weapons by this unit.

Whispers of Madness: Subtract 1 from the Leadership characteristic of units that do not have the **KHORNE** keyword whilst they are within 6" of this unit.

FACTION KEYWORDS: CHAOS, KHORNE, DAEMON, LEGIONES DAEMONICA

KEYWORDS: HEAVY, MONSTER, CHARACTER, DAEMON PRINCE OF THE RUINSTORM, SAMUS

ZARAKYNEL



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Zarakynel is a unit that contains 1 model. It is equipped with: Slicing Claws; Souleater Blade. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Zarakynel	13"	2+	2+	3	4	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Slicing Claws	Melee	Melee	User	8+	6+	-
Souleater Blade	Melee	Melee	User	6+	8+	-

ABILITIES

Terror Troops

Emissary of the Prince of Excess: Friendly **SLAANESH** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

Daemonic Master Psyker: Once per battle, at the end of the Orders phase, you can look through your Command Asset deck and draw either one Legiones Daemonica Command Asset of your choice that is a psychic power, or the Daemonic Ritual, Deny the Witch or Adamantium Will card. Add the drawn card to your hand, then shuffle the Command Asset deck and place it face down.

FACTION KEYWORDS: CHAOS, SLAANESH, DAEMON, LEGIONES DAEMONICA

KEYWORDS: SUPER-HEAVY, TITANIC, PSYKER, CHARACTER, MONSTER, KEEPER OF SECRETS, ZARAKYNEL

AETAOS'RAU'KERES



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Aetaos'rau'keres is a unit that contains 1 model. It is equipped with: Staff of Cataclysm (Ranged); Staff of Cataclysm (Melee); Warpfire Shrouded Talons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Aetaos'rau'keres	20"	2+	2+	2	5	8	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Staff of Cataclysm (Ranged)	Heavy	60"	2	11+	5+	Destroyer
Staff of Cataclysm (Melee)	Melee	Melee	User	8+	8+	Destroyer
Warpfire Shrouded Talons	Melee	Melee	User	5+	5+	-

ABILITIES

Emissary of the Great Mutator: Friendly TZEENTCH units can use this unit's Leadership characteristic instead of their own whilst they are within 9" of this unit.

Mantle of Twisted Fates: When your opponent selects a unit within 12" of any units from your army with this ability to manifest a psychic power, before its effects are resolved roll one D6; on a 4+ place one blast marker next to the unit manifesting the power, and the effects of that psychic power are not resolved. You cannot use both this ability and the Deny the Witch Command Asset in reaction to the same psychic power.

Render of the Veils: Once per battle, at the end of the Orders phase, you can look through your Command Asset deck and draw either one Legiones Daemonica Command Asset of your choice that is a psychic power, or the Daemonic Ritual, Deny the Witch or Adamantium Will card. Add the drawn card to your hand, then shuffle the Command Asset deck and place it face down.

FACTION KEYWORDS: CHAOS, TZEENTCH, DAEMON, LEGIONES DAEMONICA

KEYWORDS: SUPER-HEAVY, TITANIC, FLY, PSYKER, CHARACTER, MONSTER, LORD OF CHANGE, AETAOS'RAU'KERES

MAMON TRANSFIGURED



Mamon Transfigured is a unit that contains 1 model. It is equipped with: Contagion Spray; Fist of Decay; Pustulant Stomp. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Mamon Transfigured	5"	3+	3+	2	2	7	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Contagion Spray	Heavy	9"	1	8+	12+	Inferno
Fist of Decay	Melee	Melee	User	8+	6+	-
Pustulant Stomp	Melee	Melee	User	6+	8+	-

ABILITIES

Ignore Damage (6+)

Fel Icon of The Tainted: Re-roll hit rolls of 1 for attacks made by friendly **THE TAINTED** units whilst they are within 6" of this unit.

FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, DAEMON, LEGIONES DAEMONICA, DEATH GUARD, THE TAINTED
KEYWORDS: HEAVY, MONSTER, CHARACTER, MAMON TRANSFIGURED

COR'BAX UTTERBLIGHT



Cor'bax Utterblight is a unit that contains 1 model. It is equipped with: Gaping Maw & Canker Worms. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Cor'bax Utterblight	7"	2+	4+	2	2	8	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gaping Maw & Canker Worms	Melee	Melee	User	5+	5+	-

ABILITIES

Ignore Damage (6+)

Poison Slime: At the end of the Action phase, roll one D6 for each enemy unit within 6" of this unit; on a 6 place one blast marker next to the unit being rolled for.

FACTION KEYWORDS: CHAOS, NURGLE, DAEMON, LEGIONES DAEMONICA

KEYWORDS: HEAVY, MONSTER, CHARACTER, DAEMON PRINCE OF THE RUINSTORM, COR'BAX UTTERBLIGHT

PLAGUE TOADS OF NURGLE



Plague Toads of Nurgle are a unit that contains 3 models. It can contain 6 models (**Power Rating 5**) or 9 models (**Power Rating 7**). It is equipped with: Grasping Tongues; Yawning Maws.

	M	WS	BS	A	W	Ld	Sv
Plague Toads of Nurgle (3 models)	7"	4+	4+	1	1	5	9+
Plague Toads of Nurgle (6 models)	7"	4+	4+	2	2	5	9+
Plague Toads of Nurgle (9 models)	7"	4+	4+	3	3	5	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Grasping Tongues	Small Arms	7"	User	8+	10+	-
Yawning Maws	Melee	Melee	x3	6+	7+	-

ABILITIES

Ignore Damage (6+)

FACTION KEYWORDS: CHAOS, NURGLE, DAEMON, LEGIONES DAEMONICA

KEYWORDS: LIGHT, BEAST, FLY, PLAGUE TOADS OF NURGLE

POX RIDERS OF NURGLE



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Pox Riders of Nurgle are a unit that contains 3 models. It can contain 6 models (**Power Rating 7**) or 9 models (**Power Rating 10**). It is equipped with: Grasping Tongues; Plagueswords; Yawning Maws.

	M	WS	BS	A	W	Ld	Sv
Pox Riders of Nurgle (3 models)	7"	4+	4+	1	1	5	9+
Pox Riders of Nurgle (6 models)	7"	4+	4+	2	2	5	8+
Pox Riders of Nurgle (9 models)	7"	4+	4+	3	3	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Grasping Tongues	Small Arms	7"	User	8+	10+	-
Plagueswords	Melee	Melee	User	7+	9+	-
Yawning Maws	Melee	Melee	x3	6+	7+	-

ABILITIES

Ignore Damage (6+)

FACTION KEYWORDS: CHAOS, NURGLE, DAEMON, LEGIONES DAEMONICA

KEYWORDS: LIGHT, BEAST, FLY, PLAGUEBEARER, POX RIDERS OF NURGLE

SPINED CHAOS BEAST



A Spined Chaos Beast is a unit that contains 1 model. It is equipped with: Jagged Claws; Tusked Maw.

	M	WS	BS	A	W	Ld	Sv
Spined Chaos Beast	10"	3+	-	2	2	4	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Jagged Claws	Melee	Melee	User	8+	8+	-
Tusked Maw	Melee	Melee	1	5+	6+	-

ABILITIES

Daemonic Allegiance: When you add this unit to your army, you must select one of the following keywords to replace the <ALLEGIANCE> Faction keyword: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**.

- If this unit has the **KHORNE** keyword, it gains the following additional abilities: **Might Over Magic**.
- If this unit has the **TZEENTCH** keyword, it gains the following additional abilities: **Ephemeral Form**.
- If this unit has the **NURGLE** keyword, it gains the following additional abilities: **Ignore Damage (6+)**.
- If this unit has the **SLAANESH** keyword, it has a Move characteristic of 11".

Ephemeral Form: If this unit has the **TZEENTCH** keyword, add 1 to saving throws made for this unit.

Might Over Magic: If this unit has the **KHORNE** keyword, add 1 to wound rolls for attacks made with melee weapons by this unit.

Warp Spines: When you select this unit's Detachment to carry out its order, but before any units in that Detachment make an action (excluding free actions) that phase, roll one D6 for each enemy unit in base contact with this unit. On a 6 place one blast marker next to the unit being rolled for.

FACTION KEYWORDS: CHAOS, DAEMON, LEGIONES DAEMONICA, <ALLEGIANCE>

KEYWORDS: HEAVY, MONSTER, SPINED CHAOS BEAST

GIANT CHAOS SPAWN



A Giant Chaos Spawn is a unit that contains 1 model. It is equipped with: Churning Fangs & Claws.

	M	WS	BS	A	W	Ld	Sv
Giant Chaos Spawn	11"	4+	-	2	2	8	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Churning Fangs & Claws	Melee	Melee	User	7+	9+	-

ABILITIES

Daemonic Allegiance: When you add this unit to your army, you must select one of the following keywords to replace the <ALLEGIANCE> Faction keyword: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**.

- If this unit has the **KHORNE** keyword, it gains the following additional abilities: **Might Over Magic**.
- If this unit has the **TZEENTCH** keyword, it gains the following additional abilities: **Ephemeral Form**.
- If this unit has the **NURGLE** keyword, it gains the following additional abilities: **Ignore Damage (6+)**.
- If this unit has the **SLAANESH** keyword, it has a Move characteristic of 12".

Ephemeral Form: If this unit has the **TZEENTCH** keyword, add 1 to saving throws made for this unit.

Might Over Magic: If this unit has the **KHORNE** keyword, add 1 to wound rolls for attacks made with melee weapons by this unit.

Eternal Torment: At the start of the Action phase, you can remove one damage marker from this unit.

FACTION KEYWORDS: CHAOS, DAEMON, LEGIONES DAEMONICA, <ALLEGIANCE>

KEYWORDS: HEAVY, MONSTER, GIANT CHAOS SPAWN

SCABEIATHRAX THE BLOATED



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Scabeiathrax the Bloated is a unit that contains 1 model. It is equipped with: Horrific Vomit; Blade of Decay; Swarm of Nurglings.

	M	WS	BS	A	W	Ld	Sv
Scabeiathrax the Bloated	7"	2+	2+	4	4	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Horrific Vomit	Small Arms	9"	2	6+	7+	Inferno
Blade of Decay	Melee	Melee	User	5+	6+	Destroyer
Swarm of Nurglings	Melee	Melee	1	9+	9+	-

ABILITIES

Ignore Damage (5+)

Exhalations of the Plague Pit: Subtract 1 from hit rolls for attacks made with melee weapons by enemy units that target **NURGLE** and **LEGIONES DAEMONICA** units within 6" of this unit.

Emissary of the Plague God: Friendly **NURGLE** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

Daemonic Master Psyker: Once per battle, at the end of the Orders phase, you can look through your Command Asset deck and draw either one Legiones Daemonica Command Asset of your choice that is a psychic power, or the Daemonic Ritual, Deny the Witch or Adamantium Will card. Add the drawn card to your hand, then shuffle the Command Asset deck and place it face down.

FACTION KEYWORDS: CHAOS, NURGLE, DAEMON, LEGIONES DAEMONICA

KEYWORDS: SUPER-HEAVY, TITANIC, PSYKER, CHARACTER, MONSTER, GREAT UNCLEAN ONE, SCABEIATHRAX THE BLOATED