SKARBRAND

Skarbrand is a unit that contains 1 model. It is equipped with: Bellow of Endless Fury; Carnage; Slaughter. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Skarbrand	8"	2+	2+	2	3	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bellow of Endless Fury	Heavy	8"	1	6+	9+	Inferno
Carnage	Melee	Melee	User	4+	5+	Destroyer
Slaughter	Melee	Melee	x2	4+	5+	-

ABILITIES

Rage Embodied: Add 1 to the Attacks characteristic of **Light** and **Heavy** units whilst they are making Fight actions within 6" of this unit. In addition, **Light** and **Heavy** units cannot make Fall Back moves whilst they are within 6" of this unit.

FACTION KEYWORDS: Chaos, Khorne, Daemon, Legiones Daemonica
KEYWORDS: Heavy, Monster, Character, Bloodthirster, Skarbrand

BLOODTHIRSTER OF INSENSATE RAGE

A Bloodthirster of Insensate Rage is a unit that contains 1 model. It is equipped with: Great Axe of Khorne.

	M	WS	BS	A	W	Ld	Sv
Bloodthirster of Insensate Rage	12"	2+	2+	2	3	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Great Axe of Khorne	Melee	Melee	User	4+	4+	Destroyer

ABILITIES

Greater Daemon of Khorne: Friendly **Khorne Daemon** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

FACTION KEYWORDS: Chaos, Khorne, Daemon, Legiones Daemonica

KEYWORDS: Heavy, Monster, Fly, Character, Bloodthirster

WRATH OF KHORNE BLOODTHIRSTER

A Wrath of Khorne Bloodthirster is a unit that contains 1 model. It is equipped with: Bloodflail (Ranged); Hellfire; Axe of Khorne; Bloodflail (Melee).

	M	WS	BS	A	W	Ld	Sv
Wrath of Khorne Bloodthirster	12"	2+	2+	2	3	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hellfire	Heavy	8"	1	6+	9+	Inferno
Bloodflail (Ranged)	Small Arms	8"	User	7+	7+	-
Axe of Khorne	Melee	Melee	User	5+	6+	-
Bloodflail (Melee)	Melee	Melee	User	7+	7+	-

ABILITIES

Relentless Hunter: You can re-roll hit rolls for attacks made with melee weapons by this unit that target CHARACTER units.

Greater Daemon of Khorne: Friendly KHORNE DAEMON units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

FACTION KEYWORDS: CHAOS, KHORNE, DAEMON, LEGIONES DAEMONICA
KEYWORDS: HEAVY, MONSTER, FLY, CHARACTER, BLOODTHIRSTER

BLOODTHIRSTER OF UNFETTERED FURY

A Bloodthirster of Unfettered Fury is a unit that contains 1 model. It is equipped with: Lash of Khorne (Ranged); Axe of Khorne; Lash of Khorne (Melee).

	M	WS	BS	A	W	Ld	Sv
Bloodthirster of Unfettered Fury	12"	2+	2+	2	3	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lash of Khorne (Ranged)	Small Arms	8"	User	7+	8+	-
Lash of Khorne (Melee)	Melee	Melee	User	7+	8+	-
Axe of Khorne	Melee	Melee	User	5+	6+	-

ABILITIES

Greater Daemon of Khorne: Friendly **Khorne Daemon** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

FACTION KEYWORDS: Chaos, Khorne, Daemon, Legiones Daemonica
KEYWORDS: Heavy, Monster, Fly, Character, Bloodthirster

SKULLTAKER

Skulltaker is a unit that contains 1 model. It is equipped with: The Slayer Sword. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Skulltaker	7"	2+	2+	1	1	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Slayer Sword	Melee	Melee	User	6+	8+	-

ABILITIES

Relentless Hunter: You can re-roll hit rolls and wound rolls for attacks made with melee weapons by this unit that target **Character** units.

Locus of Decapitation: Add 1 to hit rolls for attacks made with melee weapons by friendly **Bloodletter** units whilst they are within 8" of this unit.

FACTION KEYWORDS: Chaos, Khorne, Daemon, Legiones Daemonica
KEYWORDS: Light, Infantry, Character, Bloodletter, Herald of Khorne, Skulltaker

BLOODMASTER

A Bloodmaster is a unit that contains 1 model. It is equipped with: Blade of Blood.

	M	WS	BS	A	W	Ld	Sv
Bloodmaster	6"	2+	2+	1	1	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Blade of Blood	Melee	Melee	User	7+	8+	-

ABILITIES

Locus of Khorne: Add 1 to wound rolls for attacks made with melee weapons by friendly **Khorne Daemon** units whilst they are within 6" of any units with this ability.

FACTION KEYWORDS: Chaos, Khorne, Daemon, Legiones Daemonica
KEYWORDS: Light, Infantry, Character, Bloodletter, Herald of Khorne, Bloodmaster

SKULLMASTER

A Skullmaster is a unit that contains 1 model. It is equipped with: Blade of Blood; Bladed Horn.

	M	WS	BS	A	W	Ld	Sv
Skullmaster	8"	2+	2+	1	1	6	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Blade of Blood	Melee	Melee	User	7+	8+	-
Bladed Horn	Melee	Melee	User	9+	9+	-

ABILITIES

Locus of Khorne: Add 1 to wound rolls for attacks made with melee weapons by friendly **Khorne Daemon** units whilst they are within 6" of any units with this ability.

FACTION KEYWORDS: Chaos, Khorne, Daemon, Legiones Daemonica
KEYWORDS: Light, Cavalry, Character, Bloodletter, Herald of Khorne, Skullmaster

BLOOD THRONE

A Blood Throne is a unit that contains 1 model. It is equipped with: Blade of Blood; Hellblades.

	M	WS	BS	A	W	Ld	Sv
Blood Throne	6"	2+	2+	2	2	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Blade of Blood	Melee	Melee	User	7+	8+	-
Hellblades	Melee	Melee	User	5+	9+	-

ABILITIES

Locus of Khorne: Add 1 to wound rolls for attacks made with melee weapons by friendly **Khorne Daemon** units whilst they are within 6" of any units with this ability.

Gorefeast: Each time a blast marker is placed next to an enemy unit as a result of an attack made with a melee weapon by this unit, you can remove one blast marker from this unit. Small blast markers must be removed before large blast markers.

FACTION KEYWORDS: Chaos, Khorne, Daemon, Legiones Daemonica

KEYWORDS: Heavy, Chariot, Character, Bloodletter, Herald of Khorne, Blood Throne

KARANAK

Karanak is a unit that contains 1 model. It is equipped with: Soul-rending Fangs. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Karanak	10"	2+	-	1	1	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Soul-rending Fangs	Melee	Melee	User	7+	8+	-

ABILITIES

Prey of the Blood God: At the start of the first Action phase, you can select one enemy **Character** unit. Until the end of the battle, add 1 to hit rolls and wound rolls for attacks made by this unit that target that unit.

Psychic Disruption: 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+ 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.

FACTION KEYWORDS: **Chaos, Khorne, Daemon, Legiones Daemonica**
KEYWORDS: **Light, Beast, Character, Flesh Hound, Karanak**

KAIROS FATEWEAVER

15

Kairos Fateweaver is a unit that contains 1 model. It is equipped with: Purple Fires of Tzeentch; The Staff of Tomorrow. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Kairos Fateweaver	12"	3+	2+	2	3	8	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Purple Fires of Tzeentch	Small Arms	30"	User	7+	7+	Witchfire
The Staff of Tomorrow	Melee	Melee	User	7+	7+	-

ABILITIES

Witness of the Past: Once per battle, at the end of the Damage phase, you can look through your Command Asset discard pile, draw the Infernal Gateway Command Asset card and add it to your hand.

Visions of the Future: Once per battle, at the start of the Action phase, you can look through your Command Asset deck, draw the Gaze of Fate Command Asset card and add it to your hand. Then shuffle the Command Asset deck and place it face down.

Greater Daemon of Tzeentch: Friendly TZEENTCH DAEMON units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

FACTION KEYWORDS: CHAOS, TZEENTCH, DAEMON, LEGIONES DAEMONICA
KEYWORDS: HEAVY, MONSTER, FLY, PSYKER, CHARACTER, LORD OF CHANGE, KAIROS FATEWEAVER

LORD OF CHANGE

A Lord of Change is a unit that contains 1 model. It is equipped with: Orange Fires of Tzeentch; Staff of Tzeentch.

	M	WS	BS	A	W	Ld	Sv
Lord of Change	12"	2+	2+	2	3	8	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Orange Fires of Tzeentch	Small Arms	24"	User	8+	8+	Witchfire
Baleful Sword	Melee	Melee	User	7+	8+	-
Staff of Tzeentch	Melee	Melee	User	8+	7+	-

WARGEAR OPTIONS
- This unit can also be equipped with 1 Baleful Sword (**Power Rating +1**), or this unit can have a Rod of Sorcery (**Power Rating +1**). If this unit has a Rod of Sorcery, it gains the following additional abilities: **Rod of Sorcery**.

ABILITIES
Greater Daemon of Tzeentch: Friendly **Tzeentch Daemon** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

Rod of Sorcery: If this unit has a Rod of Sorcery, add 6" to the Range of this unit's Orange Fires of Tzeentch.

FACTION KEYWORDS: Chaos, Tzeentch, Daemon, Legiones Daemonica
KEYWORDS: Heavy, Monster, Fly, Psyker, Character, Lord of Change

THE BLUE SCRIBES

The Blue Scribes are a unit that contains 1 model. It is equipped with: Disc Blades; Xirat'p's Sorcerous Barrage; Sharp Quills. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
The Blue Scribes	12"	4+	4+	1	1	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Xirat'p's Sorcerous Barrage	Small Arms	24"	User	9+	9+	Witchfire
Disc Blades	Melee	Melee	User	10+	10+	-
Sharp Quills	Melee	Melee	User	10+	12+	-

ABILITIES

P'tarix's Sorcerous Syphon: When your opponent selects a unit within 12" of this unit to manifest a psychic power, after it is resolved roll one D6; on a 4+, if your opponent has any Command Asset cards in their hand they must select one and discard it.

FACTION KEYWORDS: Chaos, Tzeentch, Daemon, Legiones Daemonica
KEYWORDS: Light, Cavalry, Fly, Character, Horror, The Blue Scribes

CHANGECASTER

A Changecaster is a unit that contains 1 model. It is equipped with: Ritual Dagger.

	M	WS	BS	A	W	Ld	Sv
Changecaster	6"	4+	3+	1	1	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Ritual Dagger	Melee	Melee	User	10+	11+	-
Staff of Change	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS

• This unit can also be equipped with 1 Staff of Change.

ABILITIES

Locus of Tzeentch: Add 1 to wound rolls for attacks made by friendly **Tzeentch Daemon** units whilst they are within 6" of any units with this ability.

FACTION KEYWORDS: Chaos, Tzeentch, Daemon, Legiones Daemonica
KEYWORDS: Light, Infantry, Psyker, Character, Horror, Herald of Tzeentch, Changecaster

FATESKIMMER

Fateskimmer is a unit that contains 1 model. It is equipped with: Lamprey Bites; Ritual Dagger.

	M	WS	BS	A	W	Ld	Sv
Fateskimmer	14"	4+	3+	1	2	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lamprey Bites	Melee	Melee	User	10+	6+	-
Ritual Dagger	Melee	Melee	User	10+	11+	-
Staff of Change	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS
- This unit can also be equipped with 1 Staff of Change.

ABILITIES
Locus of Tzeentch: Add 1 to wound rolls for attacks made by friendly **Tzeentch Daemon** units whilst they are within 6" of any units with this ability.

FACTION KEYWORDS: Chaos, Tzeentch, Daemon, Legiones Daemonica
KEYWORDS: Heavy, Chariot, Fly, Psyker, Character, Horror, Herald of Tzeentch, Fateskimmer

FLUXMASTER

A Fluxmaster is a unit that contains 1 model. It is equipped with: Disc Blades; Ritual Dagger.

	M	WS	BS	A	W	Ld	Sv
Fluxmaster	12"	4+	3+	1	1	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Disc Blades	Melee	Melee	User	10+	10+	-
Ritual Dagger	Melee	Melee	User	10+	11+	-
Staff of Change	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS
• This unit can also be equipped with 1 Staff of Change.

ABILITIES
Locus of Tzeentch: Add 1 to wound rolls for attacks made by friendly **Tzeentch Daemon** units whilst they are within 6" of any units with this ability.

FACTION KEYWORDS: Chaos, Tzeentch, Daemon, Legiones Daemonica
KEYWORDS: Light, Cavalry, Fly, Psyker, Character, Horror, Herald of Tzeentch, Fluxmaster

ROTIGUS

Rotigus is a unit that contains 1 model. It is equipped with: Streams of Brackish Filth; Fanged Maw; Gnarlrod; Nurgling Claws & Teeth. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Rotigus	7"	2+	3+	2	4	8	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Streams of Brackish Filth	Heavy	7"	3	5+	9+	Inferno
Fanged Maw	Melee	Melee	x2	8+	9+	-
Gnarlrod	Melee	Melee	User	6+	8+	-
Nurgling Claws & Teeth	Melee	Melee	1	10+	10+	-

ABILITIES
Ignore Damage (6+)

Deluge of Nurgle: When this unit is selected to manifest a psychic power, after resolving its effects roll one D6; on a 4+ place one blast marker next to the closest enemy unit to this unit. If multiple enemy units are equally close, select one and place one blast marker next to it instead.

Greater Daemon of Nurgle: Friendly Nurgle Daemon units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

FACTION KEYWORDS: Chaos, Nurgle, Daemon, Legiones Daemonica
KEYWORDS: Heavy, Monster, Psyker, Character, Great Unclean One, Rotigus

GREAT UNCLEAN ONE

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A Great Unclean One is a unit that contains 1 model. It is equipped with: Plague Flail (Ranged); Bilesword; Nurgling Claws & Teeth; Plague Flail (Melee).

	M	WS	BS	A	W	Ld	Sv
Great Unclean One	7"	2+	3+	2	4	8	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Plague Flail (Ranged)	Small Arms	7"	x2	7+	7+	-
Bileblade	Melee	Melee	User	8+	9+	-
Bilesword	Melee	Melee	User	5+	6+	-
Doomsday Bell	Melee	Melee	User	8+	9+	-
Nurgling Claws & Teeth	Melee	Melee	1	10+	10+	-
Plague Flail (Melee)	Melee	Melee	x2	7+	7+	-

WARGEAR OPTIONS
- Instead of 1 Bilesword, this unit can be equipped with 1 Doomsday Bell (**Power Rating +1**).
- Instead of 1 Plague Flail, this unit can be equipped with 1 Bileblade.

ABILITIES
Ignore Damage (6+)

Putrid Offering: At the start of the Generate Command Assets step, if this unit is equipped with a Bileblade, is a **Warlord** and is on the battlefield, you generate one extra Command Asset.

Greater Daemon of Nurgle: Friendly **Nurgle Daemon** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

Reverberating Summons: At the start of the Action phase, you can roll one D6 for each friendly **Light Nurgle Daemon** unit within 7" of any units from your army equipped with a Doomsday Bell; on a 6+ remove one damage marker from the unit being rolled for.

FACTION KEYWORDS: **Chaos, Nurgle, Daemon, Legiones Daemonica**
KEYWORDS: **Heavy, Monster, Psyker, Character, Great Unclean One**

EPIDEMIUS

Epidemius is a unit that contains 1 model. It is equipped with: Balesword; Nurgling Claws & Teeth. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Epidemius	5"	2+	2+	1	2	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Balesword	Melee	Melee	User	8+	9+	-
Nurgling Claws & Teeth	Melee	Melee	1	10+	10+	-

ABILITIES

Ignore Damage (6+)

Locus of Nurgle: Add 1 to wound rolls for attacks made by friendly **Nurgle Daemon** units when using melee weapons whilst they are within 6" of any units with this ability.

Tally of Pestilence: The Tally of Pestilence starts the battle at 0. At the start of the Action phase, if this unit is on the battlefield add 1 to the tally and look up the result on the chart below. The results are cumulative.

TALLY	EFFECT
1	No effect.
2	Add 1 to wound rolls for attacks made with melee weapons by friendly **Nurgle Daemon** units.
3+	Add 1 to wound rolls for attacks made with melee weapons by friendly **Nurgle Daemon** units.

FACTION KEYWORDS: Chaos, Nurgle, Daemon, Legiones Daemonica
KEYWORDS: Light, Cavalry, Character, Herald of Nurgle, Plaguebearer, Epidemius

HORTICULOUS SLIMUX

Horticulous Slimux is a unit that contains 1 model. It is equipped with: Lopping Shears; Mulch's Acidic Maw. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Horticulous Slimux	5"	2+	2+	2	2	6	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lopping Shears	Melee	Melee	User	7+	8+	-
Mulch's Acidic Maw	Melee	Melee	User	8+	7+	-

ABILITIES
Ignore Damage (6+)

Locus of Nurgle: Add 1 to wound rolls for attacks made by friendly **Nurgle Daemon** units when using melee weapons whilst they are within 6" of any units with this ability.

Beast Handler: If a friendly **Beasts of Nurgle** unit starts a Move action within 6" of this unit, add 3" to that unit's Move characteristic whilst making that Move action. In addition, add 1 to hit rolls for attacks made by friendly **Beasts of Nurgle** units whilst they are within 12" of this unit.

FACTION KEYWORDS: Chaos, Nurgle, Daemon, Legiones Daemonica
KEYWORDS: Light, Cavalry, Character, Herald of Nurgle, Plaguebearer, Horticulous Slimux

POXBRINGER

A Poxbringer is a unit that contains 1 model. It is equipped with: Balesword.

	M	WS	BS	A	W	Ld	Sv
Poxbringer	5"	2+	2+	1	1	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Balesword	Melee	Melee	User	8+	9+	-

ABILITIES

Ignore Damage (6+)

Locus of Nurgle: Add 1 to wound rolls for attacks made by friendly **Nurgle Daemon** units when using melee weapons whilst they are within 6" of any units with this ability.

FACTION KEYWORDS: Chaos, Nurgle, Daemon, Legiones Daemonica
KEYWORDS: Light, Infantry, Psyker, Character, Herald of Nurgle, Plaguebearer, Poxbringer

SLOPPITY BILEPIPER

A Sloppity Bilepiper is a unit that contains 1 model. It is equipped with: Marotter.

	M	WS	BS	A	W	Ld	Sv
Sloppity Bilepiper	5"	2+	2+	1	1	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Marotter	Melee	Melee	User	10+	10+	-

ABILITIES

Ignore Damage (6+)

Disease of Mirth: When a Morale test is taken for a friendly **Nurgle Daemon** unit within 6" of this unit, roll 2D6 and discard one of the results.

Jolly Gutpipes: Add 1 to the Attacks characteristic of **Nurgling** and **Great Unclean One** units whilst they are making Fight actions within 6" of any friendly units with this ability.

FACTION KEYWORDS: Chaos, Nurgle, Daemon, Legiones Daemonica
KEYWORDS: Light, Infantry, Character, Plaguebearer, Herald of Nurgle, Sloppity Bilepiper

SPOILPOX SCRIVENER

A Spoilpox Scrivener is a unit that contains 1 model. It is equipped with: Disgusting Sneezes; Distended Maw; Plaguesword.

	M	WS	BS	A	W	Ld	Sv
Spoilpox Scrivener	5"	2+	2+	1	1	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Disgusting Sneezes	Small Arms	6"	User	10+	11+	-
Distended Maw	Melee	Melee	User	9+	11+	-
Plaguesword	Melee	Melee	User	9+	10+	-

ABILITIES

Ignore Damage (6+)

Stern Taskmaster: If a **Plaguebearer Infantry** unit starts a Move action within 6" of any friendly units with this ability, add 2" to its Move characteristic whilst making that Move action.

Keep Counting! Meet your Quota!: Add 1 to hit rolls for attacks made by **Plaguebearer** units whilst they are within 6" of any friendly units with this ability.

FACTION KEYWORDS: Chaos, Nurgle, Daemon, Legiones Daemonica
KEYWORDS: Light, Infantry, Character, Plaguebearer, Herald of Nurgle, Spoilpox Scrivener

BE'LAKOR

Be'lakor is a unit that contains 1 model. It is equipped with: The Blade of Shadows; Malefic Talons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Be'lakor	14"	2+	2+	2	2	7	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Blade of Shadows	Melee	Melee	User	5+	6+	-
Malefic Talons	Melee	Melee	User	7+	9+	-

ABILITIES
Terror Troops, **Stealth**

Prince of Chaos Undivided: Re-roll hit rolls of 1 for attacks made by friendly **Daemon** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Chaos, Daemon, Legiones Daemonica
KEYWORDS: Heavy, Monster, Fly, Psyker, Character, Daemon Prince, Be'lakor

DAEMON PRINCE OF CHAOS

A Daemon Prince of Chaos is a unit that contains 1 model. It is equipped with: Daemonic Weapons.

	M	WS	BS	A	W	Ld	Sv
Daemon Prince of Chaos	8"	2+	2+	2	2	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Daemonic Weapons	Melee	Melee	User	6+	6+	-

WARGEAR OPTIONS

- This unit can have Wings (**Power Rating +1**). If this unit has Wings, it:
- Has a Move characteristic of 12".
- Has the following additional keywords: **Fly**.
- When you include this unit in your army, you must choose one of the following keywords to replace all instances of the <**Allegiance**> keyword on this datasheet: **Khorne, Tzeentch, Nurgle** or **Slaanesh**.
- If you choose the **Khorne** keyword, this unit has the following additional abilities: **Might Over Magic**.
- If you choose the **Tzeentch, Nurgle** or **Slaanesh** keyword, this unit has the following additional keywords: **Psyker**.

ABILITIES

Prince of Chaos: Re-roll hit rolls of 1 for attacks made by friendly <**Allegiance**> **Daemon** units whilst they are within 6" of 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.

FACTION KEYWORDS: **Chaos, <Allegiance>, Daemon, Legiones Daemonica**
KEYWORDS: **Heavy, Monster, Character, Daemon Prince of Chaos**

BLOODLETTERS

Bloodletters are a unit that contains 10 models. It can contain 20 models (**Power Rating 8**) or 30 models (**Power Rating 13**) It is equipped with: Hellblades.

	M	WS	BS	A	W	Ld	Sv
Bloodletters (10 models)	6"	3+	3+	2	2	5	9+
Bloodletters (20 models)	6"	3+	3+	4	4	5	9+
Bloodletters (30 models)	6"	3+	3+	8	6	5	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hellblades	Melee	Melee	x2	5+	9+	-

FACTION KEYWORDS: Chaos, Khorne, Daemon, Legiones Daemonica

KEYWORDS: Light, Infantry, Bloodletters

HORRORS

Horrors are a unit that contains 10 models. It can contain 20 models (**Power Rating 8**) or 30 models (**Power Rating 13**) It is equipped with: Coruscating Flames; Capering Limbs.

	M	WS	BS	A	W	Ld	Sv
Horrors (10 models)	6"	4+	4+	2	2	5	8+
Horrors (20 models)	6"	4+	4+	4	4	5	8+
Horrors (30 models)	6"	4+	4+	7	6	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Coruscating Flames	Small Arms	18"	User	7+	9+	-
Capering Limbs	Melee	Melee	User	9+	10+	-

FACTION KEYWORDS: Chaos, Tzeentch, Daemon, Legiones Daemonica
KEYWORDS: Light, Infantry, Psyker, Horrors

KEEPER OF SECRETS

A Keeper of Secrets is a unit that contains 1 model. It is equipped with: Ritual Knife; Snapping Claws; Witstealer Sword.

	M	WS	BS	A	W	Ld	Sv
Keeper of Secrets	15"	2+	2+	2	3	8	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Ritual Knife	Melee	Melee	User	9+	10+	-
Snapping Claws	Melee	Melee	User	6+	6+	-
Witstealer sword	Melee	Melee	User	7+	7+	-
Living Whip (ranged)	Small Arms	6"	2	7+	8+	-
Living Whip (melee)	Melee	Melee	User	7+	8+	-

WARGEAR OPTIONS
- Instead of being equipped with 1 Ritual Knife, this unit can be equipped with 1 Living Whip (Ranged) and 1 Living Whip (Melee) (**Power Rating +2**), or it can have one of the following: Shining Aegis; Sinistrous Hand.
  - If this unit has a Shining Aegis, it gains the following additional abilities: **Ignore Damage (6+)**.
  - If this unit has a Sinistrous Hand, it gains the following additional abilities: **Sinistrous Hand**.

ABILITIES
Greater Daemon of Slaanesh: Friendly SLAANESH DAEMON units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

Mesmerising Aura: Subtract 1 from hit rolls for attacks made with melee weapons by enemy units that target this unit.

Sinistrous Hand: Each time a blast marker is placed next to an enemy unit as a result of an attack made by this unit with a melee weapon, you can remove one blast marker from this unit. Small blast markers must be removed before large blast markers.

FACTION KEYWORDS: CHAOS, SLAANESH, DAEMON, LEGIONES DAEMONICA
KEYWORDS: HEAVY, MONSTER, PSYKER, CHARACTER, KEEPER OF SECRETS

THE MASQUE OF SLAANESH

The Masque of Slaanesh is a unit that contains 1 model. It is equipped with: Serrated Claws. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
The Masque of Slaanesh	10"	2+	2+	1	1	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Serrated Claws	Melee	Melee	User	8+	8+	-

ABILITIES

The Eternal Dance: Add 1 to hit rolls for attacks made with melee weapons by friendly **Slaanesh** units whilst they are within 6" of this unit.

Locus of Beguilement: Subtract 1 from hit rolls for attacks made with melee weapons by enemy units that target **Daemonette** units within 6" of this unit.

FACTION KEYWORDS: Chaos, Slaanesh, Daemon, Legiones Daemonica
KEYWORDS: Light, Infantry, Character, Daemonette, Herald of Slaanesh, The Masque of Slaanesh

HERALD OF SLAANESH

☠ 3

A Herald of Slaanesh is a unit that contains 1 model. It is equipped with: Ravaging Claws.

	M	WS	BS	A	W	Ld	Sv
Herald of Slaanesh	8"	2+	2+	1	1	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Ravaging Claws	Melee	Melee	User	8+	9+	-

ABILITIES

Locus of Slaanesh: Add 1 to wound rolls for attacks made with melee weapons by friendly **Slaanesh Daemon** units whilst they are within 6" of any units with this ability.

FACTION KEYWORDS: Chaos, Slaanesh, Daemon, Legiones Daemonica

KEYWORDS: Light, Infantry, Psyker, Character, Daemonette, Herald of Slaanesh

PLAGUEBEARERS

Plaguebearers are a unit that contains 10 models. It can contain 20 models (**Power Rating 7**) or 30 models (**Power Rating 11**). It is equipped with: Plagueswords.

	M	WS	BS	A	W	Ld	Sv
Plaguebearers (10 models)	5"	4+	4+	2	3	5	9+
Plaguebearers (20 models)	5"	4+	4+	4	6	5	9+
Plaguebearers (30 models)	5"	4+	4+	6	9	5	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Plagueswords	Melee	Melee	User	7+	9+	-

ABILITIES
Ignore Damage (6+)

Cloud of Flies: If this unit contains 30 models, it is always an obscured target.

FACTION KEYWORDS: Chaos, Nurgle, Daemon, Legiones Daemonica
KEYWORDS: Light, Infantry, Plaguebearers

NURGLINGS

Nurglings 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: Diseased Claws & Teeth.

	M	WS	BS	A	W	Ld	Sv
Nurglings (3 models)	5"	4+	4+	2	2	5	9+
Nurglings (6 models)	5"	4+	4+	4	4	5	9+
Nurglings (9 models)	5"	4+	4+	6	6	5	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Diseased claws & teeth	Melee	Melee	User	9+	11+	-

ABILITIES
Ignore Damage (6+), Infiltrators

FACTION KEYWORDS: Chaos, Nurgle, Daemon, Legiones Daemonica
KEYWORDS: Light, Swarm, Nurglings

FIENDS OF SLAANESH

3

Fiends of Slaanesh are a unit that contains 1 model. It can contain 3 models (**Power Rating 5**), 6 models (**Power Rating 7**) or 9 models (**Power Rating 9**). It is equipped with: Dissecting Claws; Vicious Barbed Tail.

	M	WS	BS	A	W	Ld	Sv
Fiends of Slaanesh (1 model)	15"	3+	-	1	1	5	9+
Fiends of Slaanesh (3 models)	15"	3+	-	2	2	5	9+
Fiends of Slaanesh (6 models)	15"	3+	-	3	3	5	9+
Fiends of Slaanesh (9 models)	15"	3+	-	4	4	5	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Dissecting Claws	Melee	Melee	User	6+	10+	-
Vicious Barbed Tail	Melee	Melee	User	8+	11+	-

ABILITIES

Psychic Backlash: 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 D12; if the result is equal to or greater than the Leadership characteristic of the unit manifesting the power, place one blast marker next to it. You cannot use both this ability and the Perils of the Warp Command Asset in reaction to the same psychic power.

Soporific Musk: If an INFANTRY unit within 1" of any enemy units with this ability wishes to Fall Back, the players must roll off. The unit can only Fall Back if the player controlling it wins the roll-off.

FACTION KEYWORDS: CHAOS, SLAANESH, DAEMON, LEGIONES DAEMONICA
KEYWORDS: LIGHT, BEAST, FIENDS OF SLAANESH

FLESH HOUNDS

3

Flesh Hounds are a unit that contains 5 models. It can contain 10 models (**Power Rating 5**), 15 models (**Power Rating 8**) or 20 models (**Power Rating 11**). It is equipped with: Gore-drenched Fangs.

	M	WS	BS	A	W	Ld	Sv
Flesh Hounds (5 models)	10"	3+	-	1	1	5	9+
Flesh Hounds (10 models)	10"	3+	-	2	2	5	9+
Flesh Hounds (15 models)	10"	3+	-	3	3	5	9+
Flesh Hounds (20 models)	10"	3+	-	4	4	5	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gore-drenched Fangs	Melee	Melee	User	5+	9+	-

ABILITIES

Psychic Disruption: 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+ 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.

FACTION KEYWORDS: Chaos, Khorne, Daemon, Legiones Daemonica
KEYWORDS: Light, Beast, Flesh Hounds

SCREAMERS

4

Screamers are a unit that contains 3 models. It can contain 6 models (**Power Rating 7**) or 9 models (**Power Rating 11**). It is equipped with: Lamprey Bites.

	M	WS	BS	A	W	Ld	Sv
Screamers (3 models)	16"	4+	3+	2	2	5	8+
Screamers (6 models)	16"	4+	3+	4	4	5	8+
Screamers (9 models)	16"	4+	3+	6	6	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lamprey Bites	Melee	Melee	User	10+	6+	-

ABILITIES

Slashing Attack: When this unit finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll a number of D6 equal to this unit's Attacks characteristic, subtracting 1 from each result if that unit is a **Character**; for each result of 5+ place one blast marker next to that unit.

FACTION KEYWORDS: Chaos, Tzeentch, Daemon, Legiones Daemonica
KEYWORDS: Light, Beast, Fly, Screamers

PLAGUE DRONES

Plague Drones are a unit that contains 3 models. It can contain 6 models (**Power Rating 11**) or 9 models (**Power Rating 16**). It is equipped with: Death's Heads; Plagueswords; Prehensile Proboscises.

	M	WS	BS	A	W	Ld	Sv
Plague Drones (3 models)	10"	4+	4+	2	3	5	9+
Plague Drones (6 models)	10"	4+	4+	4	6	5	9+
Plague Drones (9 models)	10"	4+	4+	6	9	5	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Death's Heads	Small Arms	12"	User	7+	9+	-
Plagueswords	Melee	Melee	User	7+	9+	-
Prehensile Proboscises	Melee	Melee	User	6+	10+	-

ABILITIES

Ignore Damage (6+)

FACTION KEYWORDS: Chaos, Nurgle, Daemon, Legiones Daemonica
KEYWORDS: Light, Cavalry, Fly, Plague Drones

SEEKERS

Seekers are a unit that contains 5 models. It can contain 10 models (**Power Rating 12**) or 15 models (**Power Rating 18**) or 20 models (**Power Rating 24**). It is equipped with: Lashing Tongues; Piercing Claws.

	M	WS	BS	A	W	Ld	Sv
Seekers (5 models)	15"	3+	3+	1	2	5	9+
Seekers (10 models)	15"	3+	3+	2	4	5	9+
Seekers (15 models)	15"	3+	3+	3	6	5	9+
Seekers (20 models)	15"	3+	3+	4	8	5	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lashing Tongues	Melee	Melee	User	6+	10+	-
Piercing Claws	Melee	Melee	x3	7+	9+	-

FACTION KEYWORDS: Chaos, Slaanesh, Daemon, Legiones Daemonica
KEYWORDS: Light, Cavalry, Seekers

DAEMONETTES

Daemonettes are a unit that contains 10 models. It can contain 20 models (**Power Rating 8**) or 30 models (**Power Rating 13**). It is equipped with: Piercing Claws.

	M	WS	BS	A	W	Ld	Sv
Daemonettes (10 models)	8"	3+	3+	2	2	5	9+
Daemonettes (20 models)	8"	3+	3+	4	4	5	9+
Daemonettes (30 models)	8"	3+	3+	7	6	5	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Piercing Claws	Melee	Melee	x3	7+	9+	-

FACTION KEYWORDS: Chaos, Slaanesh, Daemon, Legiones Daemonica
KEYWORDS: Light, Infantry, Daemonettes

BLOODCRUSHERS

Bloodcrushers are a unit that contains 3 models. It can contain 6 models (**Power Rating 12**), 9 models (**Power Rating 18**) or 12 models (**Power Rating 24**). It is equipped with: Bladed Horns; Hellblades.

	M	WS	BS	A	W	Ld	Sv
Bloodcrushers (3 models)	8"	3+	3+	2	2	5	7+
Bloodcrushers (6 models)	8"	3+	3+	4	4	5	7+
Bloodcrushers (9 models)	8"	3+	3+	6	6	5	7+
Bloodcrushers (12 models)	8"	3+	3+	8	8	5	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bladed Horns	Melee	Melee	x3	7+	9+	-
Hellblades	Melee	Melee	x2	5+	9+	-

FACTION KEYWORDS: Chaos, Khorne, Daemon, Legiones Daemonica

KEYWORDS: Light, Cavalry, Bloodcrushers

FLAMERS

Flamers are a unit that contains 3 models. It can contain 6 models (**Power Rating 8**) or 9 models (**Power Rating 12**). It is equipped with: Flickering Flames (Ranged); Flickering Flames (Melee).

	M	WS	BS	A	W	Ld	Sv
Flamers (3 models)	12"	5+	3+	1	1	5	8+
Flamers (6 models)	12"	5+	3+	2	2	5	8+
Flamers (9 models)	12"	5+	3+	3	3	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Flickering Flames (Ranged)	Small Arms	12"	User	6+	9+	Inferno
Flickering Flames (Melee)	Melee	Melee	User	8+	10+	-

FACTION KEYWORDS: Chaos, Tzeentch, Daemon, Legiones Daemonica
KEYWORDS: Light, Infantry, Fly, Flamers

EXALTED FLAMER

An Exalted Flamer is a unit that contains 1 model. It is equipped with: Fires of Tzeentch (Ranged); Fires of Tzeentch (Melee).

	M	WS	BS	A	W	Ld	Sv
Exalted Flamer	10"	3+	3+	1	1	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Fires of Tzeentch (Ranged)	Small Arms	18"	x2	6+	7+	Inferno
Fires of Tzeentch (Melee)	Melee	Melee	User	10+	10+	-

FACTION KEYWORDS: Chaos, Tzeentch, Daemon, Legiones Daemonica
KEYWORDS: Light, Infantry, Fly, Exalted Flamer

BEASTS OF NURGLE

Beasts of Nurgle are a unit that contains 1 model. It can contain 3 models (**Power Rating 3**), 6 models (**Power Rating 9**) or 9 models (**Power Rating 12**). It is equipped with: Putrid Appendages.

	M	WS	BS	A	W	Ld	Sv
Beasts of Nurgle (1 model)	6"	4+	-	1	1	5	9+
Beasts of Nurgle (3 models)	6"	4+	-	3	3	5	9+
Beasts of Nurgle (6 models)	6"	4+	-	6	6	5	9+
Beasts of Nurgle (9 models)	6"	4+	-	9	9	5	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Putrid Appendages	Melee	Melee	User	8+	10+	-

ABILITIES

Ignore Damage (6+)

FACTION KEYWORDS: Chaos, Nurgle, Daemon, Legiones Daemonica
KEYWORDS: Light, Beast, Beasts of Nurgle

HELLFLAYER

A Hellflayer is a unit that contains 1 model. It is equipped with: Lashes of Torment (Ranged); Bladed Axle; Lashes of Torment (Melee); Lashing Tongues; Piercing Claws.

	M	WS	BS	A	W	Ld	Sv
Hellflayer	13"	3+	3+	1	1	6	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lashes of Torment (Ranged)	Small Arms	6"	User	7+	10+	-
Bladed Axle	Melee	Melee	x2	5+	10+	-
Lashes of Torment (Melee)	Melee	Melee	User	7+	10+	-
Lashing Tongues	Melee	Melee	User	6+	10+	-
Piercing Claws	Melee	Melee	User	7+	9+	-

FACTION KEYWORDS: CHAOS, SLAANESH, DAEMON, LEGIONES DAEMONICA
KEYWORDS: LIGHT, CHARIOT, DAEMONETTE, HELLFLAYER

FURIES

Furies are a unit that contains 5 models. It can contain 10 models (**Power Rating 4**), 15 models (**Power Rating 6**) or 20 models (**Power Rating 8**). It is equipped with: Daemonic Claws.

	M	WS	BS	A	W	Ld	Sv
Furies (5 models)	12"	4+	-	1	1	4	9+
Furies (10 models)	12"	4+	-	2	2	4	9+
Furies (15 models)	12"	4+	-	3	3	4	9+
Furies (20 models)	12"	4+	-	4	4	4	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Daemonic Claws	Melee	Melee	x2	8+	9+	-

WARGEAR OPTIONS

- When you include this unit in your army, you must choose one of the following keywords to replace all instances of the <**Allegiance**> keyword on this datasheet: **Khorne**, **Tzeentch**, **Nurgle** or **Slaanesh**.
- If you choose the **Khorne** keyword, it gains the following additional abilities: **Unstoppable Ferocity**.
- If you choose the **Tzeentch** keyword, improve this unit's Save characteristic by 1.
- If you choose the **Nurgle** keyword, this unit gains the following additional abilities: **Ignore Damage (6+)**.
- If you choose the **Slaanesh** keyword, add 1 to this unit's Move characteristic.

ABILITIES

Unstoppable Ferocity: If this unit has the **Khorne** keyword, add 1 to wound rolls for attacks made with melee weapons by this unit.

FACTION KEYWORDS: **Chaos**, <**Allegiance**>, **Daemon**, **Legiones Daemonica**
KEYWORDS: **Light**, **Infantry**, **Fly**, **Furies**

SKULL CANNON

A Skull Cannon is a unit that contains 1 model. It is equipped with: Skull Cannon; Hellblades & Gnashing Maw.

	M	WS	BS	A	W	Ld	Sv
Skull Cannon	6"	3+	3+	2	2	5	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Skull Cannon	Heavy	48"	1	9+	5+	-
Hellblades & Gnashing Maw	Melee	Melee	User	5+	9+	-

ABILITIES

Gorefeast: Each time a blast marker is placed next to an enemy unit as a result of an attack made with a melee weapon by this unit, you can remove one blast marker from this unit. Small blast markers must be removed before large blast markers.

FACTION KEYWORDS: Chaos, Khorne, Daemon, Legiones Daemonica
KEYWORDS: Heavy, Chariot, Bloodletter, Skull Cannon

BURNING CHARIOT

A Burning Chariot is a unit that contains 1 model. It is equipped with: Fires of Tzeentch (Ranged); Fires of Tzeentch (Melee); Lamprey Bites.

	M	WS	BS	A	W	Ld	Sv
Burning Chariot	14"	4+	3+	1	2	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Fires of Tzeentch (Ranged)	Small Arms	18"	x2	6+	7+	Inferno
Fires of Tzeentch (Melee)	Melee	Melee	User	10+	10+	-
Lamprey Bites	Melee	Melee	User	10+	6+	-

FACTION KEYWORDS: Chaos, Tzeentch, Daemon, Legiones Daemonica

KEYWORDS: Heavy, Chariot, Fly, Exalted Flamer, Flamer, Burning Chariot

SEEKER CHARIOT

A Seeker Chariot is a unit that contains 1 model. It is equipped with: Lashes of Torment (Ranged); Lashes of Torment (Melee); Lashing Tongues; Piercing Claws.

	M	WS	BS	A	W	Ld	Sv
Seeker Chariot	13"	3+	3+	1	1	6	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lashes of Torment (Ranged)	Small Arms	6"	User	7+	10+	-
Lashes of Torment (Melee)	Melee	Melee	User	7+	10+	-
Lashing Tongues	Melee	Melee	User	6+	10+	-
Piercing Claws	Melee	Melee	User	7+	9+	-

FACTION KEYWORDS: Chaos, Slaanesh, Daemon, Legiones Daemonica
KEYWORDS: Light, Chariot, Daemonette, Seeker Chariot

EXALTED SEEKER CHARIOT

An Exalted Seeker Chariot is a unit that contains 1 model. It is equipped with: Lashes of Torment (Ranged); Lashes of Torment (Melee); Lashing Tongues; Piercing Claws.

	M	WS	BS	A	W	Ld	Sv
Exalted Seeker Chariot	13"	2+	3+	2	2	6	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lashes of Torment (Ranged)	Small Arms	6"	User	7+	10+	-
Lashes of Torment (Melee)	Melee	Melee	User	7+	10+	-
Lashing Tongues	Melee	Melee	User	6+	10+	-
Piercing Claws	Melee	Melee	User	7+	9+	-

FACTION KEYWORDS: Chaos, Slaanesh, Daemon, Legiones Daemonica

KEYWORDS: Light, Chariot, Daemonette, Exalted Seeker Chariot

SOUL GRINDER

12

A Soul Grinder is a unit that contains 1 model. It is equipped with: Harvester Cannon; Phlegm Bombardment; Iron Claw; Warpsword.

	M	WS	BS	A	W	Ld	Sv
Soul Grinder	8"	4+	4+	2	3	5	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Harvester Cannon	Heavy	48"	2	7+	8+	-
Phlegm Bombardment	Heavy	36"	2	5+	6+	-
Iron Claw	Melee	Melee	User	10+	4+	-
Warpclaw	Melee	Melee	User	7+	7+	-
Warpsword	Melee	Melee	User	4+	10+	-

WARGEAR OPTIONS

- Instead of 1 Warpsword, this unit can be equipped with 1 Warpclaw.
- When you include this unit in your army, you must choose one of the following keywords to replace all instances of the <Allegiance> keyword on this datasheet: Khorne, Tzeentch, Nurgle or Slaanesh.
  - If you choose the Khorne keyword, it gains the following additional abilities: Unstoppable Ferocity.
  - If you choose the Tzeentch keyword, improve this unit's Save characteristic by 1.
  - If you choose the Nurgle keyword, this unit gains the following additional abilities: Ignore Damage (6+).
  - If you choose the Slaanesh keyword, add 1 to this unit's Move characteristic.

ABILITIES

Unstoppable Ferocity: If this unit has the Khorne keyword, add 1 to wound rolls for attacks made with melee weapons by this unit.

FACTION KEYWORDS: Chaos, <Allegiance>, Daemon, Legiones Daemonica
KEYWORDS: Heavy, Vehicle, Soul Grinder

FECULENT GNARLMAW

3

A Feculent Gnarlmaw is a unit that contains 1 model. After this unit is set up, it is treated as an Obstacle, and is no longer considered to be a unit for any rules purposes.

SICKNESS BLOSSOMS

At the end of the Action phase, the player who set up this terrain feature rolls one D12 if there are any units within 7" of this terrain feature that do not have the **Nurgle** keyword. On an 8+ place one blast marker next to the closest of those units to this terrain feature; if more than one unit is equally close, the player who set up this terrain feature can choose which of those units to place one blast marker next to.

SHROUD OF FLIES

Light Nurgle Daemon units are always obscured targets whilst they are wholly within 7" of any Feculent Gnarlmaw terrain features.

SKULL ALTAR

3

A Skull Altar is a unit that contains 1 model. It cannot be set up on an objective marker and must be set up more than 1" from any other terrain features. After this unit is set up, it is treated as Defensible Terrain, and is no longer considered to be a unit for any rules purposes.

MONUMENT TO SLAUGHTER

This terrain feature can only be garrisoned by a single **Legiones Daemonica Khorne Light Infantry Character** unit. Add 1 to the Attacks characteristic of **Legiones Daemonica Khorne** units when making Fight actions within 6" of any Skull Altars that are being garrisoned by a friendly unit.

FACTION KEYWORDS: Chaos, Khorne, Daemon, Legiones Daemonica
KEYWORDS: Skull Altar

Shalaxi Helbane is a unit that contains 1 model. It is equipped with: Living Whip (Ranged); Living Whip (Melee); Snapping Claws; Soulpiercer. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Shalaxi Helbane	15"	2+	2+	2	3	8	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Living Whip (Ranged)	Small Arms	6"	2	7+	8+	-
Living Whip (Melee)	Melee	Melee	User	7+	8+	-
Snapping Claws	Melee	Melee	User	6+	6+	-
Soulpiercer	Melee	Melee	User	7+	5+	-

WARGEAR OPTIONS

- Instead of being equipped with 1 Living Whip (Ranged) and 1 Living Whip (Melee), this unit can have a Shining Aegis. If this unit has a Shining Aegis, it gains the following additional abilities: **Ignore Damage (6+)**.

ABILITIES

Greater Daemon of Slaanesh: Friendly Slaanesh Daemon units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

Mesmerising Aura: Subtract 1 from hit rolls for attacks made with melee weapons by enemy units that target this unit.

Monarch of the Hunt: You can re-roll wound rolls for attacks made with melee weapons by this unit that target Character units.

FACTION KEYWORDS: Chaos, Slaanesh, Daemon, Legiones Daemonica
KEYWORDS: Heavy, Monster, Psyker, Character, Keeper of Secrets, Shalaxi Helbane

THE CHANGELING

The Changeling is a unit that contains 1 model. It is equipped with: The Trickster's Staff. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
The Changeling	6"	4+	3+	1	1	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Trickster's Staff	Melee	Melee	User	10+	10+	-

ABILITIES

Formless Horror: When this unit makes a Fight action, you can select one enemy **Infantry** unit in base contact with it. Until the end of that action, this unit's Weapon Skill characteristic is equal to the selected unit's.

Locus of Transmogrification: Friendly **Tzeentch Daemon** units have the Ignore Damage (6+) ability whilst they are within 9" of this unit.

FACTION KEYWORDS: Chaos, Tzeentch, Daemon, Legiones Daemonica
KEYWORDS: Light, Infantry, Psyker, Character, Herald of Tzeentch, Horror, The Changeling

SYLL'ESSKE, THE VENGEFUL ALLEGIANCE

Syll'esske, the Vengeful Allegiance is a unit that contains 1 model. It is equipped with: Scourging Whip (Ranged); Axe of Dominion; Scourging Whip (Melee). You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Syll'esske, the Vengeful Allegiance	10"	2+	2+	2	2	7	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Scourging Whip (Ranged)	Small Arms	6"	User	10+	10+	-
Scourging Whip (Melee)	Melee	Melee	User	9+	9+	-
Axe of Dominion	Melee	Melee	User	6+	6+	-

ABILITIES

Regal Authority: You can re-roll Morale tests taken for friendly SLAANESH DAEMON units whilst they are within 6" of this unit.

Locus of Slaanesh: Add 1 to wound rolls for attacks made with melee weapons by friendly SLAANESH DAEMON units whilst they are within 6" of any units with this ability.

Prince of Slaanesh: Re-roll hit rolls of 1 for attacks made by friendly SLAANESH DAEMON units whilst they are within 6" of this unit.

FACTION KEYWORDS: CHAOS, SLAANESH, DAEMON, LEGIONES DAEMONICA
KEYWORDS: HEAVY, MONSTER, PSYKER, CHARACTER, DAEMONETTE, HERALD OF SLAANESH, DAEMON PRINCE, SYLL'ESSKE

THE CONTORTED EPITOME

The Contorted Epitome is a unit that contains 1 model. It is equipped with: Coiled Tentacles; Heralds' Ravaging Claws.

	M	WS	BS	A	W	Ld	Sv
The Contorted Epitome	13"	2+	2+	1	2	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Coiled Tentacles	Melee	Melee	User	8+	7+	-
Heralds' Ravaging Claws	Melee	Melee	x2	8+	9+	-

ABILITIES

Locus of Slaanesh: Add 1 to wound rolls for attacks made with melee weapons by friendly SLAANESH DAEMON units whilst they are within 6" of any units with this ability.

Horrible Fascination: If an INFANTRY unit within 1" of any enemy models with this ability wishes to Fall Back, the players must roll off. The unit can only Fall Back if the player controlling it wins the roll-off.

FACTION KEYWORDS: CHAOS, SLAANESH, DAEMON, LEGIONES DAEMONICA
KEYWORDS: LIGHT, CAVALRY, CHARACTER, DAEMONETTE, HERALD OF SLAANESH, THE CONTORTED EPITOME

INFERNAL ENRAPTURESS

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An Infernal Enrapturess is a unit that contains 1 model. It is equipped with: Heartstring Lyre; Ravaging Claws.

	M	WS	BS	A	W	Ld	Sv
Infernal Enrapturess	8"	2+	2+	1	1	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heartstring Lyre	Heavy	24"	2	7+	8+	-
Ravaging Claws	Melee	Melee	User	8+	9+	-

ABILITIES

Psychic Backlash: 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 D12; if the result is equal to or greater than the Leadership characteristic of the unit manifesting the power, place one blast marker next to it. You cannot use both this ability and the Perils of the Warp Command Asset in reaction to the same psychic power.

Harmonic Alignment: Once per battle, at the end of the Orders phase, you can look through your Command Asset deck and draw the Denizens of the Warp card. Add the drawn card to your hand, then shuffle the Command Asset deck and place it face down. When that card is used it can only be used to select a friendly Legiones Daemonica Slaanesh unit that has been destroyed.

Blissful Dissonance: At the end of the Damage phase, roll one D6 for each Light Slaanesh unit within 6" of this unit. On a 6, remove one damage marker from that unit.

FACTION KEYWORDS: Chaos, Slaanesh, Daemon, Legiones Daemonica
KEYWORDS: Light, Infantry, Character, Daemonette, Herald of Slaanesh, Infernal Enrapturess