



DAEMONS OF CHAOS



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

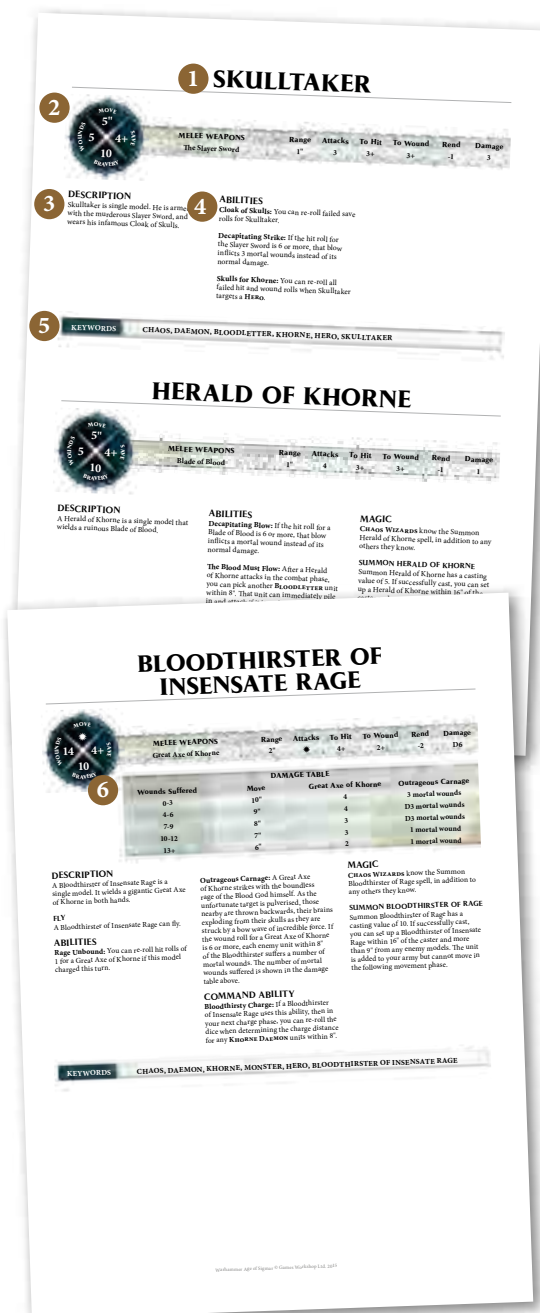
Hellish spawn of the Dark Gods, the daemons of Chaos exist only to corrupt and destroy. They are the foot soldiers of Chaos, malicious entities whose very existence is anathema to the Mortal Realms.

Though each Chaos God is served by their own rival daemons, all put aside their differences to invade the Mortal Realms. Only the most courageous can stand before such infernal hordes, and even they stand little chance...

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** Each warscroll has a set of characteristics that tell you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword on their warscroll.
- 6. Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.



BLOODTHIRSTER OF INSENSATE RAGE



MELEE WEAPONS

Great Axe of Khorne

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	✱	4+	2+	-2	D6

DAMAGE TABLE

Wounds Suffered	Move	Great Axe of Khorne	Outrageous Carnage
0-3	10"	4	3 mortal wounds
4-6	9"	4	D3 mortal wounds
7-9	8"	3	D3 mortal wounds
10-12	7"	3	1 mortal wound
13+	6"	2	1 mortal wound

DESCRIPTION

A Bloodthirster of Insensate Rage is a single model. It wields a gigantic Great Axe of Khorne in both hands.

FLY

A Bloodthirster of Insensate Rage can fly.

ABILITIES

Rage Unbound: You can re-roll hit rolls of 1 for a Great Axe of Khorne if this model charged this turn.

Outrageous Carnage: A Great Axe of Khorne strikes with the boundless rage of the Blood God himself. As the unfortunate target is pulverised, those nearby are thrown backwards, their brains exploding from their skulls as they are struck by a bow wave of incredible force. If the wound roll for a Great Axe of Khorne is 6 or more, each enemy unit within 8" of the Bloodthirster suffers a number of mortal wounds. The number of mortal wounds suffered is shown in the damage table above.

COMMAND ABILITY

Bloodthirsty Charge: If a Bloodthirster of Insensate Rage uses this ability, then in your next charge phase, you can re-roll the dice when determining the charge distance for any **KHORNE DAEMON** units within 8".

MAGIC

CHAOS WIZARDS know the Summon Bloodthirster of Rage spell, in addition to any others they know.

SUMMON BLOODTHIRSTER OF RAGE

Summon Bloodthirster of Rage has a casting value of 10. If successfully cast, you can set up a Bloodthirster of Insensate Rage within 16" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, KHORNE, MONSTER, HERO, BLOODTHIRSTER OF INSENSATE RAGE

BLOODTHIRSTER OF UNFETTERED FURY



MISSILE WEAPONS

Lash of Khorne

Range	Attacks	To Hit	To Wound	Rend	Damage
8"	✱	4+	3+	-1	D3

MELEE WEAPONS

Mighty Axe of Khorne

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	6	3+	✱	-2	D3

DAMAGE TABLE

Wounds Suffered	Move	Lash of Khorne	Mighty Axe of Khorne
0-3	10"	4	2+
4-6	9"	3	3+
7-9	8"	3	3+
10-12	7"	2	4+
13+	6"	1	4+

DESCRIPTION

A Bloodthirster of Unfettered Fury is a single model. It wields a barbed Lash of Khorne in one hand and a Mighty Axe of Khorne in the other.

FLY

A Bloodthirster of Unfettered Fury can fly.

ABILITIES

Drawn In for the Kill: If a Bloodthirster of Unfettered Fury hits an enemy **HERO** or **MONSTER** with its Lash of Khorne but does not kill it, roll a dice at the end of the shooting phase and move the model that many inches directly towards the Bloodthirster. The model can be moved to within 3" of the Bloodthirster.

The Land Rebels: The ground around a Bloodthirster of Unfettered Fury becomes cracked and broken beneath its stomping hooves, causing molten rock to bubble up from deep below. At the beginning of your hero phase, roll a dice for each enemy unit within 8". On a 6, that unit suffers a mortal wound and halves its Move until your next hero phase.

COMMAND ABILITY

Rejoice in the Slaughter: A Bloodthirster of Unfettered Fury is an unsubtle leader, driving its subjects into the enemy in great numbers. If a Bloodthirster of Unfettered Fury uses this ability, then until your next hero phase **KHORNE DAEMON** units within 8" of this model when they pile in can move up to 6" instead of 3".

MAGIC

CHAOS WIZARDS know the Summon Bloodthirster of Fury spell, in addition to any others they know.

SUMMON BLOODTHIRSTER OF FURY

Summon Bloodthirster of Fury has a casting value of 10. If successfully cast, you can set up a Bloodthirster of Unfettered Fury within 16" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, KHORNE, MONSTER, HERO, BLOODTHIRSTER OF UNFETTERED FURY

WRATH OF KHORNE BLOODTHIRSTER



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Hellfire Breath		8"	1	See below			
Bloodflail		12"	1	3+	3+	-1	*
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Mighty Axe of Khorne		2"	6	3+	*	-2	D3

DAMAGE TABLE			
Wounds Suffered	Move	Bloodflail	Mighty Axe of Khorne
0-3	10"	6	2+
4-6	9"	3	3+
7-9	8"	3	3+
10-12	7"	D3	4+
13+	6"	D3	4+

DESCRIPTION

A Wrath of Khorne Bloodthirster is a single model. It wields a murderous Bloodflail in one hand and a Mighty Axe of Khorne in the other.

FLY

A Wrath of Khorne Bloodthirster can fly.

ABILITIES

Hellfire Breath: In the shooting phase, a Wrath of Khorne Bloodthirster can breathe a roaring blast of hellfire. Pick a unit within range that is visible to the Bloodthirster; that unit suffers D3 mortal wounds.

Relentless Hunter: You can re-roll any failed hit rolls for attacks made by this model against **HEROES** or **MONSTERS**.

Rune-crown of Khorne: A Wrath of Khorne Bloodthirster can attempt to unbind one spell in each enemy hero phase as if it were a wizard. Add 2 to the result of any unbinding rolls made for it.

COMMAND ABILITY

Lord of the Blood Hunt: If a Wrath of Khorne Bloodthirster uses this ability, select a unit of **KHORNE DAEMONS** within 16". Until your next hero phase, that unit can run and charge in the same turn and you can add 1 to its run and charge rolls.

MAGIC

CHAOS WIZARDS know the Summon Bloodthirster of Wrath spell, in addition to any others they know.

SUMMON BLOODTHIRSTER OF WRATH

Summon Bloodthirster of Wrath has a casting value of 10. If successfully cast, you can set up a Wrath of Khorne Bloodthirster within 16" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, KHORNE, MONSTER, HERO, WRATH OF KHORNE BLOODTHIRSTER

SKULLTAKER



MELEE WEAPONS

The Slayer Sword

Range

1"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

3

DESCRIPTION

Skulltaker is single model. He is armed with the murderous Slayer Sword, and wears his infamous Cloak of Skulls.

ABILITIES

Cloak of Skulls: You can re-roll failed save rolls for Skulltaker.

Decapitating Strike: If the hit roll for the Slayer Sword is 6 or more, that blow inflicts 3 mortal wounds instead of its normal damage.

Skulls for Khorne: You can re-roll all failed hit and wound rolls when Skulltaker targets a **HERO**.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, HERO, SKULLTAKER

HERALD OF KHORNE



MELEE WEAPONS

Blade of Blood

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A Herald of Khorne is a single model that wields a ruinous Blade of Blood.

ABILITIES

Decapitating Blow: If the hit roll for a Blade of Blood is 6 or more, that blow inflicts a mortal wound instead of its normal damage.

The Blood Must Flow: After a Herald of Khorne attacks in the combat phase, you can pick another **BLOODLETTER** unit within 8". That unit can immediately pile in and attack if it is within 3" of the enemy and has not already attacked this phase.

MAGIC

CHAOS WIZARDS know the Summon Herald of Khorne spell, in addition to any others they know.

SUMMON HERALD OF KHORNE

Summon Herald of Khorne has a casting value of 5. If successfully cast, you can set up a Herald of Khorne within 16" of the caster and more than 9" from any enemy models. This model is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, HERO, HERALD OF KHORNE

HERALD OF KHORNE ON JUGGERNAUT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blade of Blood	1"	4	3+	3+	-1	1
Juggernaut's Brazen Hooves	1"	3	3+	3+	-	1

DESCRIPTION

A Herald of Khorne is a single model that wields a ruinous Blade of Blood. It rides atop a mighty Juggernaut of Khorne that gores and tramples its victims to death beneath its Brazen Hooves.

ABILITIES

Decapitating Blow: If the hit roll for a Blade of Blood is 6 or more, that blow inflicts a mortal wound instead of its normal damage.

Murderous Charge: After this model completes a charge move, roll a dice for each enemy unit within 1". On a roll of 4 or more that unit suffers D3 mortal wounds.

Slaughter and Ruin: You can re-roll all failed hit rolls for this model if it charged in the same turn.

MAGIC

CHAOS WIZARDS know the Summon Herald on Juggernaut spell, in addition to any others they know.

SUMMON HERALD ON JUGGERNAUT

Summon Herald on Juggernaut has a casting value of 5. If successfully cast, you can set up a Herald of Khorne on Juggernaut within 16" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, HERO, HERALD ON JUGGERNAUT

BLOOD THRONE OF KHORNE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blade of Blood	1"	4	3+	3+	-1	1
Hellblades	1"	2	4+	3+	-1	1
Gnashing Maw	1"	1	4+	3+	-1	D3

DESCRIPTION

A Blood Throne of Khorne is a single model. The Herald riding the Blood Throne wields a deadly Blade of Blood, and the Bloodletter Charioteers carry glowing Hellblades. The Blood Throne itself rolls forward to maul the foe with its Gnashing Maw.

ABILITIES

Gorefeast: The Blood Throne of Khorne heals a wound at the end of the combat phase for each wound that was inflicted by its Gnashing Maw.

Decapitating Blow: If the hit roll for a Blade of Blood or a Hellblade is 6 or more, that blow inflicts a mortal wound instead of its normal damage.

MAGIC

CHAOS WIZARDS know the Summon Blood Throne spell, in addition to any others they know.

SUMMON BLOOD THRONE

Summon Blood Throne has a casting value of 8. If successfully cast, you can set up a Blood Throne of Khorne within 16" of the caster and more than 9" from any enemy models. This model is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, HERO, BLOOD THRONE

BLOODLETTERS OF KHORNE



MELEE WEAPONS

Hellblade

Range

1"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Bloodletters of Khorne has 10 or more models. They each wield a murderous Hellblade.

BLOODHUNTER

The leader of this unit is the Bloodhunter. A Bloodhunter makes 2 attacks rather than 1 with its Hellblade.

ICON BEARER

Models in this unit may be Icon Bearers. Icon Bearers bear either a Gore-drenched Icon or a Bloodsoaked Banner.

HORNBLOWER

Models in this unit can be Hornblowers. Your opponent must re-roll battleshock tests of 1 for units that are within 6" of any Hornblowers.

ABILITIES

Decapitating Blow: If the hit roll for a Hellblade is 6 or more, that blow inflicts a mortal wound instead of its normal damage.

Gore-drenched Icon: If you roll a 1 when making a battleshock test for a unit that includes any Gore-drenched Icons, reality blinks and the daemonic horde is bolstered. Add D6 Bloodletters to the unit.

Bloodsoaked Banner: Daubed in the blood of champions, a Bloodsoaked Banner drives its bearers on in the name on Khorne. Each time a unit containing any Bloodsoaked Banners slays a **HERO**, add 1 to any charge rolls you make for it for the rest of the battle.

Murderous Tide: Bloodletters attacking en masse are a terrifying prospect, swarming forward to eviscerate foes with their Hellblades. You can add 1 to hit rolls made for a Bloodletter if its unit contains 20 or more models.

Locus of Fury: You can re-roll hit rolls of 1 for this unit if there is a **BLOODLETTER HERO** from your army within 8".

MAGIC

CHAOS WIZARDS know the Summon Bloodletters spell, in addition to any others they know.

SUMMON BLOODLETTERS

Summon Bloodletters has a casting value of 6. If successfully cast, you can set up a unit of up to 10 Bloodletters of Khorne within 16" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 20 Bloodletters of Khorne instead.

KEYWORDS

CHAOS, DAEMON, KHORNE, BLOODLETTERS

BLOODCRUSHERS OF KHORNE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hellblade	1"	1	4+	3+	-1	1
Juggernaut's Brazen Hooves	1"	3	3+	3+	-	1

DESCRIPTION

A unit of Bloodcrushers of Khorne has 3 or more models. The Bloodletter riders wield deadly Hellblades, while their Juggernaut mounts trample the foe with their Brazen Hooves.

BLOODHUNTER

The leader of this unit is the Bloodhunter. A Bloodhunter makes 2 attacks with its Hellblade instead of 1.

ICON BEARER

Models in this unit may be Icon Bearers. If you roll a 1 when taking a battleshock test for a unit that includes any Icon Bearers, reality blinks and the daemonic horde is bolstered. Add D3 Bloodcrushers to the unit.

HORNBLOWER

Models in this unit can be Hornblowers. Your opponent must re-roll battleshock tests of 1 for units that are within 6" of any Hornblowers.

ABILITIES

Decapitating Blow: If the hit roll for a Hellblade is 6 or more, that blow inflicts a mortal wound instead of its normal damage.

Murderous Charge: After this unit completes a charge move, roll a dice for each enemy unit within 1". On a roll of 4 or more that unit suffers D3 mortal wounds.

Locus of Wrath: You can re-roll all failed hit rolls for this unit if it charged this turn and there is a **BLOODLETTER HERO** from your army within 8".

MAGIC

CHAOS WIZARDS know the Summon Bloodcrushers spell, in addition to any others they know.

SUMMON BLOODCRUSHERS

Summon Bloodcrushers has a casting value of 6. If successfully cast, you can set up a Bloodcrusher of Khorne within 16" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase. If the result of the casting roll was 10 or more, set up a unit of up to 3 Bloodcrushers of Khorne instead.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, BLOODCRUSHERS

KARANAK



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Gore-slick Claws	1"	4	3+	4+	-	1
Savage Maws	1"	2	4+	3+	-1	D3

DESCRIPTION

Karanak is a single model who rips his prey to shreds with Gore-slick Claws and consumes the remnants with his three Savage Maws.

ABILITIES

Brass Collar of Bloody Vengeance:

Karanak can unbind one spell in each enemy hero phase as if he were a wizard. If he successfully unbinds a spell, the caster immediately suffers D3 mortal wounds.

Prey of the Blood God: After set-up is complete, you can pick one **HERO** to be Karanak's quarry. You can re-roll failed hit and wound rolls for Karanak when he attacks this model.

Call of the Hunt: Once per game, if Karanak is within 8" of his quarry during your hero phase, you can set up a unit of Flesh Hounds anywhere within 8" of Karanak. This unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, KHORNE, FLESH HOUND, KARANAK

FLESH HOUNDS OF KHORNE



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Blood-dark Claws	1"	4	3+	4+	-	1

DESCRIPTION

A unit of Flesh Hounds of Khorne has 5 or more models. They tear their victims to pieces with their Blood-dark Claws.

ABILITIES

Collars of Khorne: This unit can unbind one spell in each enemy hero phase as if it were a wizard. Add 1 to the unbinding roll if the unit contains 10 or more models.

Tireless Hunters: You can re-roll failed charge rolls for this unit.

Locus of Abjuration: You can re-roll failed unbinding attempts for this unit if it is within 8" of a **BLOODLETTER HERO** from your army.

MAGIC

CHAOS WIZARDS know the Summon Flesh Hounds spell, in addition to any others they know.

SUMMON FLESH HOUNDS

Summon Flesh Hounds has a casting value of 6. If successfully cast, you can set up a unit of up to 5 Flesh Hounds within 16" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 10 Flesh Hounds instead.

KEYWORDS

CHAOS, DAEMON, KHORNE, FLESH HOUNDS

SKULL CANNONS OF KHORNE



MISSILE WEAPONS

Burning Skull

Range	Attacks	To Hit	To Wound	Rend	Damage
30"	1	3+	3+	-2	D6

MELEE WEAPONS

Hellblades

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	2	4+	3+	-1	1

Gnashing Maw

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	4+	3+	-1	D3

DESCRIPTION

A unit of Skull Cannons of Khorne can have any number of models. Each is ridden by a pair of Bloodletter crew that carry glowing Hellblades, whilst the cannon itself swallows victims with its Gnashing Maw and launches their Burning Skulls from its great, fanged barrel.

ABILITIES

Skull Cannon: When a Skull Cannon shoots a Burning Skull, add 1 to the hit roll if the target contains 10 or more models.

Grind their Bones, Seize their Skulls:

Enemies seized by a Skull Cannon's jaws are used to power the infernal machine, their skulls taken and used as fiery munitions. If the Skull Cannon's Gnashing Maw causes any wounds in the combat phase, at the end of that phase you can make a Burning Skull attack as though it were your shooting phase.

Decapitating Blow: If the hit roll for a Hellblade is 6 or more, that blow inflicts a mortal wound instead of its normal damage.

MAGIC

CHAOS WIZARDS know the Summon Skull Cannon spell, in addition to any others they know.

SUMMON SKULL CANNON

Summon Skull Cannon has a casting value of 8. If successfully cast, you can set up a Skull Cannon of Khorne within 16" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, SKULL CANNONS

GREAT UNCLEAN ONE



MISSILE WEAPONS

Noxious Bile

Range

7"

Attacks

D6

To Hit

3+

To Wound

✱

Rend

-2

Damage

1

MELEE WEAPONS

Plague Flail

Range

2"

3

To Hit

3+

To Wound

✱

Rend

-1

Damage

2

Massive Bilesword

2"

✱

To Hit

4+

To Wound

3+

Rend

-2

Damage

D3

DAMAGE TABLE

Wounds Suffered

Noxious Bile

Plague Flail

Massive Bilesword

0-2

2+

2+

3

3-4

3+

3+

3

5-6

3+

3+

2

7-8

4+

4+

2

9+

5+

4+

1

DESCRIPTION

A Great Unclean One is a single model. It carries a large Plague Flail and a Massive Bilesword, and can vomit forth streams of Noxious Bile.

ABILITIES

Blubber and Bile: Roll a dice each time a Great Unclean One suffers a wound or mortal wound. If the result is 5 or more, the blow is lost amid the beast's numerous rolls of flesh, and the wound is ignored. If the result is 6 and it is the combat phase, the attacker's unit suffers a mortal wound as it is covered in spurting bile.

Corpulent Mass: A Great Unclean One heals D3 wounds in each of your hero phases.

COMMAND ABILITY

Grandfather's Joy: If a Great Unclean One uses this ability, then whenever you roll a 7 for a **NURGLE DAEMON** unit in your next charge phase you can shout 'seven' in mirthful tones. If you do, that unit can make 1 extra attack with each of its melee weapons in the following combat phase.

MAGIC

A Great Unclean One is a wizard. It can cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Plague Wind spells.

PLAGUE WIND

The Great Unclean One summons a whirlwind of maggots and filth, basking in its feculence for a moment before sending it forth. Plague Wind has a casting value of 7. If successfully cast, pick an enemy model within 14" and draw a straight line between it and the caster. That unit, and every other unit that this line passes over each suffer D3 mortal wounds. **NURGLE** units are

instead invigorated by the Plague Wind; if it passes over them one model in the unit heals D3 wounds.

Summon Daemons: CHAOS WIZARDS know the Summon Great Unclean One spell, in addition to any others they know.

SUMMON GREAT UNCLEAN ONE

Summon Great Unclean One has a casting value of 9. If successfully cast, you can set up a Great Unclean One within 14" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, NURGLE, MONSTER, HERO, WIZARD, GREAT UNCLEAN ONE

EPIDEMIUS



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Balesword	1"	3	4+	3+	-1	D3
Tiny Razor-sharp Teeth	1"	5	5+	5+	-	1

DESCRIPTION

Epidemius is a single model. He is armed with a malignant Balesword and is carried into battle atop his palanquin by a horde of Nurglings, which attack nearby enemies with their Tiny Razor-sharp Teeth.

ABILITIES

Disgustingly Resilient: Roll a dice each time Epidemius suffers a wound or mortal wound; on a 5 or more, the wound sloughs away rancid flesh but causes no real harm and is ignored.

Nurgle's Tallyman: Keep a tally of the number of enemy models that have been slain by **NURGLE** models during the battle. At the start of each of your hero phases, consult the following table to see what benefits are bestowed upon all **NURGLE** models on the battlefield:

Models Slain

Models Slain	Effect
Less than 7	No effect
7-13	Re-roll wound rolls of 1
14-20	Re-roll hit rolls of 1
21 or more	Add 1 to save rolls

These bonuses are cumulative, but are immediately lost if Epidemius is slain.

KEYWORDS

CHAOS, DAEMON, PLAGUEBEARER, NURGLE, HERO, EPIDEMIUS

HERALD OF NURGLE



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Balesword	1"	3	4+	3+	-1	D3

DESCRIPTION

A Herald of Nurgle is a single model. It wields a repulsive Balesword that weeps vile toxins.

ABILITIES

Disgustingly Resilient: Roll a dice each time a Herald of Nurgle suffers a wound or mortal wound; on a 5 or more, the wound sloughs away rancid flesh but causes no real harm and is ignored.

In Death There is Life: A Herald of Nurgle heals 1 wound each time a unit is wiped out within 7" of him.

MAGIC

CHAOS WIZARDS know the Summon Herald of Nurgle spell, in addition to any others they know.

SUMMON HERALD OF NURGLE

Summon Herald of Nurgle has a casting value of 5. If successfully cast, you can set up a Herald of Nurgle within 14" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, PLAGUEBEARER, NURGLE, HERO, HERALD OF NURGLE

PLAGUEBEARERS OF NURGLE



MELEE WEAPONS

Plaguesword

Range

1"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-

Damage

1

DESCRIPTION

A unit of Plaguebearers of Nurgle has 10 or more models. They are armed with vile Plagueswords.

PLAGUERIDDEN

The leader of this unit is the Plagueridden. A Plagueridden makes 2 attacks rather than 1.

ICON BEARER

Models in this unit may be Icon Bearers. If you roll a 1 when making a battleshock test for a unit that includes any Icon Bearers, reality blinks and the daemonic horde is bolstered. Add D6 Plaguebearers to the unit.

PIPERS

Models in this unit can be Pipers. Your opponent must re-roll battleshock tests of 1 for units that are within 6" of any Pipers.

ABILITIES

Cloud of Flies: Plaguebearers attract great clouds of flies that buzz about them, obscuring them from view. Your opponent must subtract 1 from any hit rolls made in the shooting phase that target a unit of Plaguebearers. If this unit contains 20 or more models, your opponent must instead subtract 2 from these hit rolls, as well as subtracting 1 from any hit rolls that targets it in the combat phase.

Disgustingly Resilient: Roll a dice each time this unit suffers a wound or mortal wound; on a 5 or more, the wound sloughs away rancid flesh but does no real harm and is ignored.

Locus of Fecundity: You can re-roll save rolls of 1 for this unit if it is within 7" of any **PLAGUEBEARER HEROES** from your army.

MAGIC

CHAOS WIZARDS know the Summon Plaguebearers spell, in addition to any others they know.

SUMMON PLAGUEBEARERS

Summon Plaguebearers has a casting value of 6. If successfully cast, you can set up a unit of up to 10 Plaguebearers within 14" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 20 Plaguebearers instead.

KEYWORDS

CHAOS, DAEMON, NURGLE, PLAGUEBEARERS

PLAGUE DRONES OF NURGLE



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Death's Head	14"	1	4+	3+	-	1
MELEE WEAPONS						
	Range	Attacks	To Hit	To Wound	Rend	Damage
Plaguesword	1"	1	4+	3+	-	1
Prehensile Proboscis	1"	3	3+	4+	-	1
Venomous Sting	1"	1	4+	3+	-1	D3

DESCRIPTION

A unit of Plague Drones of Nurgle has 3 or more models. The Rot Flies attack with their Prehensile Proboscises and Venomous Stings, while their Plaguebearer riders swing Plagueswords and throw virulent Death's Heads.

FLY

Plague Drones of Nurgle can fly.

PLAGUEBRINGER

The leader of this unit is the Plaguebringer. A Plaguebringer makes 2 attacks rather than 1 with its Plaguesword.

ICON BEARER

Models in this unit may be Icon Bearers. If you roll a 1 when taking a battleshock test for a unit that includes any Icon Bearers, reality blinks and the daemonic horde is bolstered. Add D3 Plague Drones to the unit.

BELL TOLLERS

Models in this unit can be Bell Tollers. Your opponent must re-roll battleshock tests of 1 for units that are within 6" of any Bell Tollers.

ABILITIES

Disgustingly Resilient: Roll a dice each time this unit suffers a wound or mortal wound; on a 5 or more, the wound sloughs away rancid flesh but does no real harm and is ignored.

Locus of Contagion: If the result of a wound roll made for this unit is a 6 or more, and this unit is within 7" of a **PLAGUEBEARER HERO** from your army, that wound turns septic and flyblown in moments, inflicting a mortal wound on the target unit in addition to any other damage.

MAGIC

CHAOS WIZARDS know the Summon Plague Drones spell, in addition to any others they know.

SUMMON PLAGUE DRONES

Summon Plague Drones has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Plague Drones within 14" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 6 Plague Drones instead.

KEYWORDS

CHAOS, DAEMON, PLAGUEBEARER, NURGLE, PLAGUE DRONES

NURGLINGS



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Tiny Razor-sharp Teeth	1"	5	5+	5+	-	1

DESCRIPTION

A unit of Nurglings has 3 or more models. Nurglings attack with their Tiny, Razor-sharp Teeth.

ABILITIES

Disease-ridden Demise: At the end of the combat phase, roll a dice for each enemy unit that suffered any wounds inflicted by Nurglings in that phase but was not slain. On a roll of 5 or more the unit begins to succumb to the virulent maladies carried by the Nurglings and suffers D3 mortal wounds.

Endless Swarm: During each player's battleshock phase, any Nurgling models that have suffered wounds that turn but have not been slain are immediately healed to their starting number of Wounds.

KEYWORDS

CHAOS, DAEMON, NURGLE, NURGLINGS

BEASTS OF NURGLE



MELEE WEAPONS

Claws and Tentacles

Slobbering Tongue

Range

1"

2"

Attacks

D6

1

To Hit

4+

4+

To Wound

3+

3+

Rend

-

-

Damage

1

D3

DESCRIPTION

A unit of Beasts of Nurgle has any number of models. Beasts of Nurgle batter their victims with their Claws and Tentacles, and shower them with affection by enveloping them with their Slobbering Tongues.

ABILITIES

Attention Seekers: Beasts of Nurgle are always looking for new friends to play with. Beasts of Nurgle can charge in the same turn in which they ran or retreated.

Slime Trail: After an enemy unit makes a charge move, roll a dice for each of its models that are within 1" of any Beasts of Nurgle; for each roll of a 6 that model's unit suffers a mortal wound as a warrior slips in the toxic slime trail surrounding the daemons.

Locus of Virulence: If the result of a wound roll made for this unit is a 6 or more, and this unit is within 7" of a **PLAGUEBEARER HERO** from your army, that attack inflicts double damage.

MAGIC

CHAOS WIZARDS know the Summon Beasts of Nurgle spell, in addition to any others they know.

SUMMON BEASTS OF NURGLE

Summon Beasts of Nurgle has a casting value of 6. If successfully cast, you can set up a Beast of Nurgle within 14" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 3 Beasts of Nurgle instead.

KEYWORDS

CHAOS, DAEMON, NURGLE, BEASTS OF NURGLE

KAIROS FATEWEAVER



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Tomorrow	3"	D6	4+	✱	-1	2
Beaks and Claws	1"	✱	4+	3+	-1	1

DAMAGE TABLE

Wounds Suffered	Staff of Tomorrow	Beaks and Claws	Gift of Change
0-2	2+	5	D6 mortal wounds
3-4	3+	4	D6 mortal wounds
5-6	3+	4	D3 mortal wounds
7-8	4+	3	D3 mortal wounds
9+	4+	3	1 mortal wound

DESCRIPTION

Kairos Fateweaver is a single model. He carries the arcane Staff of Tomorrow, and can tear at his foes with his sharp Beaks and Claws.

FLY

Kairos Fateweaver can fly.

ABILITIES

Mastery of Magic: When you make a casting or unbinding roll for Kairos Fateweaver, change the result of the lowest dice so that it matches the highest.

Secrets and Ciphers: When you make a casting or unbinding roll for Kairos Fateweaver, add 2 to the result of the roll if, just before rolling the dice, you can correctly spell the spell's name backwards, aloud, without hesitating or looking it up.

Oracle of Eternity: Once per game, you can change the result of a single dice roll to the result of your choosing.

MAGIC

Kairos Fateweaver is a wizard. He can attempt to cast two different spells in each of your own hero phases and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Gift of Change spells. Kairos also knows the spells of all other **WIZARDS** from your army that are within 18" of him.

GIFT OF CHANGE

Kairos makes a burning sigil in the air and gifts his foes with the boon of mutating flesh. Gift of Change has a casting value of 8. If successfully cast, pick a visible enemy unit within 18". That unit suffers a number of mortal wounds as shown in the damage table, above. If any models were slain by this spell, you can set up a Chaos Spawn within 3" of that unit. This model is added to your army.

KEYWORDS

CHAOS, DAEMON, TZEENTCH, MONSTER, HERO, WIZARD, LORD OF CHANGE, KAIROS FATEWEAVER

LORD OF CHANGE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Tzeentch	3"	2	4+	☼	-	2
Curved Beak and Wicked Talons	1"	☼	4+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Staff of Tzeentch	Beak and Talons	Infernal Gateway
0-2	2+	4	3 or more
3-4	3+	3	4 or more
5-6	3+	3	4 or more
7-8	4+	2	5 or more
9+	4+	2	5 or more

DESCRIPTION

A Lord of Change is a single model. It carries a Staff of Tzeentch, and can tear at its foes with its Curved Beak and Wicked Talons.

FLY

A Lord of Change can fly.

ABILITIES

Mastery of Magic: When you make a casting or unbinding roll for a Lord of Change, change the result of the lowest dice so that it matches the highest.

Spell-thief: If the result of an unbinding roll for a Lord of Change is 9 or more, it learns the spell that is being cast, and can cast it in subsequent turns.

COMMAND ABILITY

Beacon of Sorcery: Spreading its arms wide, the Lord of Change saturates the area with magic. If a Lord of Change uses this ability, then until your next hero phase you can add 1 to all casting and unbinding rolls made for **TZEENTCH DAEMON WIZARDS** that are within 18" of the Lord of Change.

MAGIC

A Lord of Change is a wizard. It can attempt to cast two different spells in each of your own hero phases, and attempt to unbind two spells in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Infernal Gateway spells.

INFERNAL GATEWAY

The Lord of Change opens a portal to the Realm of Chaos, pulling warriors to their doom. Infernal Gateway has a casting value of 7. If successfully cast, pick a unit within 18" that is visible to the caster and

roll 9 dice. For each roll that equals or beats the number shown on the damage table above, the unit suffers a mortal wound.

Summon Daemons: CHAOS WIZARDS know the Summon Lord of Change spell, in addition to any others they know.

SUMMON LORD OF CHANGE

Summon Lord of Change has a casting value of 9. If successfully cast, you can set up a Lord of Change within 18" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, TZEENTCH, MONSTER, HERO, WIZARD, LORD OF CHANGE

THE CHANGELING



MELEE WEAPONS

The Trickster's Staff

Range

Attacks

To Hit

To Wound

Rend

Damage

2"

1

4+

3+

-1

D3

DESCRIPTION

The Changeling is a single model. It is armed with the Trickster's Staff.

ABILITIES

Arch Deceiver: At the start of the battle, you can set up the Changeling in your opponent's territory as though he were part of their army. Enemy units treat him as part of their own army – they can move within 3" of him but they cannot target him with spells or attacks, and so on. If he attacks, casts or unbinds a spell, or is within 3" of an enemy **HERO** in your opponent's hero phase, he is revealed, and this ability no longer has an effect.

Puckish Misdirection: Until the Changeling is revealed, you can pick one unit within 9" of the Changeling in the enemy's hero phase. That unit halves its Move until your next hero phase.

Formless Horror: Instead of using the Trickster's Staff in the combat phase, you can pick a melee weapon wielded by the target unit and attack with that weapon, using its profile.

MAGIC

The Changeling is a wizard. He can cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt and Mystic Shield spells. The Changeling also knows the spells of any **WIZARD** that is within 9" of him.

KEYWORDS

CHAOS, DAEMON, HORROR, TZEENTCH, HERO, WIZARD, THE CHANGELING

HERALD OF TZEENTCH



MISSILE WEAPONS

Magical Flames

Range

18"

Attacks

2

To Hit

4+

To Wound

4+

Rend

-

Damage

1

MELEE WEAPONS

Staff of Change

Range

2"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

Ritual Dagger

1"

2

4+

4+

-

1

DESCRIPTION

A Herald of Tzeentch is a single model. It is armed with a Staff of Change or a Ritual Dagger, and carries an Arcane Tome. It can also hurl Magical Flames at its foes.

ABILITIES

Arcane Tome: Once per game, the Herald can read from its Arcane Tome before attempting to cast a spell. You can roll three dice instead of two for that casting attempt.

Fortune and Fate: If you roll a 9 or more for a Herald of Tzeentch's casting roll, it can attempt to cast one extra spell this hero phase (it must be a different spell).

MAGIC

A Herald of Tzeentch is a wizard. It can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Pink Fire of Tzeentch spells.

PINK FIRE OF TZEENTCH

Pink Fire of Tzeentch has a casting value of 9. If successfully cast, a tide of writhing warplame engulfs the foe. Pick a visible enemy unit within 18". That unit suffers D6 mortal wounds.

Summon Daemons: CHAOS WIZARDS know the Summon Herald of Tzeentch spell, in addition to any others they know.

SUMMON HERALD OF TZEENTCH

Summon Herald of Tzeentch has a casting value of 5. If successfully cast, you can set up a Herald of Tzeentch within 18" of the caster and more than 9" from any enemy models. The Herald is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, HORROR, TZEENTCH, HERO, WIZARD, HERALD OF TZEENTCH

HERALD OF TZEENTCH ON DISC OF TZEENTCH



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magical Flames	18"	2	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Change	2"	1	4+	3+	-1	D3
Ritual Dagger	1"	2	4+	4+	-	1
Disc of Tzeentch's Teeth and Horns	1"	D3	4+	3+	-1	D3

DESCRIPTION

A Herald of Tzeentch on Disc of Tzeentch is a single model. The Herald wields a Staff of Change or a Ritual Dagger, and carries an Arcane Tome. The Herald can also hurl Magical Flames at his foes, and its Disc can attack with its piercing Teeth and Horns.

FLY

A Herald of Tzeentch on Disc of Tzeentch can fly.

ABILITIES

Arcane Tome: Once per game, the Herald can read from its Arcane Tome before attempting to cast a spell. You can roll three dice instead of two for that casting attempt.

MAGIC

A Herald of Tzeentch is a wizard. It can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spells in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Blue Fire of Tzeentch spells.

BLUE FIRE OF TZEENTCH

Blue Fire of Tzeentch has a casting value of 4. If successfully cast, a tide of iridescent mutating flame gouts forth. Pick an enemy unit within 18" that is visible to the caster. Roll 9 dice while your opponent rolls one dice. The target unit suffers a mortal wound each time one of your dice matches the score rolled by your opponent.

Summon Daemons: CHAOS WIZARDS know the Summon Herald on Disc spell, in addition to any others they know.

SUMMON HERALD ON DISC

Summon Herald on Disc has a casting value of 5. If successfully cast, you can set up a Herald of Tzeentch on Disc within 18" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, HORROR, TZEENTCH, HERO, WIZARD, HERALD ON DISC

HERALD OF TZEENTCH ON BURNING CHARIOT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Change	2"	1	4+	3+	-1	D3
Ritual Dagger	1"	2	4+	4+	-	1
Screamers' Lamprey Bites	1"	6	4+	3+	-	1

DESCRIPTION

A Herald of Tzeentch on Burning Chariot is a single model. The Screamers pulling the chariot attack with their vicious Lamprey Bites, while the Herald of Tzeentch strikes out with a Staff of Change or Ritual Dagger, and reads aloud from an Arcane Tome.

FLY

A Herald of Tzeentch on Burning Chariot can fly.

ABILITIES

Arcane Tome: Once per game, the Herald can read from its Arcane Tome before attempting to cast a spell. You can roll three dice instead of two for that casting attempt.

Sky-sharks: Screamers that manage to latch their teeth into a larger creature will not let go easily, eventually tearing out huge chunks of bloodied flesh. The Screamers' Lamprey Bites attack inflicts D3 Damage if the target is a **MONSTER**.

Wake of Fire: After a Burning Chariot moves in the movement phase, you can pick an enemy unit that it moved across. Roll a dice; on a roll of 4 or more, the unit suffers D3 mortal wounds.

MAGIC

A Herald of Tzeentch is a wizard. It can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spells in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Tzeentch's Firestorm spells.

TZEENTCH'S FIRESTORM

Searing balls of scarlet flame begin to whip around the caster before spiralling outwards to engulf nearby enemies. Tzeentch's Firestorm has a casting value of 9. If successfully cast, roll a dice for each enemy unit within 9". If the result is 4 or more, that unit suffers D3 mortal wounds.

Summon Daemons: **CHAOS WIZARDS** know the Summon Burning Herald spell, in addition to any others they know.

SUMMON BURNING HERALD

Summon Burning Herald has a casting value of 7. If successfully cast, you can set up a Herald of Tzeentch on Burning Chariot within 18" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, HORROR, TZEENTCH, HERO, WIZARD, HERALD ON BURNING CHARIOT

THE BLUE SCRIBES



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sharpened Quills	1"	2	5+	5+	-	1
Disc's Many-fanged Mouths	1"	D3	4+	4+	-	1

DESCRIPTION

The Blue Scribes are a single model. One of the Scribes, P'tarix, transcribes pages of magical sigils, halting only to stab at approaching enemies with his Sharpened Quills, while Xirat'p reads his twin's scrawl, casting spells hither and yon. They ride a Disc of Tzeentch which attacks with its Many-fanged Mouths.

FLY

The Blue Scribes can fly.

ABILITIES

Frantic Scribbling: Roll a dice each time a **WIZARD** within 18" of the Blue Scribes successfully casts a spell (whether or not it is unbound); on a 4 or more the Blue Scribes learn that spell and can attempt to cast it in subsequent turns.

Scrolls of Sorcery: Once in each of your hero phases, the Blue Scribes can attempt to read from their Scrolls of Sorcery instead of making a casting attempt. If they do, roll a dice; on a 1, they can't decipher the scrawls and the casting attempt automatically fails, but on a 2 or more, that spell is successfully cast and can only be unbound on a roll of a 9 or more.

MAGIC

The Blue Scribes can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. They know the Arcane Bolt, Mystic Shield and Boon of Tzeentch spells.

BOON OF TZEENTCH

The Blue Scribes reach forth, tapping into an unseen hoard of arcane power. Boon of Tzeentch has a casting value of 4. If successfully cast, you can re-roll failed casting rolls made for **TZEENTCH WIZARDS** within 18" of the Blue Scribes for the rest of the hero phase.

KEYWORDS

CHAOS, DAEMON, HORROR, TZEENTCH, HERO, WIZARD, THE BLUE SCRIBES

PINK HORRORS OF TZEENTCH



MISSILE WEAPONS

Magical Flames

MELEE WEAPONS

Grasping Hands

Range	Attacks	To Hit	To Wound	Rend	Damage
18"	1	4+	4+	-	1
Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	5+	4+	-	1

DESCRIPTION

A unit of Pink Horrors of Tzeentch has 10 or more models. They hurl Magical Flames at their enemies, and strangle them with their Grasping Hands.

IRIDESCENT HORROR

The leader of this unit is the Iridescent Horror. An Iridescent Horror makes 2 attacks rather than 1 with its Grasping Hands.

ICON BEARER

Models in this unit may be Icon Bearers. If you roll a 1 when making a battleshock test for a unit that includes any Icon Bearers, reality blinks and the daemonic horde is bolstered. Add D6 Pink Horrors to the unit.

HORNBLOWER

Models in this unit can be Hornblowers. Your opponent must re-roll battleshock tests of 1 for units that are within 6" of any Hornblowers.

ABILITIES

Flickering Flames: You can add 1 to hit rolls made for a Pink Horror's Magical Flames attack if its unit contains 20 or more models.

Locus of Conjunction: You can add 1 to any casting rolls made for this unit if it is within 9" of any **HORROR HEROES** from your army.

MAGIC

A unit of Pink Horrors can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. Pink Horrors know the Arcane Bolt and Mystic Shield spells.

Summon Daemons: **CHAOS WIZARDS** know the Summon Pink Horrors spell, in addition to any others they know.

SUMMON PINK HORRORS

Summon Pink Horrors has a casting value of 6. If successfully cast, you can set up a unit of up to 10 Pink Horrors within 18" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 20 Pink Horrors instead.

KEYWORDS

CHAOS, DAEMON, TZEENTCH, WIZARD, PINK HORRORS

EXALTED FLAMERS



MISSILE WEAPONS

Billowing Warpflame

Range	Attacks	To Hit	To Wound	Rend	Damage
18"	6	4+	3+	-	D3

MELEE WEAPONS

Flaming Maw

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	4	5+	3+	-	1

DESCRIPTION

A unit of Exalted Flamers can have any number of models. An Exalted Flamer spouts Billowing Warpflame as it floats past the enemy or leaps to savage them with its Flaming Maw.

FLY

Exalted Flamers propel themselves across the battlefield in great leaps and bounds. Exalted Flamers can fly.

ABILITIES

Capricious Warpflame: Roll a dice at the end of the shooting phase for each unit that suffered wounds from an Exalted Flamer's Billowing Warpflame. On a 4 or more, that unit suffers an additional D3 mortal wounds as the mutating flames refuse to die. On a 1, Tzeentch's fickle nature reveals itself and one model in that unit heals D3 wounds instead.

MAGIC

CHAOS WIZARDS know the Summon Exalted Flamer spell, in addition to any others they know.

SUMMON EXALTED FLAMER

Summon Exalted Flamer has a casting value of 6. If successfully cast, you can set up an Exalted Flamer within 18" of the caster and more than 9" from any enemy models. This model is added to your army but cannot move in the following movement phase. If the casting roll was 11 or more, you can set up a unit of up to 3 Exalted Flamers instead.

KEYWORDS

CHAOS, DAEMON, FLAMER, TZEENTCH, EXALTED FLAMERS

FLAMERS OF TZEENTCH



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpflame	18"	3	4+	3+	-	D3

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Flaming Maw	1"	2	5+	3+	-	1

DESCRIPTION

A unit of Flamers of Tzeentch has 3 or more models. They spout searing gouts of Warpflame from their many mouths and gnash at their foes with Flaming Maws.

FLY

Flamers of Tzeentch propel themselves across the battlefield in great leaps and bounds. Flamers can fly.

PYROCASTER

The leader of this unit is the Pyrocaster. A Pyrocaster makes 4 attacks with its Warpflame rather than 3.

ABILITIES

Capricious Warpflame: Roll a dice at the end of the shooting phase for each unit that suffered wounds from a Flamer's Warpflame. On a 4 or more, that unit suffers an additional D3 mortal wounds as the mutating flames refuse to die. On a 1, Tzeentch's fickle nature reveals itself and one model in that unit heals D3 wounds instead.

Locus of Transmogrification: Roll a dice each time a model in this unit is slain within 9" of a **HORROR HERO** from your army; on a 6, add two Flamer models to this unit.

MAGIC

CHAOS WIZARDS know the Summon Flamers of Tzeentch spell, in addition to any others they know.

SUMMON FLAMERS OF TZEENTCH

Summon Flamers of Tzeentch has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Flamers of Tzeentch within 18" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 6 Flamers of Tzeentch instead.

KEYWORDS

CHAOS, DAEMON, TZEENTCH, FLAMERS

SCREAMERS OF TZEENTCH



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Lamprey Bite	1"	3	4+	3+	-	1

DESCRIPTION

A unit of Screammers of Tzeentch has 3 or more models, which tear into their prey with their Lamprey Bites.

FLY

Screammers of Tzeentch can fly.

ABILITIES

Sky-sharks: Screammers that manage to latch their teeth into a larger creature will not let go easily, eventually tearing out huge chunks of bloodied flesh. A Screamer's Lamprey Bite attacks inflicts D3 Damage if the target is a **MONSTER**.

Slashing Fins: After a unit of Screammers moves in the movement phase, you can pick an enemy unit that it moved across. Roll a dice for each Screamer that passed across it; for each roll of 6, that unit suffers a mortal wound.

Locus of Change: Whilst this unit is within 9" of any **HORROR HEROES** from your army, they are surrounded by a twisting aura of change; if an enemy model targets such a unit your opponent must treat any hit rolls of a 6 as hit rolls of a 1 instead.

MAGIC

CHAOS WIZARDS know the Summon Screammers spell, in addition to any others they know.

SUMMON SCREAMERS

Summon Screammers has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Screammers of Tzeentch within 18" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 6 Screammers of Tzeentch instead.

KEYWORDS

CHAOS, DAEMON, TZEENTCH, SCREAMERS

BURNING CHARIOTS OF TZEENTCH



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Billowing Warpflame	18"	6	4+	3+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Flaming Maw	2"	4	5+	3+	-	1
Blue Horrors' Jabs	1"	3	5+	5+	-	1
Screamers' Lamprey Bites	1"	6	4+	3+	-	1

DESCRIPTION

A unit of Burning Chariots of Tzeentch can have any number of models. An Exalted Flamer stands atop each, spouting Billowing Warpflame as it careens past the enemy, or stopping to savage them with its Flaming Maw. Each Flamer is attended to by a trio of grumpy Blue Horrors, who jab at foes who are close enough. Each chariot is pulled by a pair of Screamers of Tzeentch that attack with their Lamprey Bites.

FLY

A Burning Chariot of Tzeentch can fly.

ABILITIES

Capricious Warpflame: Roll a dice at the end of the shooting phase for each unit that suffered wounds from this model's Billowing Warpflame. On a 4 or more, that unit suffers an additional D3 mortal wounds as the mutating flames refuse to die. On a 1, Tzeentch's fickle nature reveals itself and one model in that unit heals D3 wounds instead.

Sky-sharks: Screamers that manage to latch their teeth into a larger creature will not let go easily, eventually tearing out huge chunks of bloodied flesh. The Screamers' Lamprey Bites attack inflicts D3 Damage if the target is a **MONSTER**.

Wake of Fire: After a Burning Chariot moves in the movement phase, you can pick an enemy unit that it moved across. Roll a dice; on a roll of 4 or more, the unit suffers D3 mortal wounds.

MAGIC

CHAOS WIZARDS know the Summon Burning Chariot spell, in addition to any others they know.

SUMMON BURNING CHARIOT

Summon Burning Chariot has a casting value of 8. If successfully cast, you can set up a Burning Chariot of Tzeentch within 18" of the caster and more than 9" from any enemy models. This model is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, FLAMER, HORROR, TZEENTCH, BURNING CHARIOTS

KEEPER OF SECRETS



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Razor-sharp Claws	2"	✱	3+	3+	-1	2
Elegant Greatblade	2"	2	3+	✱	-2	D3

DAMAGE TABLE

Wounds Suffered	Move	Razor-sharp Claws	Elegant Greatblade
0-2	14"	6	2+
3-4	12"	5	3+
5-6	10"	4	3+
7-8	8"	3	4+
9+	6"	2	4+

DESCRIPTION

A Keeper of Secrets is a single model. It fights with its Razor-sharp Claws and an Elegant Greatblade.

ABILITIES

Dark Temptations: In your opponent's hero phase, a Keeper of Secrets can tempt an enemy **HERO** with a gift of power. If the tempting offer is accepted, that Hero can make up to 6 extra attacks with one of its weapons this turn. However, if the Hero accepted the gift of power and any of its hit rolls for that weapon are a 1 (before modifiers), its soul is immediately devoured by the Keeper of Secrets and it is slain.

Delicate Precision: You can re-roll wound rolls of 1 made for a Keeper of Secrets.

COMMAND ABILITY

Excess of Violence: If a Keeper of Secrets uses this ability, select a **SLAANESH DAEMON** unit within 12". In your next combat phase, that unit can be selected to pile in and attack twice, instead of only once.

MAGIC

A Keeper of Secrets is a wizard. It can cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Cacophonic Choir spells.

CACOPHONIC CHOIR

The Keeper of Secrets screams a sanity-shattering chorus of magical sound. Cacophonic Choir has a casting value of 6. If successfully cast, roll two dice; each enemy unit within 6" of the caster suffers D3 mortal wounds if their Bravery is less than the total rolled.

Summon Daemons: CHAOS WIZARDS know the Summon Keeper of Secrets spell, in addition to any others they know.

SUMMON KEEPER OF SECRETS

Summon Keeper of Secrets has a casting value of 9. If successfully cast, you can set up a Keeper of Secrets within 12" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, SLAANESH, MONSTER, HERO, WIZARD, KEEPER OF SECRETS

THE MASQUE OF SLAANESH



MELEE WEAPONS

Serrated Claws
Staff of Masks

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	6	3+	4+	-1	1
1"	1	3+	5+	-	1

DESCRIPTION

The Masque is a single model, armed with a pair of wickedly sharp Serrated Claws and the Staff of Masks.

ABILITIES

Unnatural Reflexes: At the start of the combat phase, roll a dice. Whenever an enemy model targets the Masque in the combat phase and your opponent's hit roll matches your dice roll, that attack automatically misses as the Masque nimbly dances aside.

The Endless Dance: If you are dancing while rolling the dice for the Masque's attacks in the combat phase, you can re-roll any failed hit rolls. If, at any point, you can coerce your opponent to join in, you can re-roll any failed wound rolls as well.

Infernal Choreographer: It is impossible to stand still while in the presence of the Masque. The noblest warriors find themselves capering and twirling, caught up in elaborate spectacles without ever really knowing how or why. Enemy units that start their movement phase within 12" of the Masque of Slaanesh halve their Move that turn.

KEYWORDS

CHAOS, DAEMON, DAEMONETTE, SLAANESH, HERO, THE MASQUE

HERALD OF SLAANESH



MELEE WEAPONS

Ravaging Claws
Steed's Poisoned Tongue

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	6	3+	4+	-1	1
1"	2	4+	4+	-	1

DESCRIPTION

A Herald of Slaanesh is a single model that attacks with its Ravaging Claws.

STEED OF SLAANESH

Some Heralds of Slaanesh ride upon lithe Steeds. These have Move 12" instead of 6" and gain the Steed's Poisonous Tongue attack.

ABILITIES

Deadly Grace: Each time you make a hit roll of 6 or more for a Herald of Slaanesh's Ravaging Claws, you can immediately make one extra attack using the same weapon.

Quicksilver Dodge: You can re-roll failed save rolls for a Herald of Slaanesh in the combat phase.

MAGIC

CHAOS WIZARDS know the Summon Herald of Slaanesh spell, in addition to any others they know.

SUMMON HERALD OF SLAANESH

Summon Herald of Slaanesh has a casting value of 5. If successfully cast, you can set up a Herald of Slaanesh within 12" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, DAEMONETTE, SLAANESH, HERO, HERALD OF SLAANESH

HERALD OF SLAANESH ON SEEKER CHARIOT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Herald's Flensing Whips	2"	6	3+	4+	-	1
Daemonette's Piercing Claws	1"	2	4+	4+	-1	1
Steeds' Poisoned Tongues	1"	4	4+	4+	-	1

DESCRIPTION

A Herald of Slaanesh on Seeker Chariot of Slaanesh is a single model. The Herald wields murderous Flensing Whips, whilst a Daemonette charioteer attacks with cruel Piercing Claws. The steeds drawing the chariots attack with their Poisoned Tongues.

ABILITIES

Deadly Grace: Each time you make a hit roll of 6 or more for this model's Flensing Whips or Piercing Claws, it can immediately make one extra attack using the same weapon.

Impossibly Quick: When this model runs, there is no need to roll a dice; it always counts as having rolled a 6.

Excess of Blades: After this model makes a charge move, roll a dice for each enemy model within 1". On a roll of 4 or more, that model's unit suffers a mortal wound.

Disturbing Beauty: Your opponent must subtract 1 from all hit rolls made for **HEROES** when they target this model.

MAGIC

CHAOS WIZARDS know the Summon Seeker Herald spell, in addition to any others they know.

SUMMON SEEKER HERALD

Summon Seeker Herald has a casting value of 7. If successfully cast, you can set up a Herald of Slaanesh on Seeker Chariot within 12" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, DAEMONETTE, SLAANESH, HERO, SEEKER CHARIOT

HERALD OF SLAANESH ON EXALTED SEEKER CHARIOT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Herald's Flensing Whips	2"	6	3+	4+	-	1
Daemonettes' Piercing Claws	1"	6	4+	4+	-1	1
Steeds' Poisoned Tongues	1"	8	4+	4+	-	1

DESCRIPTION

A Herald of Slaanesh on Exalted Seeker Chariot of Slaanesh is a single model. A trio of Daemonettes crew the chariot, attacking with their cruel Piercing Claws. The steeds drawing it make darting attacks with their Poisoned Tongues. The Herald of Slaanesh attacks with her lightning-fast Flensing Whips.

ABILITIES

Swirling Shapes and Unholy Hues: Your opponent must add 1 to the result of any battleshock tests made for units within 3" of any Exalted Seeker Chariots that charged that turn.

Exalted Excess of Blades: After this model makes a charge move, roll a dice for each enemy model within 1". On a roll of 4 or more, that model's unit suffers D3 mortal wounds.

Deadly Grace: Each time you make a hit roll of 6 or more for this model's Flensing Whips or Piercing Claws, it can immediately make one extra attack using the same weapon.

Disturbing Beauty: Your opponent must subtract 1 from all hit rolls made for **HEROES** when they target this model.

MAGIC

CHAOS WIZARDS know the Summon Exalted Herald spell, in addition to any others they know.

SUMMON EXALTED HERALD

Summon Exalted Herald has a casting value of 7. If successfully cast, you can set up a Herald of Slaanesh on Exalted Seeker Chariot within 12" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, DAEMONETTE, SLAANESH, HERO, EXALTED SEEKER CHARIOT

DAEMONETTES OF SLAANESH



MELEE WEAPONS

Piercing Claws

Range

1"

Attacks

2

To Hit

4+

To Wound

4+

Rend

-1

Damage

1

DESCRIPTION

A unit of Daemonettes of Slaanesh has 10 or more models, each armed with deadly Piercing Claws.

ALLURESS

The leader of this unit is the Alluress. An Alluress makes 3 attacks rather than 2.

ICON BEARER

Models in this unit may be Icon Bearers. If you roll a 1 when taking a battleshock test for a unit that includes any Icon Bearers, reality blinks and the daemonic horde is bolstered. Add D6 Daemonettes to the unit.

HORNBLOWER

Models in this unit can be Hornblowers. Your opponent must re-roll battleshock tests of 1 for units that are within 6" of any Hornblowers.

ABILITIES

Lithe and Swift: Daemonettes can run and charge in the same turn.

Graceful Killers: Each time you make a hit roll of 6 or more for a Daemonette's Piercing Claws, that model can immediately make one extra attack. Daemonettes can make one extra attack with their Piercing Claws each time you make a hit roll of 5 or more if their unit contains 20 or more models.

Locus of Beguilement: In the combat phase, your opponent must re-roll hit rolls of 6 or more against units of Daemonettes that are within 6" of any **DAEMONETTE HEROES** from your army.

MAGIC

CHAOS WIZARDS know the Summon Daemonettes spell, in addition to any others they know.

SUMMON DAEMONETTES

Summon Daemonettes has a casting value of 6. If successfully cast, you can set up a unit of up to 10 Daemonettes within 12" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 20 Daemonettes instead.

KEYWORDS

CHAOS, DAEMON, SLAANESH, DAEMONETTES

SEEKERS OF SLAANESH



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Piercing Claws	1"	2	4+	4+	-1	1
Poisoned Tongue	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Seekers of Slaanesh has 5 or more models. They attack with Piercing Claws, and ride lithe steeds that plunge Poisoned Tongues into their prey.

HEARTSEEKER

The leader of this unit is the Heartseeker. A Heartseeker makes 3 attacks rather than 2 with its Piercing Claws.

ICON BEARER

Models in this unit may be Icon Bearers. If you roll a 1 when making a battleshock test for a unit that includes any Icon Bearers, reality blinks and the daemonic horde is bolstered. Add D6 Seekers to the unit.

HORNBLOWER

Models in this unit can be Hornblowers. Your opponent must re-roll battleshock tests of 1 for units that are within 6" of any Hornblowers.

ABILITIES

Graceful Killers: Each time you make a hit roll of 6 or more for a Seeker of Slaanesh's Piercing Claws, you can immediately make one extra attack using the same weapon.

Quicksilver Speed: When a unit of Seekers of Slaanesh runs, roll two dice and add them together instead of rolling a single dice. This unit can run and charge in the same turn.

Locus of Swiftess: Add 1 to all charge and run rolls for this unit if it is within 12" of any **DAEMONETTE HEROES** from your army.

MAGIC

CHAOS WIZARDS know the Summon Seekers spell, in addition to any others they know.

SUMMON SEEKERS

Summon Seekers has a casting value of 8. If successfully cast, you can set up a unit of up to 5 Seekers of Slaanesh within 12" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 10 Seekers of Slaanesh instead.

KEYWORDS

CHAOS, DAEMON, DAEMONETTE, SLAANESH, SEEKERS

FIENDS OF SLAANESH



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Deadly Pincers	1"	4	4+	4+	-	1
Barbed Stinger	2"	1	4+	3+	-1	D3

DESCRIPTION

A unit of Fiends of Slaanesh has any number of models. They attack with a flurry of blows using their Deadly Pincers, and deliver lethal strikes with their Barbed Stingers.

ABILITIES

Vicious Pincers: If the wound roll for a Fiend's Deadly Pincers is 6 or more, the attack has a Rend of -2.

Soporific Musk: Your opponent must subtract 1 from any hit rolls that target a Fiend of Slaanesh in the combat phase.

Locus of Grace: You can re-roll hit rolls of 1 for this unit if it is within 6" of a **DAEMONETTE HERO** from your army.

MAGIC

CHAOS WIZARDS know the Summon Fiends of Slaanesh spell, in addition to any others they know.

SUMMON FIENDS OF SLAANESH

Summon Fiends of Slaanesh has a casting value of 6. If successfully cast, you can set up a Fiend of Slaanesh within 12" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 3 Fiends of Slaanesh instead.

KEYWORDS

CHAOS, DAEMON, SLAANESH, FIENDS

SEEKER CHARIOTS OF SLAANESH



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Alluress' Flensing Whips	2"	3	4+	4+	-	1
Daemonette's Piercing Claws	1"	2	4+	4+	-1	1
Steeds' Poisoned Tongues	1"	4	4+	4+	-	1

DESCRIPTION

A unit of Seeker Chariots of Slaanesh can have any number of models. An Alluress commands each chariot, attacking with a pair of Flensing Whips, whilst a Daemonette charioteer impales her foes with cruel Piercing Claws. The steeds drawing the chariots attack with Poisoned Tongues.

ABILITIES

Impossibly Quick: When this unit runs, there is no need to roll a dice; it always counts as having rolled a 6.

Exenterating Blades: After this unit makes a charge move, roll a dice for each enemy model within 1". On a roll of 4 or more, that model's unit suffers a mortal wound.

Deadly Grace: Each time you make a hit roll of 6 or more for this model's Piercing Claws or Flensing Whips, you can immediately make one extra attack using the same weapon.

MAGIC

CHAOS WIZARDS know the Summon Seeker Chariot spell, in addition to any others they know.

SUMMON SEEKER CHARIOT

Summon Seeker Chariot has a casting value of 7. If successfully cast, you can set up a Seeker Chariot within 12" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, DAEMONETTE, SLAANESH, SEEKER CHARIOTS

EXALTED SEEKER CHARIOTS OF SLAANESH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Alluress' Flensing Whips	2"	3	4+	4+	-	1
Daemonettes' Piercing Claws	1"	6	4+	4+	-1	1
Steeds' Poisoned Tongues	1"	8	4+	4+	-	1

DESCRIPTION

A unit of Exalted Seeker Chariots of Slaanesh can have any number of models. A trio of Daemonettes crews each, attacking with cruel Piercing Claws. The steeds drawing the chariots make darting attacks with their Poisoned Tongues. An Exalted Alluress perches atop each chariot, lashing out with a pair of Flensing Whips.

ABILITIES

Swirling Shapes and Unholy Hues: Your opponent must add 1 to the result of any battleshock tests made for units within 3" of any Exalted Seeker Chariots that charged that turn.

Exalted Excess of Blades: After this unit makes a charge move, roll a dice for each enemy model within 1". On a roll of 4 or more, the model's unit suffers D3 mortal wounds.

Deadly Grace: Each time you make a hit roll of 6 or more for this model's Piercing Claws or Flensing Whips, that model can immediately make one extra attack using the same weapon.

MAGIC

CHAOS WIZARDS know the Summon Exalted Chariot spell, in addition to any others they know.

SUMMON EXALTED CHARIOT

Summon Exalted Chariot has a casting value of 8. If successfully cast, you can set up an Exalted Seeker Chariot within 12" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, DAEMONETTE, SLAANESH, EXALTED SEEKER CHARIOTS

HELLFLAYERS OF SLAANESH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Alluress' Piercing Claws	1"	3	4+	4+	-1	1
Daemonettes' Flensing Whips	2"	4	4+	4+	-	1
Steeds' Poisoned Tongues	1"	4	4+	4+	-	1

DESCRIPTION

A unit of Hellflayers of Slaanesh can have any number of models. An Alluress is mounted on the carriage of each, attacking with her wicked Piercing Claws, while a pair of Daemonettes wield barbed Flensing Whips. The steeds at the front of the chariots strike out with their flicking Poisoned Tongues.

ABILITIES

Deadly Grace: Each time you make a hit roll of 6 or more for this model's Piercing Claws or Flensing Whips, you can immediately make one extra attack using the same weapon.

Soulscent: As a Hellflayer's whirling blades mow down the enemy, it transmutes their souls into an exhilarating incense that drives its riders into an ecstatic frenzy. After this unit has finished a charge move, roll a dice for each enemy model within 1"; for each roll of 4 or more that model's unit suffers a mortal wound. If any mortal wounds are caused in this way, you can re-roll failed hit rolls for the Alluress' Piercing Claws and the Daemonettes' Flensing Whips until the end of the turn.

MAGIC

CHAOS WIZARDS know the Summon Hellflayer spell, in addition to any others they know.

SUMMON HELLFLAYER

Summon Hellflayer has a casting value of 7. If successfully cast, you can set up a Hellflayer of Slaanesh within 12" of the caster and more than 9" from any enemy models. This model is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, DAEMONETTE, SLAANESH, HELLFLAYERS

DAEMON PRINCE



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Daemonic Axe	2"	4	4+	3+	-2	D3
Hellforged Sword	2"	4	3+	3+	-1	D3
Malefic Talons	1"	3	4+	3+	-	2

DESCRIPTION

A Daemon Prince is a single model. It cleaves the foe with a Daemonic Axe or Hellforged Sword and rends them apart with its Malefic Talons. Some Daemon Princes have been blessed with the ability to fly.

FLY

A Daemon Prince that can fly has a Move of 12" instead of 8".

ABILITIES

Cursed Soul-eater: A Daemon Prince that is not dedicated to one of the Chaos Gods heals 1 wound at the end of any combat phase in which it killed any models. If it killed any **HEROES** or **MONSTERS**, it heals D3 wounds instead.

Immortal Champion: When you set up this model, you can declare that it is dedicated to **KHORNE**, **NURGLE**, **SLAANESH** or **TZEENTCH**. If you do, the Daemon Prince replaces its Cursed Soul-eater ability with the relevant ability from the following list:

KHORNE Daemon Princes, their veins running with liquid fire, are blood-crazed champions. You can add 1 to all hit rolls made for a Khorne Daemon Prince.

NURGLE Daemon Princes are bloated with disease, and are unnaturally resistant to harm. A Nurgle Daemon Prince has a save of 3+.

TZEENTCH Daemon Princes are surrounded by a nimbus of magical light. A Tzeentch Daemon Prince is a wizard. It can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. A Tzeentch Daemon Prince knows the Arcane Bolt and Mystic Shield Spells.

SLAANESH Daemon Princes are lithe and exotic, their every movement impossibly quick. When your opponent selects a unit within 3" of the Daemon Prince to pile in and attack in the combat phase, you can immediately select the Daemon Prince to pile in and attack before the enemy unit, even though it is not your turn to do so. This model can only do this if it has not already attacked in this phase.

MAGIC

CHAOS WIZARDS know the Summon Daemon Prince spell, in addition to any others they know.

SUMMON DAEMON PRINCE

Summon Daemon Prince has a casting value of 8. If successfully cast, you can set up a Daemon Prince within 16" of the summoner and more than 9" from any enemy models. The model is added to your army but cannot move in the following Movement phase.

DAEMON PRINCE

KEYWORDS

CHAOS, DAEMON, MONSTER, HERO, DAEMON PRINCE

DAEMON PRINCE OF KHORNE

KEYWORDS

CHAOS, DAEMON, KHORNE, MONSTER, HERO, DAEMON PRINCE

DAEMON PRINCE OF NURGLE

KEYWORDS

CHAOS, DAEMON, NURGLE, MONSTER, HERO, DAEMON PRINCE

DAEMON PRINCE OF TZEENTCH

KEYWORDS

CHAOS, DAEMON, TZEENTCH, MONSTER, HERO, WIZARD, DAEMON PRINCE

DAEMON PRINCE OF SLAANESH

KEYWORDS

CHAOS, DAEMON, SLAANESH, MONSTER, HERO, DAEMON PRINCE

FURIES



MELEE WEAPONS

Hooked Claws

Range

1"

Attacks

2

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Furies can have any number of models. Furies dive down to attack their prey with their Hooked Claws.

FLY

Furies can fly.

ABILITIES

Shadows of the Dark Gods: If you wish, when setting up this unit, you can pick one of the following keywords to apply to this unit for the duration of the battle: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**.

Prey Upon Terror: Roll a dice every time an enemy unit fails a battleshock test within 12" of any Furies. On a roll of 4 or more an additional model from the same unit is pounced upon and devoured by the Furies.

MAGIC

CHAOS WIZARDS know the Summon Furies spell, in addition to any others they know.

SUMMON FURIES

Summon Furies has a casting value of 6. If successfully cast, you can set up a unit of up to 5 Furies within 16" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 10 Furies instead.

KEYWORDS

CHAOS, DAEMON, FURIES

SOUL GRINDER



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Harvester Cannon	16"	☼	4+	3+	-1	1
Phlegm Bombardment	20"	1	4+	3+	-2	3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Piston-driven Legs	1"	☼	4+	3+	-1	1
Hellforged Claw	2"	1	4+	3+	-2	D6
Warpmetal Blade	2"	2	4+	3+	-2	3
Daemonbone Talon	2"	4	3+	3+	-1	D3

DAMAGE TABLE			
Wounds Suffered	Move	Harvester Cannon	Piston-driven Legs
0-3	12"	D6	6
4-6	10"	D6	5
7-0	8"	D3	4
11-13	7"	D3	3
14+	6"	1	2

DESCRIPTION

A Soul Grinder is a single model. It is armed with a fearsome Harvester Cannon, Piston-driven Legs and a Hellforged Claw, and can spit a horrific Phlegm Bombardment. Some Soul Grinders also wield a Warpmetal Blade, while others have a Daemonbone Talon.

ABILITIES

Daemon Engine of the Dark Gods: If you wish, when setting up a Soul Grinder, you can pick one of the following keywords to apply to this unit for the duration of the battle: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**.

Implacable Advance: A Soul Grinder can shoot even if it ran in its movement phase.

Caught by the Claw: Each time a Hellforged Claw attack hits a **HERO** or a **MONSTER**, you and your opponent both secretly use a dice to select a number and hide it underneath your hand. Reveal the dice on the count of three; if they are the same, the model grabbed by the claw suffers 6 mortal wounds instead of resolving the damage normally.

MAGIC

CHAOS WIZARDS know the Summon Soul Grinder spell, in addition to any others they know.

SUMMON SOUL GRINDER

Summon Soul Grinder has a casting value of 10. If successfully cast, you can set up a Soul Grinder within 16" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, MONSTER, SOUL GRINDER

DAEMONS OF CHAOS

DAEMON COHORT OF KHORNE

ORGANISATION

A Daemon Cohort of Khorne consists of the following units:

- 1 Bloodthirster of Insensate Rage, Bloodthirster of Unfettered Fury, Wrath of Khorne Bloodthirster or **KHORNE** Daemon Prince
- 1 Blood Throne of Khorne, Herald of Khorne or Herald of Khorne on Juggernaut
- 3 units of Bloodletters of Khorne
- 1 unit of Flesh Hounds, Skull Cannons of Khorne or Bloodcrushers of Khorne

ABILITIES

Blood for the Blood God: Kill, maim, burn! Kill, maim, burn! You can add 1 to any wound roll made in the combat phase for a model in a Daemon Cohort of Khorne if its unit charged that turn.

Skulls for the Skull Throne: Bloodshed begets more bloodshed, and Khorne demands more skulls! Roll a dice at the end of the combat phase for each unit in this battalion that wiped out an enemy unit during that phase; on a 6, that unit can immediately pile in and attack again.

DAEMONS OF CHAOS

DAEMON COHORT OF NURGLE

ORGANISATION

A Daemon Cohort of Nurgle consists of the following units:

- 1 Great Unclean One or **NURGLE** Daemon Prince
- 1 Herald of Nurgle
- 3 units of Plaguebearers of Nurgle
- 1 unit of Nurglings, Beasts of Nurgle or Plague Drones of Nurgle

ABILITIES

Rot Glorious Rot: Where a Daemon Cohort of Nurgle treads, disease and plague blossoms in their wake. In each hero phase, roll a dice for every unit that is within 1" of any units from this battalion; on a 6 that unit suffers a mortal wound as it is gripped by some incurable and fatal disease. Do not roll for **NURGLE** units – they revel in the plagues and do not suffer mortal wounds from them.

Blessings of Nurgle: Grandfather Nurgle blesses his cohorts with the ability to shrug off the most grievous wounds. You can re-roll save rolls of 1 for all models in a Daemon Cohort of Nurgle.

DAEMONS OF CHAOS

DAEMON COHORT OF TZEENTCH

ORGANISATION

A Daemon Cohort of Tzeentch consists of the following units:

- 1 Lord of Change or TZEENTCH Daemon Prince
- 1 Herald of Tzeentch, Herald of Tzeentch on Disc of Tzeentch or Herald of Tzeentch on Burning Chariot
- 3 units of Pink Horrors of Tzeentch
- 1 unit of Flamers of Tzeentch, Burning Chariots of Tzeentch or Screamers of Tzeentch

ABILITIES

The Great Sorcerer's Boon: Tzeentch gifts his Daemon Cohorts with raw, arcane power. Wizards in a Daemon Cohort of Tzeentch can attempt to cast one additional spell in each of your hero phases.

The Vagaries of Fate: There is no greater twist of fate than changing total victory in abject failure. If the last model from a unit in a Daemon Cohort of Tzeentch is slain, roll a dice. If the result is 6, set up the unit with its starting number of models anywhere on the battlefield that is not within 9" of the enemy.

DAEMONS OF CHAOS

DAEMON COHORT OF SLAANESH

ORGANISATION

A Daemon Cohort of Slaanesh consists of the following units:

- 1 Keeper of Secrets or SLAANESH Daemon Prince
- 1 Herald of Slaanesh, Herald of Slaanesh on Exalted Seeker Chariot or Herald of Slaanesh on Seeker Chariot
- 3 units of Daemonettes of Slaanesh
- 1 unit of Seekers of Slaanesh, Seeker Chariots of Slaanesh, Exalted Seeker Chariots of Slaanesh, Hellflayers of Slaanesh or Fiends of Slaanesh

ABILITIES

Song of Despair: The cries of torment are sweet hymns to Daemon Cohorts of Slaanesh, serving only to invigorate the Dark Prince's warriors and lure more of them to the battlefield. Whenever an enemy unit fails a battleshock test within 3" of any units from a Daemon Cohort of Slaanesh, roll a dice for each of those units; on a 6, one model in that daemon unit heals D3 wounds (if it is a unit of Daemonettes, add D6 models to the unit instead).

Unnatural Swiftiness: Daemon Cohorts of Slaanesh can barely contain the thrill of chasing down their foes and tearing them apart in a glorious symphony of pain. All models in a Daemon Cohort of Slaanesh add 1 to their Move characteristic.

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls listed below.

Unit	Warscroll
Herald of Khorne with Battle Standard	Bloodletter Icon Bearer (see Bloodletters warscroll)
Herald of Nurgle with Battle Standard	Plaguebearer Icon Bearer (see Plaguebearers warscroll)
Herald of Nurgle on Palanquin of Nurgle	Epidemius
Herald of Slaanesh with Battle Standard	Daemonette Icon Bearer (see Daemonettes warscroll)
Herald of Tzeentch with Battle Standard	Pink Horror Icon Bearer (see Pink Horrors warscroll)
Ku'gath Plaguefather	Great Unclean One
Skulltaker on Blood Throne of Khorne	Blood Throne of Khorne
Skulltaker on Juggernaut	Herald of Khorne on Juggernaut
Skarbrand	Wrath of Khorne Bloodthirster