INTRODUCTION

From the Realm of Chaos come the daemonic servants of the Dark Gods, nightmarish entities whose eternal wars span the breadth of existence. With this book, you can recreate the brutal and bloody clashes fought between the forces of Khorne and Slaanesh as their rivalry spills violently into realspace.

This book contains all of the rules you need to field the Citadel Miniatures included in *Wrath and Rapture* in games of Warhammer 40,000. The rules are split into the following sections.

DATASHEETS

This describes how datasheets are used to determine the characteristics and abilities of each unit, and presents a datasheet for every unit in *Wrath and Rapture*. You will also find rules that are common to multiple datasheets – alongside the rules that apply to all Daemons of Chaos, there are also some specific to the daemonic servants of Khorne and those of Slaanesh.

Further rules for armies of the Dark Gods' daemonic servants can be found in *Codex: Chaos Daemons*.

GAME RULES AND MISSIONS

This section contains three Echoes of War missions that utilise the miniatures in this box. Each is accompanied by a description of the events leading up to the battle,

together retelling a timeless conflict between the Daemons of the Blood God and those of his dark brother Slaanesh. Also provided are additional abilities and Stratagems that grant you further tactical choices when playing these missions, as well as rules for playing through all of the missions as part of a campaign, where the result of each battle affects what happens when your armies meet next.

POINTS VALUES

This section contains points values for each of the units in *Wrath and Rapture*, allowing you to field them in matched play games or in other Warhammer 40,000 games that use a points cost.

To discover more about the Warhammer 40,000 hobby, visit warhammer40000.com. The website contains a wealth of resources, including the free core rules, painting guides, faction introductions, gaming tutorials, and much, much more.

Amidst the blasted ruins of a cursed Imperial cathedrum, Karanak's daemonic hunt descends upon an Infernal Enrapturess and her hedonistic coterie. Where once echoed the plainsong of faithful Imperial servants, now there rise marrow-chilling howls and nerve-shredding crescendoes of daemonic music that meld into a cacophony of the damned.

DATASHEETS

Each unit in Warhammer 40,000 has a datasheet that lists the characteristics, wargear and abilities of the models in that unit – here we explain what each element and number on these datasheets means and represents. You will also find all of the datasheets that you will need to fight battles with the Khorne and Slaanesh Daemon miniatures included in *Wrath and Rapture*.

1. Battlefield Role

This is typically used when making a Battle-forged army.

2. Power Rating

The higher this is, the more powerful the unit! You can determine the Power Level of your entire army by adding up the Power Ratings of all the units in your army.

3. Unit Name

Models move and fight in units, which can have one or more models. Here you'll find the name of the unit.

4. Profiles

These contain the following characteristics that tell you how mighty the models in the unit are:

Move (M): This is the speed at which a model moves across the battlefield.

Weapon Skill (WS): This tells you a model's skill at hand-to-hand fighting. If a model has a Weapon Skill of '-' it is unable to fight in melee and cannot make close combat attacks at all.

Ballistic Skill (BS): This shows how accurate a model is when shooting with ranged weapons. If a model has a Ballistic Skill of '-' it has no proficiency with ranged weapons and cannot make shooting attacks at all.

Strength (S): This indicates how strong a model is and how likely it is to inflict damage in hand-to-hand combat.

Toughness (T): This reflects the model's resilience against physical harm.

> 'THE SERVANTS OF KHORNE STOOD FROM HORIZON TO HORIZON, FILLING THE AIR WITH THEIR BARKS, GIBBERS AND HOWLS. THEIR BATTLE BANNERS STRAINED IN THE COPPERY WIND THAT BLEW THROUGH THEIR RANKS; BANNERS OF DEEPEST RED, BEARING BUT A SINGLE RUNE AND A LEGEND OF SIMPLE DEVOTION: BLOOD FOR THE BLOOD GOD. AT SOME SECRET SIGNAL, ALL FELL SILENT. THEN CAME A SINGLE SHRIEK OF DARK AND SHOCKING LOYALTY, A PACT OF HATE AND DEATH. IT ECHOED FROM LEATHERED SKINS AND BURNISHED ARMOUR, GROWING TO SHAKE THE CLOUDS. FAR ABOVE THE DAEMONS' RANKS, THERE WAS AN ANSWERING ROAR OF BLOODY APPROVAL, TORN FROM KHORNE'S OWN BRAZEN THROAT.'
>
> *- The Tome of Blood*

WARHAMMER 40,000 CODEXES

So now you know what a datasheet is and how it works – in conjunction with the core rules and datasheets included in *Wrath and Rapture* (plus your Citadel Miniatures, battlefield, dice and tape measure, of course!), you've got everything you need to start playing games of Warhammer 40,000 and dive into epic battle.

But where do you find more Chaos Daemons datasheets? Well, when you buy a box of Citadel Miniatures they'll be in the box with them, and they are also presented in *Codex: Chaos Daemons*. In addition to Chaos Daemons datasheets, you'll also find army-specific special rules that reflect the character of the army, exciting Warlord Traits, Stratagems, wargear, and even unique relics. *Codex: Chaos Daemons* is filled with inspirational background material, organisational information, stunning art and miniatures photography, colour guides and heraldry. Head over to warhammer40000.com to find out more.

Designer's Note: The Bloodcrushers, Flesh Hounds and Fiends datasheets printed in the 2018 edition of *Codex: Chaos Daemons* have been updated in this booklet (pg 9, 10 and 14), and the latest version should be used in your games of Warhammer 40,000.

Wounds (W): Wounds show how much damage a model can sustain before it succumbs to its injuries.

Attacks (A): This tells you how many times a model can strike blows in hand-to-hand combat.

Leadership (Ld): This reveals how courageous, determined or self-controlled a model is.

Save (Sv): This indicates the protection a model's armour gives.

5. Unit Composition & Wargear

This tells you what models are in the unit and covers the basic weapons and equipment the models are armed with.

6. Weapons

The weapons that a unit comes equipped with are described using a set of characteristics as follows:

Range: How far the weapon can shoot. Weapons with a range of 'Melee' can only be used in hand-to-hand combat. All other weapons are referred to as ranged weapons.

Type: These are all explained under the Shooting and Fight phases of the core rules.

Strength (S): How likely the weapon is to inflict damage. If a weapon's Strength lists 'User', it is equal to the wielder's current Strength. If a weapon lists a modifier such as '+1' or 'x2', you should modify the user's current Strength characteristic as shown to determine the weapon's Strength. For example, if a weapon's Strength was 'x2', and the user had a Strength characteristic of 6, that weapon has Strength 12.

Armour Penetration (AP): How good it is at getting through armour.

Damage (D): The amount of damage inflicted by a successful hit.

7. Wargear Options

Some units have a number of choices as to which gear they take into battle – this section describes these options. Weapons that a unit may take as an optional choice are typically described in the appendix.

8. Abilities

Many units have exciting special abilities that are not covered by the core rules; these will be described here.

9. Keywords

All datasheets have a list of keywords, sometimes separated into Faction keywords and other keywords. The former can be used as a guide to help decide which models to include in your army, but otherwise both sets of keywords are functionally the same. Sometimes a rule will say that it applies to models that have a specific keyword. For example, a rule might say that it applies to 'friendly SLAANESH DAEMON units'. This means it would only apply to models that have both the Slaanesh and Daemon keyword on their datasheet.

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1 ▷ **4** POWER **2**

DAEMONETTES **3**

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Daemonette	7"	3+	3+	3	3	1	2	7	6+
Alluress	7"	3+	3+	3	3	1	3	7	6+

4

This unit contains 1 Alluress and 9 Daemonettes. It can include up to 10 additional Daemonettes (**Power Rating +4**) or up to 20 additio[nal] Daemonettes (**Power Rating +8**). Each model attacks with its piercing claws.

5

6

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Piercing claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.

7 **WARGEAR OPTIONS**
- For every ten models in the unit, one Daemonette may take an Instrument of Chaos.
- For every ten models in the unit, one Daemonette may take a Daemonic Icon.

8 **ABILITIES**

Daemonic, Quicksilver Swiftness, Daemonic Ritual (pg 6)

Daemonic Icon: If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is bolstered. No models flee and D6 slain Daemonettes are instead added to the unit.

Graceful Killers: Whilst this unit contains 20 or more models, increase their Attacks characteristic by 1.

Instrument of Chaos: A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.

9 **FACTION KEYWORDS** **CHAOS, SLAANESH, DAEMON**

KEYWORDS **INFANTRY, DAEMONETTES**

BLOOD AND EXCESS

This section contains all of the datasheets that you will need to fight battles with the Chaos Daemons miniatures included in *Wrath and Rapture*, and the rules for all of the weapons they can wield in battle. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have. Any abilities that are common to several units are described below and referenced on the datasheets themselves.

ABILITIES

The following abilities are common to several Chaos Daemon units.

DAEMONIC

The denizens of the warp do not have a true physical form; they are beings of energy, given fell shape and terrible purpose. Such a creature defies the natural laws of the universe, and many of the most powerful weapons are all but useless against them.

Units with this ability have a 5+ invulnerable save.

UNSTOPPABLE FEROCITY

Khorne Daemons hunger to spill blood and claim skulls, and their fury in the midst of battle is without limit.

If this unit makes a charge move, is charged, or performs a Heroic Intervention, then until the end of the turn add 1 to the Attacks characteristic of all its models and add 1 to the Strength characteristic of all the melee weapons the unit is armed with.

QUICKSILVER SWIFTNESS

Slaanesh's Daemons are graceful and impossibly quick, moving to strike their foes faster than the eye can see.

This unit always fight first in the Fight phase, even if it didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.

DAEMONIC RITUAL

Through dark pacts and blasphemous rituals, a champion of Chaos can weaken the fabric of reality to create a gateway to the warp. From this rent pour forth the Daemons of that realm, ready to rend and tear those who stand against the Ruinous Powers.

Instead of moving in their Movement phase, any CHAOS CHARACTER can, at the end of their Movement phase, attempt to summon a DAEMON unit with this ability by performing a Daemonic Ritual (the character cannot do so if they arrived as reinforcements this turn, or if they were themselves summoned to the battlefield this turn).

If they do so, first choose one of the four Chaos Gods – KHORNE, TZEENTCH, NURGLE or SLAANESH. A CHARACTER who owes allegiance to one of the Dark Gods can only attempt to summon the units of their patron – for example, a KHORNE CHARACTER could only attempt to summon KHORNE DAEMONS.

Roll up to 3 dice – this is your summoning roll. You can summon one new unit with the Daemonic Ritual ability to the battlefield that has a Power Rating equal to or less than the total result so long as it has the same Chaos God keyword you chose at the start (in the case of units that have a choice of allegiance, such as Furies, the unit when summoned will have this keyword). This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is wholly within 12" of the character and more than 9" from any enemy model. If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned.

If your summoning roll included any doubles, your character then suffers a mortal wound. If it contained any triples, it instead suffers D3 mortal wounds.

KARANAK

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Karanak	10"	2+	-	5	5	6	4	8	6+

Karanak is a single model who attacks with soul-rending fangs. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Soul-rending fangs	Melee	Melee	User	-2	2	-

ABILITIES	**Daemonic, Unstoppable Ferocity, Daemonic Ritual** (pg 6) **Brass Collar of Bloody Vengeance:** Karanak can attempt to deny two psychic powers in each enemy Psychic phase.	**Prey of the Blood God:** When both armies have been set up, choose one enemy **CHARACTER** on the battlefield. You can add 1 to hit and wound rolls for Karanak's attacks when they target that character.
FACTION KEYWORDS	**CHAOS, KHORNE, DAEMON**	
KEYWORDS	**BEAST, CHARACTER, FLESH HOUND, KARANAK**	

Bloody spittle drooling from his three sets of savage jaws, Karanak stalks his luckless prey.

BLOODLETTERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Bloodletter	6"	3+	3+	4	3	1	1	7	6+
Bloodreaper	6"	3+	3+	4	3	1	2	7	6+

This unit contains 1 Bloodreaper and 9 Bloodletters. It can include up to 10 additional Bloodletters (**Power Rating +4**) or up to 20 additional Bloodletters (**Power Rating +8**). Each model is armed with a hellblade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.

WARGEAR OPTIONS	• For every ten models in the unit, one Bloodletter may take an Instrument of Chaos. • For every ten models in the unit, one Bloodletter may take a Daemonic Icon.

ABILITIES	**Daemonic, Unstoppable Ferocity, Daemonic Ritual** (pg 6) **Daemonic Icon:** If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is bolstered. No models flee and D6 slain Bloodletters are instead added to the unit.	**Murderous Tide:** You can add 1 to hit rolls made for this unit whilst it contains 20 or more models. **Instrument of Chaos:** A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.

FACTION KEYWORDS	**CHAOS, KHORNE, DAEMON**
KEYWORDS	**INFANTRY, BLOODLETTERS**

BLOODCRUSHERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Bloodcrusher	8"	3+	3+	5	4	4	3	7	4+
Bloodhunter	8"	3+	3+	5	4	4	4	7	4+

This unit contains 1 Bloodhunter and 2 Bloodcrushers. It can include up to 3 additional Bloodcrushers (**Power Rating +7**), up to 6 additional Bloodcrushers (**Power Rating +14**) or up to 9 additional Bloodcrushers (**Power Rating +21**). Each model is armed with a hellblade and rides a snorting Juggernaut that attacks with its bladed horn.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Rider						
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.
Juggernaut						
Juggernaut's bladed horn	Melee	Melee	5	-1	1	After a model riding a Juggernaut makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.

WARGEAR OPTIONS	• One Bloodcrusher may take an Instrument of Chaos. • One Bloodcrusher may take a Daemonic Icon.	
ABILITIES	**Daemonic, Unstoppable Ferocity, Daemonic Ritual** (pg 6) **Daemonic Icon:** If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is bolstered. No models flee and 1 slain Bloodcrusher is instead added to the unit.	**Devastating Charge:** Add 2 to the Strength of a Juggernaut's bladed horn attack if its unit charged in the same turn. **Instrument of Chaos:** A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.
FACTION KEYWORDS	**CHAOS, KHORNE, DAEMON**	
KEYWORDS	**CAVALRY, BLOODLETTER, BLOODCRUSHERS**	

FLESH HOUNDS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Flesh Hound	10"	3+	-	4	4	2	2	7	6+
Gore Hound	10"	3+	6+	4	4	2	2	7	6+

This unit contains 5 Flesh Hounds. It can include up to 5 additional Flesh Hounds (**Power Rating +4**), up to 10 additional Flesh Hounds (**Power Rating +8**) or up to 15 additional Flesh Hounds (**Power Rating +12**). Each model attacks with gore-drenched fangs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Burning roar	8"	Assault 1	4	0	1	This weapon automatically hits its target.
Gore-drenched fangs	Melee	Melee	User	-1	1	-

WARGEAR OPTIONS	• For every 5 models in this unit, one Flesh Hound can be upgraded to a Gore Hound. Each Gore Hound attacks with a burning roar in addition to its gore-drenched fangs.
ABILITIES	**Daemonic, Unstoppable Ferocity, Daemonic Ritual** (pg 6) **Collar of Khorne:** This unit can attempt to deny one psychic power in each enemy Psychic phase.
FACTION KEYWORDS	**CHAOS, KHORNE, DAEMON**
KEYWORDS	**BEAST, FLESH HOUNDS**

INFERNAL ENRAPTURESS

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Infernal Enrapturess	7"	2+	2+	4	3	4	2	8	6+

An Infernal Enrapturess is a single model that attacks with its heartstring lyre and ravaging claws.

WEAPON	RANGE	TYPE		S	AP	D	ABILITIES
Heartstring lyre	When attacking with this weapon, choose one of the profiles below.						
- Cacophonous melody	18"	Assault 6		4	-1	1	-
- Euphonic blast	24"	Assault 1		8	-3	3	-
Ravaging claws	Melee	Melee		User	-1	2	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.

ABILITIES	Daemonic, Quicksilver Swiftness, Daemonic Ritual (pg 6)
	Discordant Disruption: Enemy PSYKERS that attempt to manifest a psychic power whilst they are within 24" of any models with this ability will suffer Perils of the Warp if their psychic test includes any doubles.
	Harmonic Alignment: If an Infernal Enrapturess attempts to summon a SLAANESH DAEMON unit to the battlefield using a Daemonic Ritual (pg 6) you can add 3 to the resulting summoning roll. In addition, at the start of each of your turns, you can roll a D6 for each friendly SLAANESH DAEMON unit within 6" of any Infernal Enrapturesses; on a 6 a single slain model is returned to that unit.
FACTION KEYWORDS	**CHAOS, SLAANESH, DAEMON**
KEYWORDS	**CHARACTER, INFANTRY, DAEMONETTE, HERALD OF SLAANESH, INFERNAL ENRAPTURESS**

Plucking cruelly at her heartstring lyre with elegantly curved talons, the Infernal Enrapturess composes a symphony of horrors.

DAEMONETTES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Daemonette	7"	3+	3+	3	3	1	2	7	6+
Alluress	7"	3+	3+	3	3	1	3	7	6+

This unit contains 1 Alluress and 9 Daemonettes. It can include up to 10 additional Daemonettes (**Power Rating +4**) or up to 20 additional Daemonettes (**Power Rating +8**). Each model attacks with its piercing claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Piercing claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.

WARGEAR OPTIONS	
	• For every ten models in the unit, one Daemonette may take an Instrument of Chaos.
	• For every ten models in the unit, one Daemonette may take a Daemonic Icon.

ABILITIES	
	Daemonic, Quicksilver Swiftness, Daemonic Ritual (pg 6)
	Daemonic Icon: If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is bolstered. No models flee and D6 slain Daemonettes are instead added to the unit.
	Graceful Killers: Whilst this unit contains 20 or more models, increase their Attacks characteristic by 1.
	Instrument of Chaos: A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.

FACTION KEYWORDS	**CHAOS, SLAANESH, DAEMON**
KEYWORDS	**INFANTRY, DAEMONETTES**

The grotesque Fiends of Slaanesh emit trilling cries as they gallop towards their victims.

2 POWER

FIENDS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fiend	14"	3+	-	4	4	4	4	7	6+
Blissbringer	14"	3+	-	4	4	4	5	7	6+

This unit contains 1 Fiend. It can include up to 8 additional Fiends (**Power Rating +2 per model**). If this unit contains at least three models, one Fiend can be upgraded to a Blissbringer. Each model attacks with dissecting claws and a vicious barbed tail.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dissecting claws	Melee	Melee	User	-1	2	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Vicious barbed tail	Melee	Melee	User	-3	D3	A model can only make a single attack with this weapon each time it fights.

ABILITIES	Daemonic, Quicksilver Swiftness, Daemonic Ritual (pg 6)
	Disruptive Song: Enemy PSYKERS within 12" of any models with this ability must subtract 1 from the result of Psychic tests they take.
	Soporific Musk: Enemy units within 1" of any models with this ability cannot Fall Back unless they can FLY.
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON
KEYWORDS	BEAST, FIENDS

SEEKERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Seeker	14"	3+	3+	3	3	2	2	7	6+
Heartseeker	14"	3+	3+	3	3	2	3	7	6+

This unit contains 1 Heartseeker and 4 Seekers. It can include up to 5 additional Seekers (**Power Rating +5**), up to 10 additional Seekers (**Power Rating +10**) or up to 15 additional Seekers (**Power Rating +14**). Each model attacks with piercing claws and rides a Steed of Slaanesh that attacks with its lashing tongue.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Rider						
Piercing claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Steed of Slaanesh						
Lashing tongue	Melee	Melee	4	0	1	After a model riding a Steed of Slaanesh makes its close combat attacks, you can attack with its mount. Make 2 additional attacks, using this weapon profile.

WARGEAR OPTIONS	• One Seeker may take an Instrument of Chaos. • One Seeker may take a Daemonic Icon.	
ABILITIES	**Daemonic, Quicksilver Swiftness, Daemonic Ritual** (pg 6) **Daemonic Icon:** If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is bolstered. No models flee and D3 slain Seekers are instead added to the unit.	**Unholy Speed:** Re-roll failed charge rolls for this unit. **Instrument of Chaos:** A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.
FACTION KEYWORDS	**CHAOS, SLAANESH, DAEMON**	
KEYWORDS	**CAVALRY, DAEMONETTE, SEEKERS**	

GAME RULES & MISSIONS

This section includes three Warhammer 40,000 Echoes of War missions inspired by the story of the theft of one of Khorne's Daemon blades at the hands of an Infernal Enrapturess, and the ensuing hunt that was launched as Karanak pursued her across time and space.

There are two main ways in which you can use the missions in this booklet – the most straightforward is to simply choose the mission you want to play. Alternatively, you can fight a basic tree campaign. If you choose the latter, we recommend using the additional campaign rules opposite.

There's nothing to stop you from playing the missions using different armies from those in the story. With a little imagination and some changes to certain mission rules and Stratagems, you can easily fight similar battles with any combination of miniatures and terrain you have in your collection.

The Armies

Each mission informs you which datasheets should be used if you want to fight the battle according to the story. If you are using these armies then Karanak gains the Locus of Rage ability, and the Infernal Enrapturess gains the Locus of Swiftness ability (see below). If players are using different armies, then it is up to them to choose sides.

KHORNE: LOCUS OF RAGE

The Daemons of Khorne perceive everything through a red mist of undiluted rage. They cannot wait to spill blood, and so surge across the battlefield to get to grips with their foes as quickly as possible so that the slaughter can begin in earnest.

You can re-roll charge rolls for KHORNE DAEMON units that are within 6" of a friendly model with the Locus of Rage ability in the Charge phase.

SLAANESH: LOCUS OF SWIFTNESS

The Daemons of Slaanesh dance across the battlefield with a grace and speed that belies belief. They can close the killing fields of a battlefield in a heartbeat, falling upon their surprised and panic-stricken prey with psychotic delight.

SLAANESH DAEMON units within 6" of a friendly model with the Locus of Swiftness ability in the Charge phase can declare a charge even if they Advanced in their Movement phase.

Stratagems

If you are playing a mission from this book, players can spend Command Points to use the Stratagems listed below.

1CP

HOWL OF WRATH
Wrath and Rapture Stratagem
(Khorne player only)

As Khorne's hunting hounds close upon their prey, their wrath is inflamed by the furious howls of Karanak, and they are spurred to ever greater acts of carnage.

Use this Stratagem at the start of your turn. Until the start of your next turn, re-roll hit rolls of 1 for friendly units of FLESH HOUNDS in the Fight phase whilst they are within 6" of Karanak.

1CP

RAPTURE IN VIOLENCE
Wrath and Rapture Stratagem
(Slaanesh player only)

To the strumming sound of the heartstring lyre, the Daemonette followers of the Infernal Enrapturess indulge their sadistic desires.
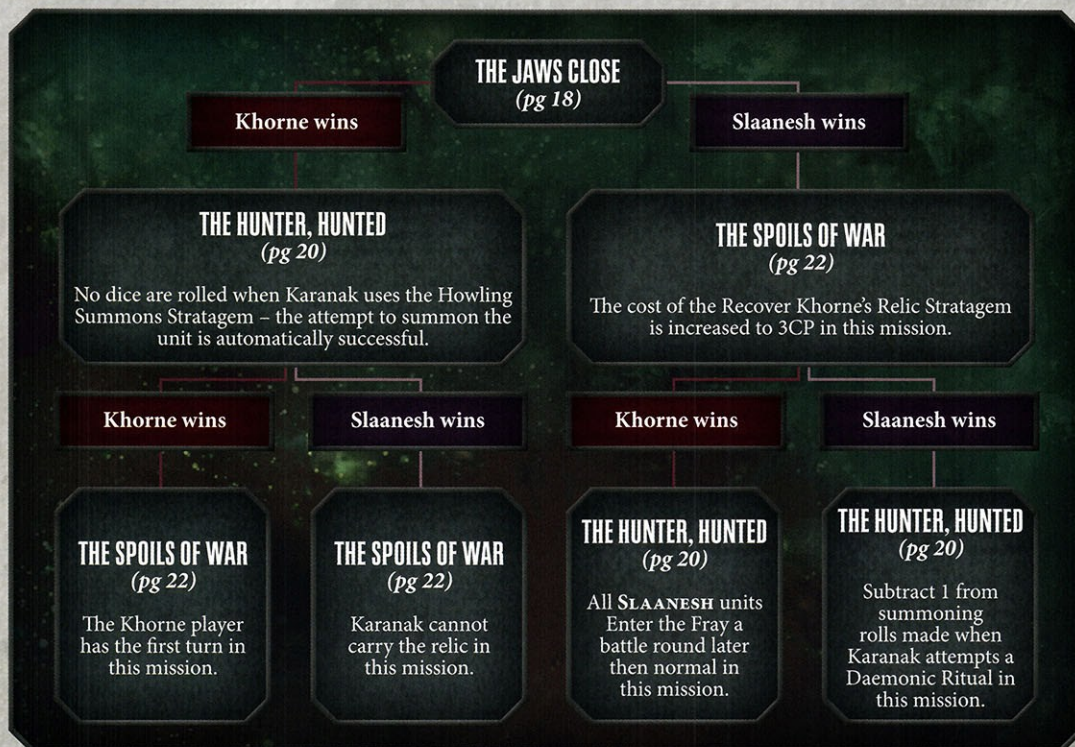
Use this Stratagem at the start of your turn. Select an Infernal Enrapturess from your army. Until the start of your next turn, re-roll wound rolls of 1 for friendly units of DAEMONETTES in the Fight phase whilst they are within 6" of this Infernal Enrapturess.

Campaign Games

A tree campaign is a simple series of linked games, with the outcome of each one affecting the conditions of the next. They are ideal for two players to play through and can be completed in a few evenings, or even a single long gaming session.

An example of a tree campaign for two players, where one takes command of Khorne's forces, and the other the army of Slaanesh, can be found below.

This tree campaign consists of three consecutive battles. Whichever player wins the battle will determine which battle is played next, and the winner will receive a bonus during the second game. Similarly, the result of the second battle will determine which mission is played next, and the winner of that mission wins the campaign!

THE JAWS CLOSE
(pg 18)

Khorne wins | Slaanesh wins

THE HUNTER, HUNTED
(pg 20)

No dice are rolled when Karanak uses the Howling Summons Stratagem – the attempt to summon the unit is automatically successful.

THE SPOILS OF WAR
(pg 22)

The cost of the Recover Khorne's Relic Stratagem is increased to 3CP in this mission.

Khorne wins | Slaanesh wins | Khorne wins | Slaanesh wins

THE SPOILS OF WAR
(pg 22)

The Khorne player has the first turn in this mission.

THE SPOILS OF WAR
(pg 22)

Karanak cannot carry the relic in this mission.

THE HUNTER, HUNTED
(pg 20)

All SLAANESH units Enter the Fray a battle round later then normal in this mission.

THE HUNTER, HUNTED
(pg 20)

Subtract 1 from summoning rolls made when Karanak attempts a Daemonic Ritual in this mission.

THE JAWS CLOSE

As the wars within the Realm of Chaos spill into realspace, planets are transformed into nightmarish battlefields. The daemonic servants of Khorne and Slaanesh orchestrate twisted plans that transcend time and causality in order to ensnare and slaughter their enemies.

Once roused, the apocalyptic rage of Khorne can only be slaked by bloodshed. In the nightmare reality of the Realm of Chaos, the Blood God's ire was stoked when one of Slaanesh's Infernal Enrapturesses took possession of a powerful relic that had been forged in his domain. Khorne's fury erupted, and a great hunt was begun that spanned the inscrutable breadth of the warp and far beyond. As more and more bloodthirsty Daemons were called to the chase, Slaanesh watched with delight, revelling in the excess of his dark brother's apoplexy.

The Infernal Enrapturess flitted in and out of the Realm of Chaos with her stolen trophy, appearing in realspace wherever the veil of reality had been thinned by acts of horrific depravity, and leading the Blood God's Daemons on an unending pursuit.

But the servants of Khorne could not let their bloodlust go unfulfilled, and so they embarked upon a campaign of brutality in order to trap and butcher the wayward Enrapturess. Karanak, the Daemon beast that prowls the throne room of the Brass Citadel, was loosed on the hunt. He tore through the penubral veil, his howls drawing numerous packs of Flesh Hounds to the chase. These savage hunters did not make straight for the Enrapturess, for she had proven herself supremely elusive. Instead, they emerged in realspace on the war-stricken planet of Iverran, deep within the Imperium Nihilus. A Slaanesh-worshipping Chapter of Renegades were enacting a sadistic program of genocide upon the populace of the former Imperial world. Karanak and his hounds slaughtered the Chaos Lord commanding the depraved army,

ripping him to bloody shreds, and in doing so created a power vacuum amongst the Chaos Space Marines.

The Heretic Astartes on Iverran turned upon each other, inflicting uncountable perverse cruelties in their struggle for dominance. So shameless was their infighting, so barbaric and so debauched, that it drew the gaze of the Dark Gods, and the skies above the planet began to swirl with warping energies. Soon enough, the Infernal Enrapturess and her Daemonette retinue emerged onto the surface of the world, eager to contribute to the cacophony of violence before once more taking flight. But the excessive bloodshed had also allowed Khorne's hunting hounds to maintain their material form on Iverran, and at the moment their prey appeared, the Flesh Hounds moved in for the kill.

THE ARMIES

The Khorne army consists of Karanak and a unit of Flesh Hounds (5 models).

The Slaanesh army consists of an Infernal Enrapturess and a unit of Daemonettes (10 models).

Note that in this mission, every model is treated as a single unit.

THE BATTLEFIELD

Use the deployment map below to create the battlefield. It should be sparsely populated with terrain to represent a blasted wasteland.

DEPLOYMENT

First, the Slaanesh player deploys their models wholly within their deployment zone. The Khorne player then deploys three of their models wholly within one of their deployment zones, and the other three wholly within their other deployment zone.

ICON AND INSTRUMENT

In this mission, replace the Daemonic Icon and Instrument of Chaos abilities (if used) with the following:

Instrument of Chaos: Whilst a friendly **DAEMONETTE** model is within 3" of a model with an Instrument of Chaos, add 1 to its Advance and charge rolls.

Daemonic Icon: Roll a D6 at the end of each of your Movement phases for each model on the battlefield that has a Daemonic Icon. On a 6, you can return 1 slain Daemonette model to the battlefield, anywhere within 3" of the model with the Daemonic Icon.

DAEMONIC PRIDE

Karanak and the Infernal Enrapturess cannot use the Daemonic Ritual ability in this mission.

FIRST TURN

The players roll off and the winner has the first turn.

ESCAPE

If the Infernal Enrapturess ends its Movement phase within 3" of the battlefield edge marked 'Escape', it exits the battlefield.

BATTLE LENGTH

The battle lasts until the Infernal Enrapturess is slain or escapes.

VICTORY CONDITIONS

If, at the end of the battle, the Infernal Enrapturess has escaped, the Slaanesh player wins. Any other result is a win for the Khorne player.
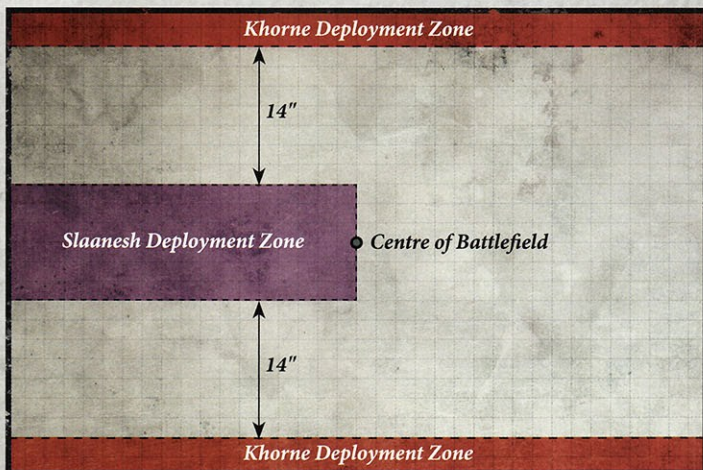
STRATAGEMS

Both players have 4 Command Points to use in this battle. They can make use of the Stratagems on pg 17 and the two Stratagems below.

1CP

NO ESCAPE
Wrath and Rapture Stratagem
(Khorne player only)
The hounds of Khorne are single-minded in their ferocity, and once they have properly latched onto their prey, nothing can break the grasp of their cruelly fanged maws.

Use this Stratagem when an enemy **SLAANESH** unit attempts to Fall Back. Both players roll a D6; unless the Slaanesh player's roll is the highest, that model cannot Fall Back this turn.

1CP

EXCESSIVE DEVOTION
Wrath and Rapture Stratagem
(Slaanesh player only)
An Infernal Enrapturess' followers are but players in her opera of excess, there to be sacrificed so that her performance can continue.

Use this Stratagem when the Infernal Enrapturess loses a wound whilst she is within 3" of any friendly **DAEMONETTE** models. The Infernal Enrapturess does not lose the wound but a Daemonette model within 3" is slain.

Khorne Deployment Zone

14"

Slaanesh Deployment Zone ● *Centre of Battlefield*

14"

Escape

Khorne Deployment Zone

ECHOES OF WAR
THE HUNTER, HUNTED

The hateful animosity between the Daemons of Khorne and Slaanesh is fuelled by the rivalry between the two Dark Gods. Grudges persist eternally, and brutal conflicts are manifested in every conceivable form. Eventually, a hunter will become the hunted, and the predator will become the prey.

In the reality-spanning hunt for the stolen Khornate blade, Karanak pursued the Infernal Enrapturess across the stars. The Herald had fled from world to world, seeping back into the warp whenever the Blood God's hunters drew close, and emerging into realspace wherever the excesses of mortal cruelty had thinned the veil of reality. Yet at every step, Karanak's howls grew louder, and ever greater numbers of Khorne's Daemons were drawn to the pursuit, eager to slake their thirst for bloodshed upon one so hated by their dark master.

The pursuit took the Daemons to the gore-soaked world of Anathema Quartus, where Heretic Astartes of the World Eaters waged a campaign of slaughterous excess alongside the Drukhari of the Cult of the Seventh Woe. The Enrapturess emerged upon the coast of a blood-clogged sea, where Drukhari Wyches were engaged in flaying the remnants of the planet's inhabitants. Though the roars of Karanak and his hunting packs were already close, the Enrapturess took the time to pluck her heartstring lyre, sending the startled Wyches into agonized spasms that ripped their flesh apart. With the Drukhari souls taken for Slaanesh to devour, the Enrapturess retreated once more to the warp, just as Khorne's Daemons burst into reality.

On another occasion, Karanak pursued the Enrapturess to the besieged fortress world of Ravennon. Like so many planets in the Segmentum Obscurus, Ravennon was being bombarded by the implacable warbands of the Iron Warriors. Amidst the explosions of magmatic warheads and the incessant hail of artillery shells, the Daemon hound heard the taunting melodies of his prey, and through the caustic fumes of the burning world he kept locked to her scent.

Catching up with his quarry, he howled in triumph, but before he could tear open her body and feast on her essence, she disappeared once more.

Yet no matter how quickly she fled, the Enrapturess knew she would not be able to elude the vengeance of Khorne indefinitely. So she took her forces to the asteroid forge known as the Bell of Miseries, which was inhabited by Imperial mining clans that had long ago fallen to the worship of Slaanesh. Their sadistic revelries within the twisting boreholes of the asteroid created a perpetual cacophony, providing the perfect backdrop to the Enrapturess' plan. When Karanak arrived, she would perform a solo of such discord that it would drown out the howls of the apex predator, preventing Khorne's Daemons from following him, and leaving him isolated against the Dark Prince's servants.

THE ARMIES

The Khorne army consists of Karanak.

The Slaanesh army consists of an Infernal Enrapturess, a unit of Daemonettes (10 models), a unit of Seekers (5 models) and a unit of Fiends (3 models).

THE BATTLEFIELD

Use the deployment map below to create the battlefield. If possible, place a hill or clearing in the centre of the battlefield.

DEPLOYMENT

First, the Khorne player deploys Karanak in the centre of the battlefield. The Slaanesh player then deploys their Daemonettes unit wholly within their deployment zone. The rest of their units do not start on the battlefield, but will arrive later during the battle (see below).

FIRST TURN

The Khorne player has the first turn.

CACOPHONIC ASSAULT

Karanak cannot use the Daemonic Ritual ability in this mission unless the Khorne player uses the Howling Summons Stratagem (see right).

ENTER THE FRAY

At the end of the Slaanesh player's first Movement phase, they must set up their unit of Seekers such that it is wholly within 6" of their battlefield edge. At the end of the Slaanesh player's second Movement phase, they must set up their unit of Fiends wholly within 6" of their battlefield edge. At the end of the Slaanesh player's third Movement phase, they must set up their Infernal Enrapturess wholly within 6" of their battlefield edge.

BATTLE LENGTH

If Karanak is slain, the battle ends. Otherwise the battle ends after the fifth battle round.

VICTORY CONDITIONS

If, at the end of the battle, Karanak has been slain, the Slaanesh player wins. Any other result is a win for the Khorne player.

STRATAGEMS

The Khorne player has 6 Command Points to use in this battle. The Slaanesh player has 4 Command Points to use in this battle. Both players can make use of the Stratagems on pg 17 and the two Stratagems below.

1CP

HOWLING SUMMONS
Wrath and Rapture Stratagem (Khorne player only)
When enraged, Karanak's blood-curdling howls can pierce even the most cacophonous din, drawing Khorne's Daemons to his side.

Use this Stratagem at the start of your Movement phase. Karanak can attempt to use the Daemonic Ritual ability to summon a unit of 10 Bloodletters, 5 Flesh Hounds or 3 Bloodcrushers at the end of that Movement phase.

1CP

TIGHTEN THE NOOSE
Wrath and Rapture Stratagem (Slaanesh player only)
Guided by the Infernal Enrapturess, the Daemons of Slaanesh surround their quarry, ensuring that their excesses enfold the entirety of the battlefield.

Use this Stratagem at the end of your first, second and/or third Movement phase. The unit entering the battlefield this turn (see Enter the Fray) can be set up wholly within 6" of any battlefield edge.

Karanak deploys here ● **Centre of Battlefield**

6"

Slaanesh Deployment Zone
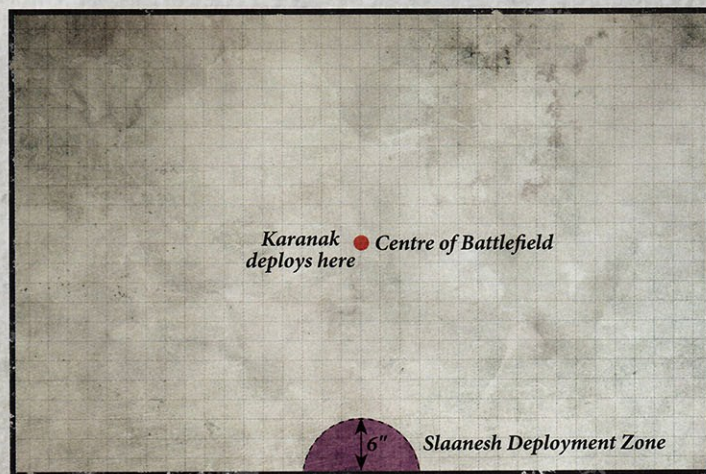
Slaanesh Battlefield Edge

ECHOES OF WAR
THE SPOILS OF WAR

The Dark Gods are supremely covetous, sending their servants to the ends of existence in order to claim that which has been stolen from them. For Khorne and Slaanesh, the true prize is found in the frenetic fury of such pursuits, and the excessive butchery that ensues as their Daemons fight over the spoils.

None can say how many times the followers of Karanak and the Infernal Enrapturess fought over the stolen Khornate blade. The ways of the Realm of Chaos are unfathomable to mortal minds, and the savage contests between these two daemonic entities stretched backwards and forwards across time and space in an endless cycle of carnage and depravity. On many battlefields, the Khornate hunters caught their prey and ripped their essences to gruesome shreds, and on just as many occasions the Slaaneshi Daemons slashed their pursuers apart in a fit of sadistic ecstasy. The everlasting slaughter and suffering of these entities were greatly pleasing to the Blood God and the Dark Prince, and more and more of their servants were sent on the chase. After each horrific death

in battle the anarchic forms of these creatures re-coalesced within their god's domain, allowing them to once more join the fray.

Yet throughout this eternal hunt, the Infernal Enrapturess held fast to her stolen trophy, and Karanak kept locked to his quarry. Their chase took them into the ravening storm that surrounded the mining world of Ichtar IX, through the breach in Khaine's Gate that leads into Commorragh, between the stars of War Zone Stygius; around the screaming Eye of Terror; and to thousands of other horrifying theatres of battle, both in realspace and within the Realm of Chaos. Everywhere they went, the Enrapturess' infernal music sowed discord and inflamed obsessions, whilst the piercing howls of

Karanak incited fury and bloodlust within all those who heard it.

Eventually, the pursuit arrived on the embattled Imperial world of Armageddon, where the opening of the Great Rift had allowed all manner of warp entities to spew forth onto the planet's surface. Such was the anarchy of the warp around this infamous planet that when the Enrapturess emerged through the veil of reality, she was caught in an empyric eddy that wrenched the Khornate blade from her grasp, sending it hurtling to the toxic ash of the surface. As the Daemon bound within the blade roared with rage, the howling Karanak emerged from the warp. At long last, the hunt would be over – if Karanak could just reach the blade before the Enrapturess took it up once more.

THE ARMIES

The Khorne army consists of Karanak, a unit of Bloodletters (10 models), a unit of Flesh Hounds (5 models) and a unit of Bloodcrushers (3 models).

The Slaanesh army consists of an Infernal Enrapturess, a unit of Daemonettes (10 models), a unit of Seekers (5 models) and a unit of Fiends (3 models).

THE BATTLEFIELD

Use the deployment map below to create the battlefield. Place an objective marker in the centre of the battlefield to represent the Daemonic Relic. Do not place any terrain within 6" of the relic.

DEPLOYMENT

First, the Slaanesh player deploys their units wholly within their deployment zone. Then, the Khorne player deploys their units wholly within their deployment zone.

FIRST TURN

The Slaanesh player has the first turn.

DAEMONIC ARROGANCE

Models cannot use the Daemonic Ritual ability to summon CHARACTERS in this mission.

THE DAEMONIC RELIC

A CHARACTER or INFANTRY model can carry the Daemonic Relic by moving into contact with it – that model then automatically picks it up. From that point, the Daemonic Relic remains with that model (move it with the model to show this) until the model drops it, which only happens when the model is slain or flees. If, at the end of any phase, the Daemonic Relic is not being carried by a model, it is replaced in the centre of the battlefield. A model with the Daemonic Relic cannot move more than 9" in a single phase.

BATTLE LENGTH

If a model is carrying the Daemonic Relic at the end of the fifth battle round, the battle ends. Otherwise each player gains 1 additional CP and the battle ends the next time a model picks up the Daemonic Relic.

VICTORY CONDITIONS

At the end of the battle, the Slaanesh player wins if the Daemonic Relic is closer to their battlefield edge, and the Khorne player wins if it is closer to their battlefield edge. If it is equidistant, the player whose model is carrying it is the winner.
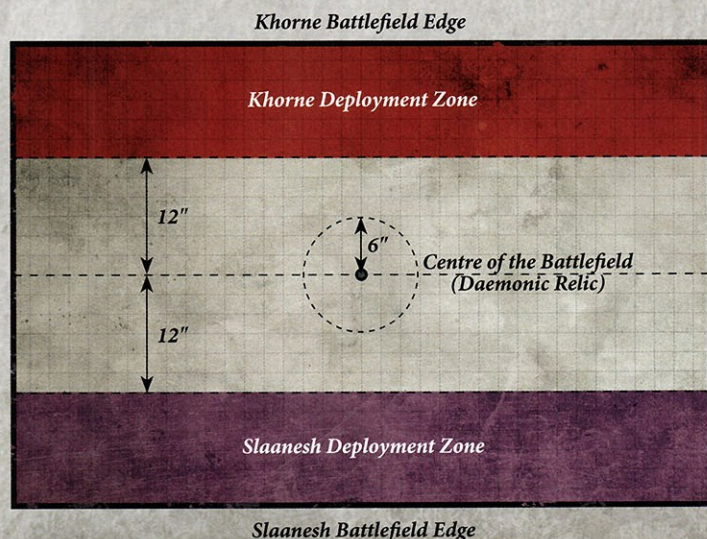
STRATAGEMS

Both players have 3 Command Points to use in this battle. They can make use of the Stratagems on pg 17 and the two Stratagems below.

1CP — RECOVER KHORNE'S RELIC
Wrath and Rapture Stratagem (Khorne player only)
While the battle is still raging, the sounds of slaughter draw Khorne's Daemons back into the fray.

Use this Stratagem when Karanak or your unit of Bloodletters have been destroyed. At the end of your next Movement phase, you can set that unit up again, anywhere on the battlefield that is more than 9" from the Daemonic Relic and more than 9" from enemy models.

1CP — SEIZE THE PRIZE AT ALL COST
Wrath and Rapture Stratagem (Slaanesh player only)
While the spoils of war remain unclaimed, the show must go on.

Use this Stratagem when your Infernal Enrapturess or your unit of Daemonettes have been destroyed. At the end of your next Movement phase, you can set that unit up again, anywhere on the battlefield that is more than 9" from the Daemonic Relic and more than 9" from enemy models.

Khorne Battlefield Edge

Khorne Deployment Zone

12"

6"

Centre of the Battlefield (Daemonic Relic)

12"

Slaanesh Deployment Zone

Slaanesh Battlefield Edge

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points cost of all your models and the weapons they are equipped with to determine your army's total points value

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including weapons)
Karanak	1	70
Infernal Enrapturess	1	80

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including weapons)
Bloodletters	10-30	7
Daemonettes	10-30	7

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including weapons)
Flesh Hounds	5-20	15 (Gore Hounds are 24)
Seekers	5-20	19

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including weapons)
Bloodcrushers	3-12	47
Fiends	1-9	50

TOKENS

Wrath and Rapture includes a sheet of tokens for use in games of Warhammer 40,000 or Warhammer Age of Sigmar. The key below explains what each counter is for – many of them are double-sided, with each side themed to the the forces of the Blood God or the Dark Prince.

Wound markers

The Prey of the Blood God marker is used to identify Karanak's prey

There are six numbered objective markers

Range ruler