WARHAMMER 40,000

CODEX: CHAOS DAEMONS

DAEMONIC INCURSION EDITION

CHAOS DAEMONS

A LEGION OF NIGHTMARES UNBOUND

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UK
Games Workshop Ltd,
Willow Rd, Lenton,
Nottingham,
NG7 2WS

NORTHERN EUROPE
Games Workshop Ltd,
Willow Rd, Lenton,
Nottingham,
NG7 2WS

NORTH AMERICA
Games Workshop Inc,
6211 East Holmes Road,
Memphis,
Tennessee 38141

AUSTRALIA
Games Workshop,
23 Liverpool Street,
Ingleburn,
NSW 2565

INTRODUCTION

The Daemonic legions are the most feared of all Mankind's foes. Even to acknowledge their existence is strictly forbidden. Should these otherworldly fiends conquer the material universe, reality itself will be replaced by a hellscape forever more.

WARHAMMER 40,000

If you are reading this codex, then you have already taken your first steps into the Warhammer 40,000 hobby. The Warhammer 40,000 *rulebook contains all the rules you need to fight battles with your Citadel miniatures, and every army has its own codex that acts as a definitive guide to collecting and unleashing it upon the tabletop battlefields of the Warhammer 40,000 universe. This codex allows you to turn your collection of Daemons into an infernal army ready to burst out of the Warp and conquer realspace.*

The Daemonic legions comprise grotesque apparitions from a nightmarish otherworld called the Warp. These are the stuff of evil made manifest – beings of purest rage and despair fight alongside the embodiments of forbidden lust and uncontrollable mutation. The Daemon legions go to war not to conquer planets or take over solar systems, but to capsize reality and usher in an age of Chaos in its place. This thrice-cursed volume examines these embodiments of humanity's darkest hopes and fears in mind-blasting detail.

THE LEGIONS OF CHAOS

An army of Chaos Daemons is colourful, characterful, and impressive in its variety. Everything from cackling hordes of daemonic foot soldiers to infernally powerful Greater Daemons are at your disposal, each with its own unique and potent abilities. This is a force like no other, so prepare yourself for a journey into the Realm of Chaos.

HOW THIS CODEX WORKS

Codex: Chaos Daemons contains everything you need to collect a Daemonic legion in your games of Warhammer 40,000. Within these pages you will find the definitive guide to the Daemons of Chaos, find a full description of each Daemon unit, the rules for its use, and an army list that enables you to organise your collection of Citadel miniatures into an army worthy of the Chaos Gods.

SCIONS OF THE WARP

The Scions of the Warp section contains new rules designed to supplement or replace the rules in *Codex: Chaos Daemons*, including Formations, a Detachment, datasheets, Tactical Objectives, Hellforged Artefacts, Warlord Traits and expanded psychic abilities.

THE NATURE OF THE DAEMON

Beyond the boundaries of physical space, unrestricted by time or causality, there is a dimension utterly incomprehensible to mortal minds. It lies on the other side of dreams and nightmares, infinite in scope but without form or structure. This realm is composed of love and hate, fear and hope, ambition and despair, and yet is an uncaring, emotionless void.

The Realm of Chaos exists far outside imagination; an impossible abstraction made real only by metaphor and the roiling emotions of mortal minds. It is constantly reborn but has never changed, eternally shifting though endless in potential. No mundane sense can see, smell or hear it, and even the most powerful psykers cannot glean the Warp's true nature, lest they be driven insane. It is a place where gods thrive in constant war, fighting over the raw stuff of creation that birthed them. In this unknowable realm, titanic hosts clash, locked together in a conflict that is as old as the universe and can never be won. Vast armies rage and scream, each warrior formed only of energy and emotion, and each driven onwards by the whims of their creators.

Sometimes, this dread realm shatters its boundaries and spills into the territory of mortals. Nightmares and terror are unleashed upon the worlds of men and aliens alike, as armies of slavering fiends and cavorting warriors pour forth alongside regiments of blood-red soldiers and batteries of brazen war machines. While the skies burn with magical fire and rivers of blood drown ravaged cities, the hosts of the gods slaughter and maim all in their path, feeding upon the souls of their victims.

THE HAUNTED IMMATERIUM

In the Warp, similar thoughts and emotions gather together like rivulets of water running down a cliff face. They form streams and eddies of anguish and desire, pools of hatred and torrents of pride. Since the dawn of time, these tides and waves have flowed unceasingly through the
mirror-realm of the Warp, and such is their power that they formed creatures made of the very stuff of unreality.

Eventually, these instinctual, formless beings gained a rudimentary consciousness. The Chaos Gods were born – vast psychic presences made of the fantasies and horrors of mortals. These are the Ruinous Powers, and each is a reflection of the mortal passions that formed them. First amongst them is Khorne, the Lord of Battle, possessed of towering and immortal fury. Tzeentch, the bizarre and ever-changing Architect of Fate, weaves powerful sorceries to bind the future to his will, whilst great Nurgle, the Lord of Decay, labours endlessly to spread infection and pestilence. The last of their number is Slaanesh, the Dark Prince, indulgent of every pleasure and excess, no matter how immoral or perverse.

As the races of the galaxy prospered and grew, so too did their hopes and dreams, their rage and wars, their love and hatred. This burgeoning flood of raw emotion fed the Chaos Gods and nurtured their power. Eventually, the gods reached back, into and through the dreams of mortals, eternally working to influence the physical realm and its myriad races.

A Chaos God can only grow in power through the actions and thoughts of mortals. Those who worship a Chaos God, and behave in a way that feeds it, are rewarded with strange gifts, extraordinary powers and, potentially, immortality. As the Chaos Gods battle in the Warp, so their followers wage war in the material universe. The victors of these battles earn more power for their unworldly master, though the twisted plans of the Chaos Gods are such that often victory is not necessary; merely the acts of sacrifice and battle themselves. When devotees of Chaos die, their souls do not fade in the Warp and disappear like the spirits of others. Instead, their immortal energy is swallowed into the greatness of their gods, their souls sustained forever, bound to the eternal power of Chaos.

THE REALM OF CHAOS

Through the dreams and nightmares of mortals, the changing tides of the Warp are moulded into a fantastical landscape and populated with legendary beings. Timeless and ever-shifting, this psychic expanse is known as the Realm of Chaos, the Warp, the Immaterium or Warp space. It is a dimension parallel to our own, a universe devoid of consistency and unbound by the laws of time and space, a random, unstructured panorama of pure energy and unfocused consciousness. It is Chaos in its truest sense, unfettered by the limits of physics and undirected by intelligent purpose. Warp space is Chaos, Chaos is Warp space; the two are indivisible.

The Chaos Gods and their dominions are one, for both are formed of the same Warp energy. As a Chaos God gathers energy, it expands in power, its corresponding influence upon the Warp around it broadens and its territory in the Realm of Chaos grows. No two visions of these realms are ever the same, but all are founded upon the same fundamental themes and feelings. As extensions of the gods, the appearances of their domains are formed upon the same emotions that created their masters: Khorne's realm is founded on anger and bloodletting; Tzeentch's lands are scintillating constructs of pure magic; Nurgle's territory is a haven of death and regeneration, and Slaanesh's dominion is a paradise of damning temptations. Though realm and god are as one, the Chaos Gods each have a form that embodies their personalities and dwells at the heart of their territories. Surrounded by their attendant Daemons, the Chaos Gods watch over their realms, seeking any disturbances in the pattern of the Warp that signal intrusion or opportunity.

CHAOS DAEMONS

The Chaos Gods are not alone in Warp space. They have created servants from their own essences – the creatures mortals call Daemons – who are not so closely bound to the Warp. Daemons are beings of a somewhat different nature to their masters, and are the most numerous creatures in the Warp. A Daemon is 'born' when a Chaos God expends a portion of its power to create a separate being. This power binds a collection of senses, thoughts and purposes together, creating a personality and consciousness that can move within the Warp. The Chaos God can reclaim the independence it has given to its Daemon children at any time, thus ensuring their loyalty. It is only through the loss of this power that a Daemon can be truly destroyed, its mind dissolving into the whirls and currents of Warp space.

Daemons have no physical presence within the Warp. The Realm of Chaos is anathema to the laws of physics and ships that navigate its depths do so by taking a skin or bubble of 'reality' with them when they enter. Instead of having a true physical shape, Daemons project a form conjured from raw energy that is essentially a lesser interpretation of their master's true nature. Hence, the bizarre and inhuman appearances projected by Daemons indicate their presence, status and allegiance to a Chaos God.

Though it may appear to be made of normal matter when it materialises in the real universe, a Daemon's form is no more physical than it is in the Realm of Chaos. In fact, they are beings of pure Warp energy given shape and depth. When manifested in the material universe, Daemons have particular invulnerabilities and weaknesses, as well as many strange powers derived from their Warp-born nature. Slaying a Daemon's physical projection does not kill it, but only severs its presence in reality; its true essence in the Warp remains unharmed.

When a Daemon is 'killed' in the material world, it is banished back into the void. If not simply re-absorbed by its creator, it must remain there to regain its strength so that it might eventually manifest itself again. Legend has it that a Daemon banished in this way cannot return for a thousand years and a day, though it is of course impossible to prove such a belief through study, and the concept of time itself is meaningless within the Warp. The slight to a 'slain' Daemon's pride is considerable, and the Daemon is forced to endure the mockery of its fellows until it can return to corporeal form and avenge itself. The most powerful Daemons will call upon any servants and tributary Lesser Daemons to help them achieve their revenge. If it has any allies, it may also request their aid, though all Daemons are cautious of doing so. Such favours must inevitably be returned, and no Daemon welcomes the dominion of another creature, mortal or daemonic.

THE GREAT GAME

The Realm of Chaos is not merely the home of the Dark Gods; it is also their battlefield, the arena for the Great Game of supremacy. The Chaos Gods are constantly at war with one another, vying for power amid the immaterial planes. Despite their myriad differences, the great Gods of Chaos have the same goal: total domination of the universe. Such absolute power cannot be shared – especially amongst the divine.

With the ebb and flow of energy within the Warp, the power of a Chaos God expands and contracts, and his realm will shift accordingly. For long periods, one god may dominate the others, fed by its own success, leeching its foes' energy for its own growth. Ultimately, the other gods will ally against the dominant force and through combined efforts reduce him in power, until another of their number rises to prominence. This pattern is played out again and again through eternity. No Chaos God can ever truly be victorious, for without the Great Game, the Warp would become a still, unmoving emptiness.

When the gods war, the Immaterium trembles and Warp storms rage across the galaxy. Within the Realm of Chaos, hordes of Daemons are sent forth to do their masters' biddings, and the lands of the gods strain and heave at each other in physical assault. Possessed of personality and intelligence, the Daemons of a Chaos God aspire to draw favour from their master, and often launch their own attacks into the domains of rival Daemons. The armies of the Gods pour from one territory to another, and each reflects their master's nature.

THE FORMLESS WASTES

The Warp has no physical dimensions and the Realm of Chaos is without limits or true geography. The areas of influence controlled by the Chaos Gods form their realms, and the rest of this roiling landscape is often referred to as the Formless Wastes, the Land of Lost Souls or the Chaos Abyss. Much of the Formless Wastes is random, constantly churning and reforming: rivers of tar flow through petrified woodlands under crimson skies; great stairways lead into the heavens and join themselves from below in an ever-lasting loop; castles made of bones and fortresses of ichor stand amidst copses of limbs, and the departed spirits of titanic god-machines slump in graveyard heaps. Every dream and nightmare, every lunatic vision and deranged fancy, finds its home in the Formless Wastes. The Formless Wastes are home to the Furies – Daemons created by indecision and random chance. They are heralded by disembodied voices, lacking anything but the most rudimentary awareness and instinct. Greater Daemons and Daemon Princes grown powerful enough to instil a small measure of control over their surroundings also create their abodes in the Formless Wastes – each of these small islands of structure is a petty domain in comparison to the vast realms of the Chaos Gods, but each embodies the whimsy of its creator, a small shrine or temple to a niche of belief.

Khorne's Daemons advance as a great legion accompanied by blaring horns; beneath brazen banners, the whips of roaring monstrosities urge on rank upon rank of bloodthirsty footsoldiers. With raw anger and violence, the legions of Khorne cut a swathe through enemy territory, the blood spilt by their attacks polluting the realm of the enemy, turning it into Khorne's wasteland.

Tzeentch is perhaps the most devious of all the gods, for he will always create a weakness to exploit before attacking. Through plotting, innuendo and magic, Tzeentch frequently sets the other gods to war with each other. He waits patiently to see how these conflicts progress and when the time is right, his cackling minions and manipulative magisters sweep forwards upon a carpet of magic, striking at the weakest of the contenders. With magical blasts and warping power, the armies of Tzeentch quickly overcome all opposition and the newly claimed territory swiftly becomes part of Tzeentch's crystalline domain.

When Nurgle's minions are set free, they march forth to spread disease and decay. Sonorous chanting and the rusted clangs of a thousand bells herald their attacks, while the army advances under an impenetrable swarm of flies. Capering Daemon-mites carpet the ground before the host, and the noxious poxes of the fleshy hulks that command them kill everything in their path, rendering all life down to mulch from which evil fungi and poisonous plants erupt.

Slaanesh attacks in a more insidious manner, as might be expected. The first assaults are subtle, unnoticeable to the other gods. Inside the fabric of another god's realm, the tendrils of Slaanesh's power inveigle their way into root, bone and crystal, corrupting them from within. As the land itself becomes perverted to Slaanesh's power, it dulls the senses of the enemy's Daemons, allowing the fast-moving armies of Slaanesh to strike swiftly and decisively.

From time to time there arises a being, place, object or event in the material universe that attracts the attention of all the Gods of Chaos. So important is this new element, so desired or so dangerous, that all rivalry is temporarily put aside in order for Chaos to take advantage of this particular opportunity, or thwart the threat it presents. Then the four work as one for a while, and the galaxy trembles before their combined might.

For Mankind, the most significant occasion of this type was the rise of the Emperor. During this period, the Chaos Gods tried with all their might to bring about the Master of Mankind's downfall, culminating in their corruption of the Primarchs and the wars of the Horus Heresy. Other events have led to briefer cessations of conflict in the Realm of Chaos: particularly promising Black Crusades, for example, or the extermination or birth of a new race.

Such interest in mortal affairs is fleeting, and treaties between the gods do not last long. As soon as their objective is achieved, the gods begin to resume their Great Game. One god or another, or all four, oversteps the bounds of the previous agreement and attempts to usurp his fellow gods. Once again the Realm of Chaos thunders to the march of the daemonic legions, and their age-old feuds spill over into the domains of Man.

A·Smith

KHORNE
THE BLOOD GOD

Khorne is the Blood God, Lord of Rage, Taker of Skulls. He is wrath incarnate, the embodiment of a never-ending lust to dominate and destroy. It is his sole desire to drown the galaxy in a tide of slaughter, to conquer and kill every living thing until there is nothing left but spilt blood and shattered bone.

The Blood God is commonly depicted as a broad and muscular humanoid hundreds of feet tall. He has the face of a savage, snarling dog, though his twisted features are all but hidden by a baroque helm decorated with the skulls of conqueror kings. Khorne's exaggerated physique is further distorted by heavy, overlapping plates of armour fashioned from brass and blackened iron. His every word is a growl of endless fury, and his roars of bloodlust echo across his realm.

Khorne broods from a throne of carved brass, atop a mountain of skulls. The macabre trophies are the fleshless heads of his champions, stacked alongside those of their defeated opponents. A hundred thousand species are represented, from human heads beyond counting to Tyranid skulls the size of hab-blocks. The ever-growing pile of bloodstained bone reflects the material victories of his followers, feeding Khorne's glory but never quenching his thirst for blood and death.

At Khorne's side rests a great two-handed sword, a legendary blade capable of laying waste to the substance of worlds with a single blow. This fell weapon is known by various names to the races of the galaxy, including Woebringer, Warmaker, and the End of all Things. It is said that when Khorne takes up his sword, a single sweep can cut through reality itself, allowing Khorne's daemonic legions to spill forth.

'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

THE BLOOD TITHE

The code of Khorne is simple: blood and more blood. His only temple is the battlefield, his sole sacrament the blood of nations. Consciously or not, all warrior cultures pay him homage with their acts of murder and destruction, from the headhunting tribes of backwater feral worlds to the planet-conquering warbands of the World Eaters.

Every single life taken in anger increases the Blood God's power. He looks well upon those warriors who slay their friends and allies, for they prove their understanding of a greater truth – Khorne cares not from whence the blood flows, only that it flows. Friends or enemies, all the dead are equal in the eyes of the Lord of Battle. Those devotees who let a day pass without committing an act of bloody-handed slaughter inevitably incur the Blood God's displeasure.

THE FORTRESS OF KHORNE

The dominion of Khorne is a monument to fury and violence. It is built upon foundations of murder and conflict and is home to every facet of battle. This blood-soaked realm echoes constantly with Khorne's bellows and the clash of weapons, the cracking of whips and the clarion calls of innumerable brass war horns.

At its centre, Khorne's cavernous chamber is lit by a great fire pit, where dark flames consume the souls of cowards who were cut down as they fled from battle. This haze-filled throne room sits in the central keep of the Brass Citadel, the castle of Khorne. Decorated with red-veined marble, the metal walls of the unholy fortress are broken by jagged outcrops, encrusted with blood and armoured with serrated spurs of bloodstained brass. Outside, hideous gargoyles leer from every parapet, ready to spew scalding streams of fiery metal upon those foolish enough to besiege the fortress. The formidable moat of the Brass Citadel is filled not with water, but with the boiling blood of those who have lost their lives to war.

Beyond this moat lies league upon league of cracked land littered with the splintered bones of those fallen in battle. Packs of slavering Flesh Hounds prowl these wastes for intruders, skirting along the edges of seas of blood, roving through mazes of bone and tracking down any interlopers. This blasted wasteland is split by a great crevasse, a canyon many miles long and unfathomably deep. It is said that in one of Khorne's particularly vehement rages, he took up his immense sword and smote the ground, splitting it asunder for eternity. Occasionally, the Canyon of Death erupts with a tide of hot blood. The flood of gore spills out over the plains and sweeps away the heaps of headless corpses and mountains of skeletal remains, surging forth as if the universe itself is bleeding from some hideous wound.

A chain of immense volcanoes, constantly smouldering, girdles the Blood God's domain. Khorne's roars of rage cause the ground to shudder, and each day the volcanoes spew out rivers of earthblood as hot as his anger. They hurl burning brass skulls onto the lands of the weak and disgorge murderous packs of Bloodthirsters that swoop down into the battles below.

On the inward slopes of these jagged, fire-tipped peaks sprawl the foundries of Khorne. It is said that within these dire forges labour the souls of warriors who died in their sleep, forever doomed to serve Khorne as slaves. Great smokestacks billow forth clouds of ruddy vapour that mix with the fumes of the volcanoes to choke the blood red skies with the industry of war. These grim edifices keep Khorne's armouries filled – his numberless warriors armed and armoured by ceaseless toil.

Here too can be found the pens of the Juggernauts. Behind buckled and cracked walls thicker than any mortal fortification, the Juggernauts of Khorne are corralled. The titanic Daemon-beasts constantly fight amongst themselves, butting heads and goring each other to establish dominance. Legends tell of Daemons, and even mortal Champions of Khorne, who have dared the wrath of the Juggernauts to take a mount for themselves. The smashed remains of these warriors are left smeared over the walls; only a few of the bravest and strongest succeed in riding from the great gates atop one of these murderous beasts.

On the outward slopes of the volcanoes are immense parapets and bastions. Carved from black granite, these tower miles into the sky, a daunting defence against any unwise enough to assail the kingdom of the Blood God. Great infernal cannons and skull-clad altars await Khorne's command to unleash the fires of battle on the realms of the other gods. Mighty fortresses punctuate the brass battlements, each packed with Khorne's bloodthirsty legions. With a single growl from Khorne, these armies spill forth across the domains of the other gods to bring slaughter and battle. At Khorne's urgings, his endless tide of soldiers are whipped into a frenzy and will fall upon each other in their desire to spill blood if no other foe can be found.

For it is war – constant, mindless bloodletting and destruction – that is all Khorne cares for. He is heedless of who is victorious, just that they fight until they can fight no more. All that Khorne exists for, all that his entire being is bent towards, is the flow of blood from fresh wounds and the taking of skulls.

WAR WITHOUT END

It is no accident that war has spread from one side of the Imperium to the other, for over the aeons, Khorne has ensured that genocidal fury has coursed across the stars. The galaxy knows no peace, and Khorne has grown powerful indeed. Uncounted worlds resound with the clamour of battle, every scream and death rattle a small devotion to his glory. With each new dawn, ichor mingles with blood on a million battlefronts, each massacre and cataclysm fresh meat for the Lord of Battle's table. Eldar and human, Daemon and Ork, Tyranid and Tau; all are gore-splattered playthings dancing for Khorne's personal gratification.

None embody this unsettling truth more than the hordes of greenskins that fight within sight of the Fortress of Khorne. The original Ork invaders attracted the gaze of the Blood God when they plunged headlong into the Eye of Terror in search of fresh carnage. Their dangerously unhinged warlord, the self-styled Daemon-Killa, had already made his mark upon the Eye by bringing battle to several half-real planets devoted to Khorne's rivals. The Ork warlord proved unstoppable until his Waaagh! crash-landed on a flesh planet belonging to a mighty Daemon Prince high in the standing of Khorne. The warboss' vast horde was eventually slain to an Ork by the wrathful Daemon Prince and his minions, but his joy in the murderous spectacle was such that Khorne himself ensured the greenskin crusade rose once more the very next dawn.

History repeated itself over and over again as the Orks fought tooth and nail, never once showing signs of surrender or despair. The Blood God was so impressed by their limitless battlelust that he took the Orks into his own domain. In the shadow of the Brass Citadel, his elite Bloodletter generals battle against the Daemon-Killa's undying horde on a daily basis. Each cycle, great clouds of fungal spores are released by the dying Greenskins to take root and flourish in the bloodstained foothills of the Osseous Peaks. Yet more Orks are born, grow to maturity, and charge into battle once more. Such endless cycles of bloodshed are most pleasing to the Blood God. After all, the one true constant in the galaxy is that of endless war – Khorne himself has made sure of it.

TZEENTCH
THE CHANGER OF THE WAYS

Tzeentch is known by a hundred thousand titles across the galaxy, amongst them the Weaver of Destinies, the Great Conspirator, and the Architect of Fate. In his mind, he listens to the hopes of every sentient being from every planet in the universe. He watches over the plans of his playthings as they unfold into history, toying with fate and fortune; both for his own entertainment, and to further his unfathomable schemes.

THE COSMIC MANIPULATOR

Tzeentch feeds upon the need and desire for change that is an essential part of all living things. All men dream of prosperity, freedom and a better tomorrow. These dreams are not just the preserve of the impoverished or powerless – even planetary governors and battlefleet admirals dream of further riches, or perhaps of an end to their responsibilities. All these dreams create a powerful impetus for change, and the ambitions of nations create a force that can change history. Tzeentch is the embodiment of that force.

Tzeentch is not content to merely observe the fulfilment and disappointment brought by the passage of time. He has his own plans – schemes that are so complex and closely woven that they touch the lives of every living thing, whether they realise it or not. The Chaos God's masterly comprehension of time, history and intrigue allows his ploys to intertwine seamlessly, forming a web of causality that spans the stars.

Tzeentch is aware of the visions and plans of all mortals. He takes great delight in the plotting and politicking of others and favours the cunning over the strong. When the inner voice in a man's head speaks, when the desperate whisper their prayers into the night, it is the Architect of Fate that listens. He perceives every event and intention, and from this information, his mighty mind can work out how each will influence the future. The intertwining latticework of probability, hope and change is Tzeentch's meat and drink – without it he would eventually fade away.

Perhaps the Architect of Fate has plans to overthrow the other Chaos Powers, or to extend his dominion over all the mortal realms. Perhaps not even Tzeentch himself can say for sure. Whatever his ultimate goal, he seeks to achieve it by manipulating the individual lives of men and xenos alike. By offering power and magic, he can recruit influential warlords and magi to his cause, affecting the lives of many more at a single stroke.

However, few of Tzeentch's plots are simple; some span aeons with their complexity, whilst many may appear contradictory to others, or even against his own interests. Only Tzeentch can see the threads of potential futures weaving through time like tangled skeins of multicoloured cords; cords which themselves are made of decision, happenstance and fluke.

THE SUBSTANCE OF CHANGE

Tzeentch is the undisputed master of magic. Sorcery is one of the most potent of all agents of change, and those who use it are amongst the most ambitious and hungry for power. The raw magical energy that empowers the psykers of the mortal realm is the actual fabric of the Realm of Chaos, the same fabric that makes up the Chaos Powers, their Daemon servants, and the shadow-selves of men that flicker in the Warp. The use of magic is held as the ultimate expression of faith among Tzeentch's followers, who have much to gain from his patronage. Though it will like as not cost them their immortal souls, they will at least have boundless power to show for it; this is in stark contrast to the poor wretched psykers of the Imperium, who are corralled by the Black Ships and brought to the Emperor's table.

THE FORM OF FATE INCARNATE

The skin of Tzeentch crawls with constantly changing faces, leering at and mocking onlookers. As he speaks, these faces repeat his words with subtle but important differences, or provide a commentary that throws doubt upon his words. These lesser faces appear and disappear quickly, but the puckered visage of Tzeentch himself remains low down in his chest, so that head and body are one. From above Tzeentch's burning eyes spring two sweeping horns, the spiralling extremities of which crackle with arcane fire. The firmament surrounding Tzeentch is heavy with magic; it weaves like liquid smoke about his head, forming subtle and interwoven patterns. Forms of places and people appear in the smoke as Tzeentch contemplates their fate. Those who appear there will inevitably find their minds, bodies or destinies mutating into strange new forms, for none can come to Tzeentch's attention and remain untouched.

THE CRYSTAL LABYRINTH

Of all the outlandish landscapes of the Warp, Tzeentch's domain is the most bizarre and incomprehensible. His realm is woven from the raw fabric of magic. The Crystal Labyrinth, as it is known, sits upon an immense iridescent plateau, its presence felt across all of the Daemonic realms. Shifting avenues made from crystals of every colour criss-cross Tzeentch's realm as it contorts through nine dimensions at once. Hidden pathways built from lies and schemes infiltrate the dominions of the other gods, binding together the fractious Realms of Chaos the better to direct them to Tzeentch's will.

The Labyrinth has no formal warriors defending its infinite reaches, for the battles fought here are of the mind. Its glittering corridors reflect not only light, but also hope, misery, dreams and nightmares. Its own interchanging causeways and passages

are enough of a barrier to confound any intruder not blessed by Tzeentch's touch, mortal or not. Woe betide the rival Daemon who strays into its reaches, for such simple creatures never last for long.

The Crystal Labyrinth does not merely reflect but also distorts, pulling apart aspiration and purpose, turning it to insanity and despair. In its attempts to mirror Tzeentch's convoluted scheming, the Crystal Labyrinth constantly moves and rearranges. Those brave souls lost within the maze's reaches will wander for eternity, their minds shattered and their dreams broken upon the wheel of their own failed ambition. The faces that are reflected from the crystalline walls at such intruders are rarely their own. Everywhere, doppelgangers of those caught in the thrall of Tzeentch flicker and spark across the prismatic walls. In the inner reaches of the maze, a web of crystal corridors bursts into jagged shards as Ahriman, the great Chaos Space Marine Sorcerer of the Thousand Sons, leads the warriors of his Legion to war – only to be trapped once more by their own reflections. A planar sheen buckles under the gaze of the Eldar Farseers of Ulthwé before throwing back the image of a burning Craftworld. A radical sect of Inquisitors binds a mirror-daemon to their will with a forbidden version of the Emperor's Tarot, little knowing that in doing so, they have bound their souls to its counterpart. These and a million other glimpses of reality flicker like flames in the wind, their energy making the labyrinth glow with possibility.

At the centre of the maze, hidden from those without the lunatic insight to find it, stands the Impossible Fortress. Twisted crystal spires and towers of blue and pink flame writhe and burst from the majestic fortress' core. These exist for only a heartbeat before they shimmer and disappear, only to be replaced by new and ever more maddening architecture. Gates, windows and beckoning doorways yawn like hungry mouths in a tornado of dislocated angles before shutting moments later. The nature of the Warp is encapsulated within the Impossible Fortress, for physical space and time are useless concepts here. One might wander for weeks inside a chamber no larger than a thimble, or traverse leagues with a single hesitant step. Gravity shifts and changes, or disappears altogether. Light of every colour and of shades unknown in the real universe springs forth from the shifting walls to blind, disorient and enlighten.

For mortals, the ever-mutating citadel is utterly impenetrable. So locked in their physical ways, men are swiftly driven insane, while their bodies implode or are pulled apart by Tzeentch's meandering thoughts. Even rival gods cannot easily endure the twisted horror of the Impossible Fortress. Only the Lords of Change, the greatest of Tzeentch's Daemons, can think their way through the secret paths to the inner sanctum; the Hidden Library where the Great Conspirator concocts his eternal plots.

The Hidden Library is infinite in dimension and constantly folds in upon itself under the weight of its own density. It contains every scrap of knowledge, every thought of every creature across space and time. The books, parchments and scrolls that line its ever-folding walls are bound with chains of magical fire; row upon row, shelf upon shelf, stretching into the imponderable recesses of Tzeentch's lair. Countless Pink Horrors and Blue Horrors creep and crawl here, tending the vast collection of the Hidden Library. The grimoires chatter

to their keepers, trapping the Horrors in webs of deceit and scandal so that the Daemons eventually fade into the substance of the predatory library itself.

THE CONJUROR OF REALITIES

In Tzeentch's eyes, mortal creatures are immeasurably steeped in ambiguity, yet they somehow wage their personal wars completely unaware of the countless contradictions in their souls. Tzeentch cannot help but dabble in the mortal realm; some amongst the Inquisition believe that the Great Conspirator is responsible for the exponential increases of psychic ability in the human race in recent millennia.

His own need to manipulate and control, and his desire to increase his own power in the Warp, mean Tzeentch is eternally playing the Great Game waged amongst his brother gods. The Architect of Fate is not above sullying his hands with the bloody business of war, though he much prefers to win his battles through guile and sorcery than brute force.

Consumed by his own ineffable thoughts, Tzeentch binds the galaxy in the weave of his complex schemes just as a spider binds a fly. Though his schemes can take millennia to unfold, when they come to fruition, it is usually reality itself that pays the price. While one mortal lies to another, while envy and ambition survive, Tzeentch will work his magic as the puppet master of the universe, working towards the day when his final great work will be revealed.

NURGLE
FATHER OF PLAGUES

Nurgle is the Great Lord of Decay and the Master of Plague and Pestilence. All things, no matter how solid and permanent they seem, are liable to eventual corruption. Even the process of creation is but the precursor to destruction and decay. The bastion of today is tomorrow's ruin, the maiden of the morning is the crone of the night, and the hope of a moment is but the foundation of regret.

THE PARADOXICAL CREED

Though he is the creator of every infection and epidemic to have ever swept the universe, Nurgle is not a morose purveyor of despair and gloom, but a vibrant god of life and laughter. In death, there is life. Upon the decay of the living untold numbers of bacteria, viruses, insects and other carrion-feeders thrive. All life feeds upon other life to exist, and from every plague grows new generations, stronger and more virile than those before. Regeneration comes from decay, just as hope springs from despair. The greatest inspiration comes in the darkest moments; in times of crisis, mortals are truly tested and driven to excel.

To understand what might otherwise seem contradictory or even perverse in nature, one must first comprehend that which Nurgle embodies. On the one hand, he is the Lord of Decay, whose body is wracked with disease; on the other, he is full of unexpected energy and a desire to organise and enlighten. The citizens of the Imperium know full well that their lives will one day end and that many of their number will live with disease or other torments in the meantime, yet they drive this knowledge deep into the corners of their minds and bury it with dreams and ceaseless activity. Nurgle is the embodiment of that knowledge and the unconscious response to it. He is the hidden fear of disease and decay, the gnawing truth of mortality and the power of defiance that it generates.

Nurgle himself takes the form of a titanic flesh-hulk riddled with decay and pestilence. His gigantic carcass is bloated with corruption and exudes an overpowering stench that gnaws the mind. His skin is greenish, leathery and necrotic, its surface abundant with running sores, swelling boils and fruitful infestation. Nurgle's gurgling and pulsating organs are rank with the excrement of decay, spilling and spurting through his ruptured skin to hang like obscene fruit around his girth. From these organs burst swarms of tiny Nurglings that chew on Grandfather Nurgle's rotting intestines and suck upon his bountiful, noxious juices.

Every single human being in the galaxy has been touched by Nurgle's foetid hand at some point. Countless trillions are host to his malignant, invisible creations, which corrupt their physical forms and sow despair in their minds. Interplanetary traffic ensures that contagious diseases are carried from world to world by the ignorant, the wilful and the strong. As Nurgle's gifts multiply into full-blown pandemics, his power reaches a peak. Whole systems – even whole sectors – are quarantined as plague runs rife across the stars. Proud civilisations wither away even as Grandfather Nurgle conjures obscene new life from their remains. Wherever there are plague pits and mass graves, the rotting splendour of Nurgle shines through.

Despite his consistent generosity, only an enlightened few truly embrace Nurgle's greatness. Yet his worshippers exist in numbers enough to ensure his Daemon servants access the material dimension wherever plague abounds. This is just as well, for of all the Chaos Gods, it is Nurgle who most appreciates the personal touch.

THE GARDEN OF NURGLE

The domain of Nurgle is not a barren wasteland, but a macabre paradise, a near-infinite jungle of death and pestilence. Tended by the Lord of Decay, this unwholesome realm is home to every pox and affliction imaginable. Twisted, rotten boughs entangled with grasping vines cover the mouldering ground, entwining like broken fingers. Fungi, both plain and spectacular, break through the squelching mulch of the forest floor, puffing out clouds of choking spores. The stems of half-daemonic plants wave of their own accord, unstirred by the insect-choked air. Their colours puncture the gloom; havens of cheeriness in a dismal woodland. Human-featured beetles flit along the banks of sluggish, muddy rivers. Reeds rattle, whispering the names of the poxes inflicted upon the worlds of mortals by Great Nurgle or lamenting those that have died from the caress of their creator.

Jutting from amidst this primordial mire is Nurgle's manse. Decrepit and ancient, yet eternally strong at its foundations, the mansion is an eclectic structure of rotted timbers and broken walls, overgrown with crawling poison ivy and thick mosses. Cracked windows and crumbling stone compete with verdigris-coated bronze, rusted ironwork and lichen-covered cornices to outdo each other with their corrupted charm.

Within these tumbling walls, Nurgle toils. Beneath mildewed and sagging beams, the great god works for eternity at a rusted cauldron, a receptacle vast enough to contain all the oceans of all the worlds. Chuckling and murmuring to himself, Nurgle labours to create contagion and pestilence – the most sublime

and unfettered forms of life. With every stir of Nurgle's maggot-ridden ladle, a dozen fresh diseases flourish and are scattered through the stars. From time to time, Nurgle reaches down with a clawed hand to scoop a portion of the ghastly mixture into his cavernous mouth, tasting the fruits of his labour. With each passing day, he comes closer to brewing his perfect disease, a spiritual plague that will spread across the extent of the universe and see all living things gathered unto his rotting embrace.

Dwarfed by their mighty lord, a host of Plaguebearers are gathered about Nurgle. Each chants sonorously, keeping count of the diseases created, the mischievous Nurglings that have hatched, and the souls claimed by the Lord of Decay's putrid blessings. This hum drowns out the creaking of the rotten floor and the scrape of ladle on cauldron, so eternal in its monotony that to hear it is to invite madness.

When Nurgle's diseases wax strong in the mortal realm, his garden blooms with death's heads and fresh filth, encroaching upon the lands of the other Chaos Gods. War follows, as Nurgle's adversaries fight back and the Plaguebearers take up arms to defend the morbid forest. From such war springs more of the richness of life and death, of triumph over adversity. Though Nurgle's realm will eventually recede again, it will have fed deeply on the fallen, and will lie in gestate peace until it is ready to swell throughout time and space once more.

UNINVITED GUESTS

Very few mortal eyes have beheld the Garden of Nurgle. Its swamplands constantly wheeze a fog of supernatural diseases, and living beings cannot endure so much as a single breath of its repugnance. Only Nurgle himself can spare visitors from his garden's toxic affections; when he is expecting company, he will open a path through the gurgling fungus-fronds with a single magnanimous gesture.

Trespassers are viewed poorly in Nurgle's domain, as the Seers of Lugganath found to their cost. The Eldar of that far-flung craftworld have long told the story of the Caged Maiden, wherein Isha, the goddess of fertility and healing, is imprisoned in Nurgle's mansion at the mercy of her grotesque admirer. The Eldar believe their legends to be absolute truth and even aspire to one day free their goddess from Nurgle's unctuous grasp. So it was that when Lugganath was ravaged by the Brittle Coma, an army of its most gifted psykers cast their minds into the realm of Nurgle in pursuit of Isha's myth, hoping to find their lost goddess and put a halt to their craftworld's deadly malaise. They knew that they would almost certainly die in the attempt, but believed that their souls would ultimately be drawn back into the glittering spirit stones of their comatose bodies. Once safe in their crystal afterlife, they could impart Isha's message to the Spiritseers and lift Nurgle's curse from their homes.

At first, their astrally projected forms appeared to be able to pass through the grasping foliage of Nurgle's garden with ease. Their ghosthelms kept them as insubstantial as spirits and their rune-shielded minds cut through the dismal vegetation, for they were sharper than any corporeal blade. The rot-flies of that realm buzzed loud in alarm, however, and whispered of the intruders into Nurgle's ear. Just as the Seers of Lugganath sighted Grandfather Nurgle's manse in the distance, a great host of Plaguebearers rose up from the mud and began to chant in a droning monotone as they came forward. The Seers channelled their psychic energy into great blasts of cleansing blue fire, boiling away huge chunks of Nurgle's army and darting out of the clumsy reach of their foes, but ever more Plaguebearers emerged from the slurry to block their path.

The battle raged for days, and swathes of Nurgle's garden were blasted to ruin in the process. However, in the material dimension, the physical forms of the trespassing Seers began to convulse and shake, succumbing to the very plague they hoped to overcome. Slowly, as their bodies shrivelled and their spirit stones turned to rotting mulch, the souls of the Seers that were trapped in Nurgle's realm began to pass fully into the Immaterium. The soupy air of the garden seeped into their lungs, worm-riddled mud spattered up their legs, and white-bodied daemonflies clambered into their mouths. Claimed at last, the Seers' feet took root as their faces hardened into bark. Their arms split and twisted into gnarled branches, each finger hung with ripening Nurgling-fruit. The Seers of Lugganath remain there still, a copse of wailing trees that brighten Nurgle's leisurely walks and strike a note of despair into the heart of Isha, his immortal captive.

Such is the fate of those who enter uninvited into the heartlands of Nurgle, for even the generosity of Grandfather Plague has its limits.

SLAANESH
THE DARK PRINCE

Slaanesh is the Lord of Pleasure, the Dark God dedicated to the pursuit of earthly gratification and the overthrow of all decent behaviour. He is the God of Obsession, the Master of Excess in All Things, from gluttony to lust to megalomania. Wherever mortals are ruled by their own unquenchable desires, the Dark Prince is there in the shadows, whispering, tempting, and feasting on a banquet of souls.

THE COMING OF THE DARK PRINCE

Slaanesh was given life by the immorality and hubris of the ancient Eldar civilisation. As their empire reached its zenith, the Eldar became lost in their own decadence, for they experience sensation to a far greater degree than any other species. The capabilities of their highly advanced technology meant the Eldar did not need to labour or wage war. Instead, they were able to dedicate their lives to whatever idle pursuits took their fancy. Over several generations, this indolence came to rule their spirits. In the Immaterium, the reflections of their excesses caused a new Chaos Power to stir. Created by pure indulgence, the first motes of Slaanesh began to coalesce.

The dormant Slaanesh fed upon the unchecked psyche of the Eldar, drawing on their lust and ambition, their artistry and pursuit of excellence. In turn, as Slaanesh grew, its nascent dreams trickled into the minds of the Eldar and fuelled their desires, pushing them ever onwards towards their doom. Eventually, the Eldar civilisation devolved into little more than pleasure cults dedicated to every act of physical, mental and spiritual fulfilment. Blood stained the statuary of their plazas as crowds of drug-addled maniacs sated their violent desires in the streets. On one particularly depraved night, the debauchery reached a terrible crescendo that tore out the heart of the Eldar empire and left it ravaged beyond recovery.

The Fall of the Eldar was signalled by the birth-scream of Slaanesh, a tsunami of emotion that signalled the Prince of Pleasure's arrival in the Realm of Chaos. The psychic implosion caused by Slaanesh's arrival swallowed hundreds of worlds at the heart of the Eldar civilization, killing billions of Eldar in an instant and devouring a great section of the galaxy in the process. Such was its ferocity that it overwhelmed the barrier between the real and unreal, forming the massive, permanent Warp rift, called by men the Eye of Terror.

Rampant and hungry, Slaanesh devoured the minds of the Eldar, and across the galaxy, the race was almost wiped out. Only a relative few Eldar survived Slaanesh's birth-feast. Most of the survivors that remain have become sworn enemies of the Dark Prince, and yet a few of them have formed isolated cabals that still behave as their ancestors did, perversely following the downward spiral of excess.

That is how events are viewed from the chronology of the material universe. In the Warp, things are different, for the Immaterium is not bound by linear time, and events do not occur in a strict sequence of cause then effect. As his rival gods reckon it, Slaanesh has always existed in the Warp, and yet has never existed at all.

THE PALACE OF SLAANESH

Few gods welcome intruders to their empire, but there is one who loves to tempt visitors to his unnatural domain. This is Slaanesh, the Dark Prince and Lord of Pleasure. Those that dare enter his territory risk becoming trapped in its warped delights for eternity. The Dark Prince's realm is divided into six domains, arranged in concentric rings about the Palace of Pleasure. While they might be mistaken for paradises, but nothing here is as it seems. Each region is not only a celebration of Slaanesh's desires, but also his chief defence. An intruder can only reach the Palace of Pleasure, in the very heart of Slaanesh's territory, by passing through all six of the circles – an act of will beyond most souls, both mortal and daemonic. One amongst the mortal visitors to his realm still looms large in the memory of Slaanesh, however – a wandering knight of the Adeptus Astartes whose will was as strong as silvered adamantium.

The first circle the knight pushed through was richly appointed beyond the dreams of kings. Mountains of stacked gold reached towards rainbow mosaics of gemstones in the marble vaults high above, glittering ingots and diamonds beyond counting littered the ground. The knight marched past many a starveling wretch attempting to count the innumerable gold coins. Their sallow faces twisted with mounting greed until their piles toppled and, weeping, they had to start all over again. At every corner and crossroads stood gilded statues, some of beautiful Slaanesh, others of Daemons and mortals trapped in blissful ecstasy. The trails in the diamond dust underfoot betrayed the fact that the statues were once flesh and blood. The knight had left notions of material wealth long behind, and he strode on without touching so much as a single coin.

Crunching his way across a beach of golden teeth, the knight came to the shores of a vast lake of dark wine. The lake was dotted with pallid islands formed from the backs of giants, each linked by criss-crossing bridges. The backward hands of each giant held up a table that groaned under the weight of a lavish feast. There, he saw mortal men gorging themselves on the banquet, wide-eyed and desperate in their hunger as others frantically tried to gulp down the lake itself. The bloated and the obese moaned in pain as they crammed ever more food into their

wine-stained mouths. The knight pressed on, distaste twisting his features as he passed the grisly remains of those who had consumed so much that they had physically burst apart.

The wanderer made his way through fields of golden light and soft hay, where lissom maidens and beautiful youths frolicked near-naked in the hallucinogenic musk of the lithe beasts that cavorted with them. The faces and fertile forms of the dancers were impossibly sensual, moulded to the perfect desire of the heart. The knight held his breath and closed his eyes, for though mortal pleasures were forbidden to his order, part of him was still a man. The crooning nymphs gathered around the knight, stroking his silvered armour and whispering of the sweet, carnal pleasures they would give him, but he yielded not. The severed limbs and heads that lay underfoot spoke of the truth behind the honeyed lies. Eyes shut, he cut down the Daemonette seductresses around him one after another, letting revulsion guide his shining blade.

After fighting his way through the feminine contours of the foothills ahead, the knight emerged onto a balcony where he was greeted by roars of adulation and approval. An army of Space Marines so vast its number was beyond counting awaited before him on an endless plain, listening in fevered anticipation of his commands for conquest. Planetary governors nodded in obsequious anticipation, and the High Lords of Terra smiled up at him from smaller balconies of their own, motioning him to speak. The knight recognised one of the rulers from his own mortal life, and stood before him, looking deep into the philosopher king's eyes. Behind the mask of power and self-assurance, he saw eternal, nagging paranoia; gnawing suspicion and hidden doubts that were acid to the soul. The knight shook his head sadly and walked away.

Wearied by his ordeals, the wanderer strode on through a mesmerising woodland paradise, its maze of pathways thick with flowers and heavy with thorns. The gentle, fragrant breeze whispered to the knight of past glories, reminding him of the executions he had performed in the Emperor's name. Mirrored pools reflected the knight as a shining saint, his face serene but his sword bloodied as he artfully carved apart rank after rank of red-skinned Daemons. The warrior turned away, troubled. In the distance, he could make out tortured figures staring intently into mirror-pools of their own, each held immobile by the undergrowth as whispering thorns insinuated themselves into their flesh. The wanderer turned his mind to the humility of the cell he once called home. As he did so, the path through the maze writhed and straightened out before him. So the knight trudged on.

A never-ending beach stretched away from the knight, heavenly choirs sung soothing lullabies as the perfumed sea lapped at the fortress walls of his mind. The wanderer's bones cried out for rest, even if only for a moment. The warmth of the golden sun above calmed his soul and the lapping tide began to erode his will. His tired eyes could barely stay open, but his vision was still clear enough to see the horrible truth. The bone-white sand was made from the remains of those who had rested here and fallen into a coma of blissful indolence. His resolve hardened, the knight strode on toward the shimmering palace in the distance.

It was there, beneath the elegant spires, that the wanderer came before almighty Slaanesh. Statuesque and divinely glamorous, the deity visited him in the form of a young man possessed of an androgynous beauty – clean limbed and fresh with the vigour of youth. The knight unsheathed his rune-etched sword and made to strike him down. To his horror, he found that he could not, for the god-prince was disarming in his innocence and utterly beguiling in his manner.

Even the purest flame can be extinguished by the tide. In that single moment of doubt the wanderer was lost. He knelt, bowing his head at last, and a single touch of the being's glowing sceptre on each shoulder sealed his fate for eternity.

THE ENEMY WITHIN

Some say that it is impossible for mortals to look upon that divine face without losing their soul, for all who see it become willing slaves to the whims of the Dark Prince, embracing his ways with wild abandon. The mere knowledge of Slaanesh's existence can cause a world to topple into corruption and hidden depravity. Not even the Holy Inquisition know for sure how far his influence spreads, for wherever the lust for power and temporal gain exists, the talons of Slaanesh dig deep. Despite their best efforts, it is almost certain that the Imperium is rotten to the core, just as the Eldar empire was before it. How long before it succumbs to a similar fate?

THE DAY OF THE DAEMON

Daemons are a great threat to the galaxy, for unlike their masters, they are not wholly confined to the Warp. At the behest of their divine patrons, they work to bring about the day when the barrier between Warp space and the material dimension is collapsed altogether, allowing Chaos to spill through and the Dark Gods to rule the universe.

Daemons are the agents of their god within and beyond his realm, for they are fractions of his will given form. Untold billions of daemonic entities make up the host of each god. These legions consist of Greater Daemons, Daemon Princes, Lesser Daemons, Daemonic Beasts and other creatures that defy classification. Spawned and destroyed by the needs and whims of their patron, the size of a god's forces swells and ebbs with the power he claims over the material dimension.

Though preoccupied by the machinations of their creators, all daemons lust after the worlds of mortal men. It is here that the Daemons can dominate and destroy, conquer and corrupt, for unlike the Warp, the material universe can be permanently changed by their actions. For this reason, Daemons constantly seek egress into the realm of mortals. When a Warp breach gives the Daemon legions a chance to enter the mortal realm, all rivalries and vendettas are put aside. The numberless armies of the Immaterium burst forth, united by a shared goal – the total conquest and subjugation of realspace. The daemon-hunting Ordo Malleus fears that with the exponential increase in humans who manifest psychic abilities, the material dimension will soon be overwhelmed by these daemonic incursions. Once the Ruinous Powers have glutted themselves on the souls of mortals, their armies will fall upon each other like hyenas over a fresh corpse, but by then it will be too late. All that could exist in such a nightmare are the Daemons themselves and those who survive by their sufferance of their masters.

RIFTS BETWEEN WORLDS

In order for a Daemon to break through into the mortal universe, there must be a breach of the barriers between Warp space and the material realm – a Warp rift. Sometimes these occur randomly; at other times, either mortals or the gods bring about their creation by some supernatural act. The size of the breach can vary tremendously, from a slight thinning of the dimensional walls to immense wounds in reality that allow the daemonic legions to invade en masse.

Daemons can possess mortals on the other side of the barrier between dimensions by transferring some of their power into the mind of a psychically 'gifted' victim. They appear in dreams and visions, infusing their mortal host with a portion of daemonic power. This eventually leads to the destruction of the possessed mortal, as their physical frame is warped by the Daemon to suit its own inhuman aesthetic. A few mortals willingly allow themselves to be possessed, glorying in the superhuman abilities they gain, even though the energies they crave will soon destroy them.Though the physical and psychic power of a Daemon is severely limited by the body it possesses, the scope for mayhem and carnage is still great. Possessed mortals, particularly those who already have power and influence, can start rebellions and wage wars, plunging worlds into centuries of bloodshed and anarchy. The history of the galaxy is littered with devastating conflicts caused by Imperial commanders, belligerent army generals and political leaders who have been touched by a Daemon's influence.

Often, it is the tumultuous movements of the Warp itself that create a break into the material realm, allowing Daemons to spill through the resulting breach. This might happen by chance; events such as Warp storms, Warp drive implosions or a rogue psyker's mind exploding with raw power can cause a rift to appear. At other times, the deliberate rituals and blood sacrifices of Chaos-worshipping mortals can allow the teeming hordes of the Chaos Gods to smash through into the material realm. Sometimes, simple suffering, death and misery on a massive enough scale can form a Warp rift that a daemonic legion might use as a portal. Some Warp rifts last mere hours, or even moments, for the nature of Chaos is impermanent. A Daemonic army that has passed through such a rift can become trapped in realspace and will swiftly succumb to the constant leeching of the Chaos energy required to maintain its presence.

Of these, the greatest and most dangerous is the Eye of Terror, which has lasted more than ten thousand years. The Eye can be seen as a purple-red bruise upon the firmament from fully half of the worlds claimed by the Imperium. It was created by the birth of Slaanesh and is home to unnumbered worlds fought over by Daemons and mortals alike, the infamous Traitor Space Marine Legions amongst them. Another Warp rift of excessive magnitude is the Maelstrom, found near to the galactic core and haven for thousands of pirates and renegade Space Marine Chapters. Other, less widely known Warp rifts exist, such as the Heart of Darkness near to the world of Atilla, the Storm of Judgement that engulfs almost all of the Caradryad sector, and Hell's Gullet, which threatens to swallow the Berillian system whole.

Random Warp rifts are often caused by Warp storms – roiling expanses of turbulence within the Realm of Chaos that are echoed in realspace, restricting Warp-dependent travel and communication. If they become focussed or powerful enough, they can pull the fabric of reality taut or even tear it open. Completely unpredictable, Warp storms can be isolated to single planets or expand to encompass whole sectors. One of the worst Warp storms ever recorded cut Terra itself off from the rest of the galaxy for an entire epoch. The unfortunate worlds in the vicinity of such a cataclysmic event can become the playgrounds of Daemons until the storm finally expends itself. A few Warp storms have endured so long that they can be considered permanent, their self-sustaining energies trapping nearby planets in a quagmire of roiling Chaos.

Without the Warp, there would be no psykers, no interstellar travel and no interplanetary communication. In fact, the Warp is essential to the survival of humanity. Spacecraft travel through its shifting tides, capable of travelling thousands of light years in a fraction of the time a conventional journey would take. By such means, humanity is bound in a single Imperium, led by the Emperor.

Through astrotelepathy and the psychic Navigators, the worlds of the Imperium are able to maintain their fragile bonds. The Emperor's will may be mighty, but his reach is long only because his fleets can travel through Warp space, the fragile bubbles of reality that protect each warship held up by complex Geller fields and raw faith.

While Mankind would have a fraction of its current numbers and strength without the Warp, Chaos in its turn would be much diminished without the presence of humanity. The Chaos Gods drink emotions and thoughts, growing bloated with power in the process. Over the millennia, each has fed on an aspect of human nature: rage, desire, corruption, and inconstancy. Strengthened and moulded by the thoughts and emotions of reality, the Dark Gods nurture in Mankind those same passions that sustain them. As humanity has spread across the stars, its numbers have grown immeasurably, fuelling the Chaos Gods. So the circle is established, with mortal follies feeding the Dark Gods and those same gods encouraging Mankind to further follies.

THE PSYKER'S CURSE

Humanity has long been able to use the power of the Warp – magicians, seers, witches, mediums, shamans and exorcists have all tapped into its power, albeit unwittingly. Psykers such as these manifest their powers by drawing upon the Warp, siphoning its unnatural energy to hurl blasts of power, teleport objects, send their thoughts across space and perform countless other 'miracles'. Once, the gift of psychic power was confined to only a few helpless individuals who usually fell victim to superstitious prejudice. However, the number of psykers is rising with every passing century. This constitutes a profound danger to humanity. Every time a psyker draws upon the Warp, he disturbs its flow, creating an eddy that may simply die away or be fed by other movements until it becomes a raging tempest that feeds a Chaos God. Each psyker causes a pinprick of disturbance within the Warp; each can be the seed of a Warp storm; each can rouse a Chaos Power to unthinkable conquest.

DAEMONIC INCURSIONS

The invasion of a daemonic army is analogous to hell being unleashed. Free from the physical limitations of a mortal force, a daemonic legion can appear and disappear at will. On occasion, it will mass for a great attack; at other times, individual packs of Daemons will hunt across the globe, terrorising the populace, randomly enslaving and killing. Those mortals with even the least psychic potential suffer first as the influx of Warp energy releases the latent power of their mind, immolating them with magical fire, turning them into rocky statues, or causing their brains to explode. Poltergeist activity and random bursts of pyrokinesis can ruin buildings in an instant. People hear deranged screams and lurid whispering whilst unnatural stenches taint the air.

A daemonic invasion is all but impossible to stop by conventional means, for the very act of warring against Daemons feeds their power with fear and hatred. Only the closing of the rift can deprive the Daemons of their power. Often, there is nothing that can be done but battle against the incursion until the Warp rift runs its course. Battles fought against a daemonic incursion are utterly different from those against mortal foes, for defensive structures and garrisons have little to no effect. To wage war against invading daemonic hosts, an army must be ready to respond to the most sudden appearances of its adversaries.

To compound matters, the motivations behind daemonic incursions are unfathomable. Even the Tyranids, who are so alien as to be beyond the ken of man, war for sustenance and survival. Instead of these base drives, the objectives of a Daemon commander will often be completely obscure – they might be to slay a million mortals, to retrieve a single artefact, or to kill the grandchildren of those that once banished them. Other times, the Daemons have no goal or plan at all, and the gibbering creatures of the Immaterium make decisions according to opportunity and their intrinsic nature.

To fight a Daemon army is to fight a twisting tornado of unreason and despair. Even then, the Imperium cannot allow the knowledge that such foes exist to spread. The human survivors of such conflicts are invariably confronted by the Inquisition and mind-wiped, quarantined in forced labour camps, or even – in extreme cases – become the subjects of worldwide Exterminatus.

CHAOS RISING

Over the aeons, the galaxy has witnessed Warp-based catastrophes and Daemonic incursions beyond counting. Since the inception of the Imperial Inquisition, even the fact that such a thing is possible is deemed too dangerous for the citizens of the Imperium to know, for knowledge breeds heresy as surely as a flyblown corpse breeds maggots. Because of this, the vast majority of knowledge concerning daemonic incursion has been eradicated from extant records. The events that follow are recorded only in proscribed Imperial texts and heretical xenos scripts that the Inquisition has yet to destroy. They represent a mere fraction of the ever-increasing instances of Warp anomalies that have infested the Imperium.

30TH MILLENNIUM

Creation of the Primarchs **c.M30**
The Emperor genetically engineers the Primarchs of the Space Marine Legions. As his greatest masterpiece nears completion, the Chaos Gods seize the nascent Primarchs from the Emperor's sanctum, strewing them across space.

31ST MILLENNIUM

Birth of Slaanesh **c.M30-31**
The great civilisation of the Eldar falls into decadence and depravity. A new god is born from the depths of their excess – Slaanesh, the Dark Prince. Slaanesh's primal scream obliterates the majority of the Eldar race in a single night. The psychic violence of his apotheosis consumes the worlds at the heart of the Eldar Empire. A vast section of realspace is plunged into the Warp. Its wake forms the Warp rift known as the Eye of Terror.

The Horus Heresy **c.M31**
Whilst the Emperor gathers his Primarchs and leads them to glory over the course of the Great Crusade, the Chaos Gods spread whispers of corruption throughout the Space Marine Legions. Horus Lupercal, of the Luna Wolves, is the greatest of the Primarchs to fall. A masterful strategist, Horus spreads the creed of Chaos throughout those of his brother Primarchs he deems susceptible. A full half of the Legiones Astartes follow Horus into the arms of Chaos, and the galaxy is plunged into a civil war from which it will never truly recover.

32ND MILLENNIUM

The Scouring of Omegath **998.M31-899.M32**
Tzeentch grants the Lord of Change Ix'thar'ganix, known as the Slayer of Destinies, a glimpse of a child born upon the world of Omegath who would mature to become a powerful oracle. Ix'thar'ganix craves the power of this child and uses his magic to open a Warp rift upon Omegath. For twenty days, the daemonic legions he has gathered sweep across Omegath seeking the oracle-to-be. The Daemons disappear mysteriously after an attack on a small farm commune out in the wind-fields. Unknown to the local army chiefs, Ix'thar'ganix has found his prize and stolen the boy's powers of foresight. The broken populace of Omegath are left ignorant of what had befallen them.

The Ravening Storm **161.M32**
The mining colonies of Ichtar IX are cut off from the Imperium for nine centuries. When the Warp storm recedes, nothing remains of the 20,000,000 miners who had lived there. The planet is devoid of all intelligent life; naught attests to the unimaginable agonies the populace endured whilst imprisoned by the legions of Chaos.

The Cursus of Alganar **c.100.M32**
Upon the desert world of Tallarn, a dark stone is unearthed covered in strange carvings. Shortly after, the Eldar of Craftworld Biel-Tan attack the desert raiders of the planet in force. As the battle rages, a full-scale Daemon invasion erupts from the location of the stone, known as the Cursus to its discoverers. The Imperial Guard of Tallarn and the Eldar of Biel-Tan combine forces against the Daemon legions, banishing them from the planet in a last-ditch assault. The Cursus is subsequently buried deep beneath a rockcrete barrier.

33RD MILLENNIUM

Greed Inherent **454.M33**
The Rogue Trader Apollyon Maestrich-Nova finds a distant moon that holds fantastic natural wealth. Apollyon sets up a mining operation from within his own fleet. Glaciers of glowing fire-diamonds are carved from the rocks and precious elements are sold to the nearby Reubic System. Apollyon becomes rich enough to buy a second spacefleet, then a third. Within a decade, the entire Reubic System has become insanely wealthy. Apollyon, thoroughly corrupted by the power he has amassed, turns to Slaanesh's embrace. Only when his tainted coin has circulated throughout every planet of the Reubic System does his grand design become clear. As Apollyon's moon eclipses Reubia's sun, all those who have shared in his greed are suddenly filled with an insatiable, cannibalistic hunger, leaving those who succumb to it open to daemonic possession. An astropathic cry for aid reaches the Imperium and Grey Knights arrive in strength to save Reubia itself from armies of once-human invaders. The rest of the system falls to anarchy, however, as Slaanesh claims his due.

The First True War of Veonid **882.M33**
A legion of Khorne is attracted to the thunder of guns on the weapons-testing planet of Veonid. Their invasion soon ensures that the prototype guns are used in earnest.

34TH MILLENNIUM

Lure of the Warp Stars **666.M34**
After a titanic Warp storm roils out of the Eye of Terror, the first Warp Stars are sighted – stellar anomalies whose unnaturally exact gravitational pull lures spacecraft and even small planets into their Daemon-haunted embrace.

35TH MILLENNIUM

Serpents of Menimshemash **867.M35**
On the Eldar Exodite world of Menimshemash, the Daemons of Chaos enter through the 'world spirit'. This crystalline psychic network criss-crosses the world, joining all of the Exodite settlements and housing the souls of the dead from the last five thousand years. Tzeentch's realm permeates the world spirit and erupts from its deep pathways; monstrous crystalline serpents spew forth waves of horrific Daemons. The world is aflame with the fires of change before the next moon rises.

A Fortress Breached **977.M35**
The Ultramarines Battle Barge *Excelsior* is embroiled in battle when its Geller field fails during translation from the Warp into realspace. The blessed metal of the titanic fortress-ship becomes permeable, and before long, a numberless tide of Daemons pushes its way from the walls, floor and ceiling to fall upon the Ultramarines inside. *Excelsior* never rematerialises in reality.

36TH MILLENNIUM

Praying For Rain **565.M36**
The droughts of Gaero Alphus worsen as the planet's elliptical orbit slowly draws it closer to its star. As Gaero's industrial tribes dwindle, malnutrition runs rife. Eventually, all animal life is sacrificed to feed the tribes' gnawing hunger. The heat drives the tribesmen to pray for divine aid. They turn to the rain dances of old, even sacrificing their own people hoping to end the drought. Grandfather Nurgle, in his benevolence, takes pity on them and grants their wish. Glorious rain comes in abundance. As each day passes, however, the clouds thicken and grow more menacing. Deserts turn into lakes, arid croplands to rotting soup, and whole population centres are drowned or devastated by disease. On the eighth day, the Tallyman of Nurgle, Epidemius, pushes his way out of the sludge to catalogue the disaster. As the constant rain lashes down, the survivors of each tribe take up arms to fight the Tallyman and his Plaguebearer hordes, but in their ailing state, they are swiftly overcome. A week later, Gaero Alphus disappears altogether from all Imperial records.

The Soul-Hunger **989.M36**
Roiling currents in the Warp continue to obscure the Emperor's light. The keepers of the Golden Throne demand that the number of Imperial psykers sacrificed to the Astronomican is increased fourfold, and the Black Ships increase in number accordingly.

37TH MILLENNIUM

Wrath of the Chaos Sun **010.M37**
In the Maxil Beta System, a red giant star explodes in a Warp-tainted supernova. All those touched by its dark Chaos energies are mutated, possessed, or destroyed outright. The Imperium mobilises every military asset within fifty light-years of the event, sending them straight to war. The resultant disaster is eventually contained at the cost of uncounted billions of lives.

Ruin of Phalan 10 **772.M37**
The industrial world of Phalan 10 is subjected to a crippling month-long orbital bombardment under the orders of the Daemon-possessed Admiral Koth.

38TH MILLENNIUM

The Changeling and the Maiden **116.M38**
The Eldar of Craftworld Il'sariadh are visited by a large troupe of Harlequins. The warrior-dancers pledge to assist the craftworlders in their ongoing war against the Daemon-worshipping humans of the Viliad Collective. Preparations are made for the Harlequins' traditional pre-battle performance. In the hypnotic spectacle that follows, the Solitaire – who alone can play the role of Slaanesh – begins to depart from the usual sacred patterns. To the wide-eyed horror of the Eldar elite present at the performance, the Solitaire catches the warrior playing the Great Harlequin just as he is supposed to escape from Slaanesh's clutches and breaks his neck. Cackling madly, the Solitaire billows outward, becoming a wraith-like Daemon that burns with magical fire. The spellbound witnesses, their senses wide open to the Changeling's glamours, react too slowly to stop the Daemon summoning an old ally into the Great Harlequin's broken body. The Masque of Slaanesh blossoms into existence with a deafening scream of triumph. Their senses shattered, the Eldar are easy prey. The Daemon Heralds vent their spite upon Harlequin and craftworlder alike before opening a portal into a haunted spar of the webway and allowing their Daemon brethren to pour through. Though the arrival of an Aspect Warrior warhost saves the craftworld from a full-scale Daemonic invasion, Il'sariadh effectively has its heart torn out with the loss of its brightest and best.

39TH MILLENNIUM

The Living Plagues of Thruscas Sine **330.M39**
In a single generation, the heretically progressive world of Thruscas Sine eradicates all natural illness from its populace. Nurgle is offended, and infests the world from pole to pole; Nurglings, Plaguebearers, Rot Flies, and finally jovial Great Unclean Ones materialise.

Guillotine of Khorne **407.M39**
The thousand-year war of Midian finally ends with Pax Veritas. That night, under a red moon, every celebrating soldier is suddenly decapitated by an invisible blade.

40TH MILLENNIUM

Corewar of Cocholos **052.M40**
The Necrons of Cocholos awaken to find their planet's inner fires dead. The lords of the re-emergent Oltep Dynasty delve deep beneath the empty Imperial hab-blocks that disfigure the surface of the world, discovering a subterranean network of tunnels that defy characterisation. The lords drive their warriors ever deeper into the cylindrical passageways, hoping to find out why their world has become a lifeless orb. They eventually find the truth in a colossal hollow sphere at the planet's core, where the Daemon Prince Beublghor now makes his lair. The titanic entity, having grown mighty after slaughtering the humans of Cocholos, takes exception to the metal ants stalking through his burrow. Taking the form of a vast, armoured leech with a Warp vortex in place of a head, he summons his daemonic legions and plunges headlong into the Necrons. Battle rages in the darkness. The Necron armies are undone when Beublghor's tunnels begin to shift and flow into new shapes. Beublghor and his innumerable Bloodletter armies crush the isolated Necron strike forces one by one. The Necrons are obliterated, and their metal skulls are still heaped deep within the planet's cold womb.

41ST MILLENNIUM

The Coup-Daemons **248.M41**
The Dark Eldar Archon Ysclyth learns the folly of harnessing Daemons to his cause when his rival, Asdrubael Vect, seals off Ysclyth's territory from the rest of Commorragh. Trapped with only the Daemon legions for company, Ysclyth and his Kabal are slowly torn apart.

The Horrors of Lissandro **383.M41**
Warp storm Iagon visits its fury upon the planet of Lissandro. Reports of psychic activity multiply tenfold overnight. The ruling body of the planet, the Quorum Immaculate, orders the planet's libraries scoured for any information on Warp storms and the phenomena that follow them. They find records of an ancient hexagrammatic symbol that wards off daemonic intervention – a symbol that is systematically implanted as a sub-dermal electoo on all registered citizens within the month. When the Inquisition later reaches the planet with a fleet of Black Ships, they set about investigating the populace. Their efforts trigger a wave of daemonic possessions; every citizen with an electoo falls writhing to the ground, a Pink Horror clambering from their convulsing husk. By sunset, the cities of Lissandro are overrun. The Inquisitors, under siege in the Quorum's palace, request the aid of the Grey Knights, but by the time they arrive, every city on the planet has been irrevocably changed. The Grey Knights take the battle to those Daemons still cavorting in the bubbling ruins, but find not a single soul alive. When the purgation teams breach the underground libraries, they encounter the architects of the catastrophe – the legendary Blue Scribes – who vanish into the ether. In their wake, it becomes clear that the symbol left in the library grimoires was not one of banishment, but of invitation.

The Perillian Catatrophes **877-987.M41**
The Perillian gas belt, described in Gungsten the Heretic's Approximations as 'the blasted remains of some vast star predator', swirls toward the agri world of Rillith. Shrouded in shadow, the once-verdant world begins to rot. As the Imperial Guard move in, the rulers of the planet turn to heresy. Hive Trexis becomes infested with Daemons and a desperate war begins. A century later, civil war erupts as resources become short, and the planet slowly falls into degeneracy. Over the next decade, the belt obscures the moon of Deith, and Daemons erupt from its craters. As the pattern of destruction continues, a radical sect of the Inquisition resorts to sorcery to disperse the malignant gas belt.

Doomsayer's Cry **744.M41**
The approach of the End Times is foretold by the Seer of Corrinto. He is executed for heresy, but his prophecy is spread in whispers.

A Game of Blood **820.M41**
The Flesh Tearers Chapter respond to an unfolding conflict in the Adeonis Sector and battle against a tide of Tzeentch's Daemons, ultimately sealing a Warp rift. But victory is not as simple as it first seems, for the scheming Changeling lies at the heart of this strife. Ever manipulating the cosmic strands of fate, the Changeling has plans afoot to not only strike a blow against Khorne, but also to tempt the Flesh Tearers towards damnation...

The Bloodtide Returns **876.M41**
A Khornate invasion is repelled at great cost by the Daemon-slaying Knights of Titan on the world of Van Horne.

The Roots of Paraghast **904.M41**
During an incursion on the hive world of Paraghast, the power of Chaos transforms the principle city of Patrihive into a nightmare. It becomes a twisted prison to billions of souls, trapped within a sentient hive-thing, whose 'roots' burrow into the surrounding ash wastes for a hundred miles in every direction, attacking the defenders of Paraghast even as they fight against a legion of Nurgle and Slaanesh Daemons.

Gheistos Cataclysm **c.955.M41**
On the agri world of Gheistos, a young meat-worker's migraines lead to an escalating daemonic incursion that culminates with the planet's sky cut open by Khorne's own blade. Despite the war efforts of the Silver Skulls and Grey Knights Chapters, Exterminatus is enacted shortly after.

Fall of the Seers of Lugganath **975.M41**
The craftworld of Lugganath falls prey to the Brittle Coma. Its Seer Council project their spirits into the Garden of Nurgle, hoping to find the cure, but instead they meet a tragic and unsettling end.

The Knight of Vhospis **984.M41**
A Warp rift opens above the feudal world of Vhospis. The beleaguered defenders, their tech-level so low that they still rely on polearms and metal armour, are easy prey for the Daemon invaders. An astropathic distress call reaches the Silver Sabres Space Marines, whose Chapter planet, Mercuria, is less than a year distant. Unfortunately for Vhospis, Daemons haunting the skies above the planet's besieged castles destroy almost all of the Drop Pods launched towards the surface. A single Space Marine survives, and rallies the people of Vhospis, reigniting their potent faith in the Emperor. Slowly, day by gore-soaked day, he begins to turn the tide.

Scarlet Hunt **990.M41**
The decadent Dark Eldar noble, Zorothriel of the Flaying Blade, outdoes his rivals by staging a daring hunt upon the Daemon world of Khornax. Breaching a webway portal on the planet's bone-strewn plains, Zorothriel's armada of skimmers hurtle across the landscape so quickly that the Daemon skull-gatherers below can only roar their anger in response. Zorothriel locates a roving pack of Flesh Hounds and begins his sport, proving his supremacy by vaporising one after another with his craft's darklight weaponry. At hunt's end, the surviving Daemon beasts are joined by a three-headed Flesh Hound larger than the rest. Oddly, the newcomer's low growls lull the frenzied pack into submission. Sensing a potential gift for Commorragh's gladiatorial arenas, Zorothriel orders the beast bound in energy chains aboard his warship. It is the last mistake he ever makes; whilst in transit in the webway, the three-headed beast breaks its shackles, frees its packmates and prowls the warship's corridors, killing all on board.

Ghosts of Rhea's World **992.M41**
After an eruption in the heart of the cursed burial plateau of Rhea's World, a host of Plaguebearers falls upon the terrified defences of the planetary Hives.

The Warpsmith's Will **993.M41**
Vhostok Pistonhand of the Iron Warriors stages a coup over Diesos, a soul forge occupied by the Daemon-binding Dark Mechanicum. After a single night of bloodshed, the entire world is given over to the production of Daemon Engines for the Warpsmith's army. Each new horror is slaved to Pistonhand's will by the forbidden rite known as the Concatechism. The Warpsmith's Chaos Sorcerers summon Daemon after Daemon to the soul forges, binding them into the flames with iron-worded spells. The planet turns black with the smog of industry. Eventually, the Chaos Gods' gaze falls upon the wholesale abduction of their servants, and they are most displeased. Four massive Daemonic legions materialise upon Diesos, one sent from each of the Ruinous Powers. United in their outrage, they prove unstoppable. Though Pistonhand's armies boast thousands of mechanical terrors, the invaders seem without number. Diesos is conquered within a month. As the Daemon legions break apart and start to fight over the spoils of victory, the war for Diesos starts anew.

Thridian Protocol **995.M41**
When a Warp-time dilation twists the firmament over Thridia, the planet's dark past comes back to haunt it. In the skies above, clouds solidify into tentacled beasts, stars turn into unblinking eyes and Daemons climb out of the tortured clouds to fall claws-first onto the mortals below. Thridia's Imperial Guard regiments fix bayonets and fight back, but their officers are at a loss as to how to defeat an enemy that literally materialises out of thin air. The retreat is signalled. En masse, the regiments head to Hive Vertes, only to find their withdrawal is blocked by a thickening wall of Necrons that silently rises out of the ash dunes. Trapped and bewildered, the Imperial Guard resolve to die fighting. But the Necrons have their own plans for Thridia; plans that Chaos cannot be allowed to disrupt. They fire volley after volley into the Daemons with clockwork precision, systematically destroying the invaders wherever they manifest. The Imperial Guard have to conduct a running battle to escape, eventually fighting their way back to the Hive. From the safety of Vertes' noble spires, the high-ranking officers of the Guard have their men mind-wiped before coordinating a week-long blanket bombardment centred upon the battle in the wastes.

The Laughing Death **997.M41**
A hundred thousand Daemonettes invade upon the rust planet of Ferrite Mons when the planet's over-privileged ruler jokingly invites the handmaidens of Slaanesh to his feast. Even the elite regiments of the Vostroyan Firstborn cannot slay the Daemons whose laughter blends with the screams of the Ferrite aristocracy.

Triptych of Grief **871998.M41**
On Galdemor, the violence committed by the Daemon legion of Braskh'har the Devious, a Herald of Slaanesh, causes such grief that a new Warp rift opens. The armies of Khal'thar'rak, the Bloodied Fang, and a host of necrotic Nurgle Daemons spill forth, led by Ku'Gath Plaguefather and Prince Gurglish the Ever-rotting. The three armies fight over the spoils of the world, leaving no creature alive by the time they eventually depart back to the Realm of Chaos.

The Great Awakening **992999.M41**
A ripple of psychic activity passes through the stars, awakening the supernatural abilities of countless latent psykers. The resultant backlash creates innumerable Warp rifts and the spate of Daemonic invasions that follows tests the Imperium to its limit. A thousand worlds are lost, hopelessly embroiled in Daemonic incursions.

The Thirteenth Black Crusade **995999.M41**
Abaddon the Despoiler leads a Black Crusade of unprecedented size against the fortress world of Cadia, intending to overrun its defences and plunge on towards Terra. In his wake come the legions of the Warp, reality buckling before their advance. The Imperium shudders as a tidal wave of Chaos pours into realspace, and the galaxy stands on the brink of ultimate destruction.

THE ABYSS BECKONS

Across the stars, Warp storms rage and the galaxy stands on the precipice of a new age. Prophets and augurs proclaim the End Times, and the number of instances of daemonic possession across the Imperium is rising. Each psyker so accursed is granted an epiphany; in their last gasping breath, the victims glimpse the horrific doom that awaits them – an abyss of Chaos, absolute in its finality, unending in its despair.

Now, across the galaxy, that same vision of ultimate torment – of an eternity beneath the lash of Daemons – has spread. Across untold star systems, countless life forms read the portents and prepare for the dark days ahead.

DOOM AND DAMNATION

Premonitions are rife amongst the Imperium of Mankind, the largest of the galaxy's empires, but few understand the true nature of the Warp and the threat its denizens represent. Yet even distant, backwards Imperial planets have marked the telltale signs of impending apocalypse – the proliferation of mutants, the rise of cults who worship the Dark Gods and the ever-increasing number of psykers.

The Inquisition sees the warning signs, but there are simply too many planets in peril for them to halt many of the deadly chain reactions caused by daemonic possession. As psykers implode, small tears in reality usher in bloody reigns of terror across thousands of planets, and in their attempts to suppress the truth and forestall mass panic, the Inquisitors adopt ever-more ruthless methods. For every Warp rift sealed though, more holes are opened, and the barrier is left shattered and gaping in a dozen new locations.

Should the weakness of Mankind prove too great, one only needs to look at the Fall of the Eldar to see the consequences of failure. On their glittering craftworlds, the remnants of the Eldar race do not need the rune-casting of their Farseers to tell them of the imminent threat. More psychically attuned than Humans, each Eldar feels every new rent torn in realspace and cringes. Although utterly self-serving and cruel, even the Dark Eldar shudder at the thought of realspace engulfed by Chaos, for if that happened, their hidden city of Commorragh would not stay so for long. Even the horrifyingly alien Tyranids recognize the threat from the Warp – several Hive Fleets have altered their invasion courses in order to avoid Warp storms gaping before them. There are scattered records of splinter fleets drifting into Warp rifts, most notably after the near destruction of Hive Fleet Kraken at the Fall of Iyanden, though the results of such a galactic accident are mercifully hard to catalogue. The Dark Gods care not, for their unknowable plans move apace, and victory seems assured.

ORDO MALLEUS – THE GREY KNIGHTS

The Ordo Malleus is one of the most secretive and powerful branches of the Emperor's Inquisition. They are Daemon hunters supreme – dedicated to seeking out and destroying beings from the Immaterium. In order to combat the evils from the Warp, members of the Ordo Malleus have made a study of Daemon lore, in particular the signs of possession, rituals and the spoor of daemonic activity. They are trained in the many ways that Daemons can be banished, and to this end are armed with many bizarre weapons and items of wargear created solely for this purpose.

The Ordo Malleus has a Chamber Militant comprising an entire Chapter of Space Marines. These are the Grey Knights, the cutting edge of the Emperor's Daemon-slaying sword. All Grey Knights are psykers who have passed the most rigorous tests and training regimes, ensuring they are both the most elite of warriors and also strong enough to resist the temptations of Chaos. Incorruptible, the Grey Knights scour the galaxy for their daemonic nemeses, a line of shining steel protecting Mankind from the darkness of the Warp. And yet that line grows thin, for as the End Times draw near, how can even these stalwart champions of Humanity hope to staunch the rising flow of daemonic incursions across the galaxy?

THE LEGIONS INFERNAL

DAEMONS SPECIAL RULES

This section details the Chaos Daemons forces – their weapons, units and the special characters that lead them to war. Each entry describes the unit and gives the specific rules you will need in order to use them in your games.

DAEMONIC ALIGNMENT

Daemons can only join units that are composed entirely of Daemons of the same alignment as themselves (i.e. a Herald of Slaanesh may not join a unit of Plaguebearers).

DAEMON OF KHORNE

Daemons of Khorne have the Daemon, Furious Charge and Hatred (Daemons of Slaanesh) special rules. Chariots with this rule resolve their Hammer of Wrath hits at Strength 7.

DAEMON OF TZEENTCH

Daemons of Tzeentch have the Daemon and Hatred (Daemons of Nurgle) special rules. When manifesting psychic powers, Daemons of Tzeentch have a +3 modifier to their Leadership. In addition, Daemons of Tzeentch re-roll all saving throw results of 1.

DAEMON OF NURGLE

Daemons of Nurgle have the Daemon, Hatred (Daemons of Tzeentch), Shrouded and Slow and Purposeful special rules. In addition, units that are composed entirely of Daemons of Nurgle are treated as having defensive grenades.

DAEMON OF SLAANESH

Daemons of Slaanesh have the Daemon, Fleet, Hatred (Daemons of Khorne) and Rending special rules. In addition, units composed entirely of Daemons of Slaanesh Run an additional 3" (this will normally be D6+3"). Units that are entirely composed of Cavalry models instead Run an additional 6". Vehicles that are not Walkers move an extra 3" whenever they move Flat Out instead.

DAEMONIC INSTABILITY

A unit with this special rule cannot be joined by a model without this special rule. Units with this special rule automatically pass Fear, Pinning and Morale tests (and cannot choose to fail any of these tests). When a unit with the Daemonic Instability special rule loses an assault, it must take a Daemonic Instability test at the Check Morale step of the Fight sub-phase. This uses the following procedure:

1) The unit takes a Leadership test. If the dice roll is a double 1 or double 6, the Daemons' presence fluctuates:

Double 1 – Reality Blinks: All Wounds suffered by the unit during this phase are restored. Any models from this unit that were removed as casualties during this phase immediately return to play in coherency with a model in their unit that has not itself returned to play through Reality Blinks this phase. Models returning to play in this fashion must be placed at least 1" away from enemy models, unless those models are from units locked in close combat with the returning model's unit. If the returning model's unit is locked in close combat, the returning model immediately makes a Pile In move. Models that cannot be placed in this way do not return.

Double 6 – Banished!: Remove the entire unit from play as casualties. Enemy units that were locked in combat with only the banished unit immediately consolidate.

2) Now, assuming that the unit has not rolled a Reality Blinks or a Banished! result, compare the dice roll to the Daemons' Leadership value, taking into account modifiers, including any from the combat result. For each point the unit fails its Daemonic Instability test by, it suffers one additional Wound, allocated by the unit's owning player, and with no saves of any kind allowed. Note that a failed Daemonic Instability test does not cause a Daemon unit to fall back – once any casualties have been removed, the unit remains locked in combat.

WARLORD TRAITS TABLE

D6	WARLORD TRAIT
1	**Death Incarnate.** *The Warlord's touch is anathema to mortal life, and those caught within his grasp wither and die in an instant.* The Warlord's Melee weapons have the Instant Death special rule.
2	**Destroyer of Mortals.** *The Warlord has waged war since time immemorial, intent on expunging all mortal life.* The Warlord, and his unit, have the Hatred special rule.
3	**Herald of Doom.** *The Warlord is the manifestation of fear and his approach heralds the end of sanity.* Whilst the Warlord is alive, all enemy units have a -1 penalty to their Leadership when taking Fear tests.
4	**Immortal Commander.** *The Warlord is a font of raw Warp power that sustains the legions under its command.* Friendly *Codex: Chaos Daemons* units within 12" of the Warlord may re-roll failed Daemonic Instability tests.
5	**Lord of Unreality.** *Reality itself is torn down and reshaped according to the Warlord's whim.* Whilst the Warlord is alive, you can re-roll results on the Warp Storm table.
6	**Warp Beacon.** *The Warlord signals from the Warp.* Friendly units with the Daemon special rule arriving by Deep Strike do not scatter as long as the first model is placed within 6" of the Warlord, provided he was on the table at the start of that turn.

WARP STORM

If your primary detachment is chosen from this codex, roll 2D6 at the start of each of your Shooting phases. Compare the result to the Warp Storm table below, and resolve the effect immediately.

WARP STORM TABLE

2D6 RESULT

2 The Storm Abates. *The storm momentarily subsides, dragging the Daemons back into the Warp.*
All units with the Daemonic Instability special rule (friend or foe) must immediately take a Daemonic Instability test.

3 Punished by the Gods. *The Chaos Gods vent their anger upon their own minions.*
Randomly select one character (friend or foe) on the table with the Daemonic Instability special rule (even if embarked upon a Chariot). This character must immediately take a Daemonic Instability test on 3D6. Any Wounds caused can only be allocated to the selected character. If there are no characters with the Daemonic Instability special rule currently on the board, count this result as The Warp is Calm instead.

4 Warp Ebb. *The Chaos Gods' feuds have left their minions drained of power.*
All models with the Daemon special rule suffer a -1 penalty to their invulnerable saves (which will normally be reduced to 6+) until you or your opponent next roll on the Warp Storm table.

5 Storm of Fire. *Tzeentch's magical storms rain from the sky.*
Roll a D6 for each unengaged friendly unit containing one or more Daemons of Nurgle (or models with the Mark of Nurgle) and each unengaged enemy unit, on the battlefield. On the roll of a 6, place a large blast marker centred directly over any model in the unit – it then scatters. Once the blast marker's final position has been determined, each unit (friend or foe) suffers a number of Strength 4 AP5 hits, equal to the number of models from their unit that are at least partially under the template. This attack has the Barrage and Ignores Cover special rules.

6 Rot, Glorious Rot. *Nurgle's plagues blossom across reality.*
Roll a D6 for each unengaged friendly unit that contains one or more Daemons of Tzeentch (or models with the Mark of Tzeentch) and each unengaged enemy unit, on the battlefield. On the roll of a 6, that unit suffers D6 Strength 4 AP3 hits. These hits have the Poisoned (4+) and Ignores Cover special rules. Vehicles are hit on their side armour. Wounds are allocated by the unit's controlling player.

7 The Warp is Calm. *The Warp storms momentarily cease.*
Nothing happens, this time…

8 The Dark Prince Thirsts. *Slaanesh rips his foes' souls free of their mortal shackles.*
Roll a D6 for each unengaged friendly unit that contains one or more Daemons of Khorne (or models with the Mark of Khorne) and each unengaged enemy unit, on the battlefield. On the roll of a 6, that unit suffers D6 Strength 6 AP - hits. These hits have the Rending and Ignores Cover special rules. Vehicles are hit on their side armour. Wounds are allocated by the unit's controlling player.

2D6 RESULT

9 Khorne's Wrath. *Khorne hurls brass skulls at his foes.*
Roll a D6 for each unengaged friendly unit that contains one or more Daemons of Slaanesh (or models with the Mark of Slaanesh) and each unengaged enemy unit, on the battlefield. On the roll of a 6, place a small blast marker centred directly over any model in the unit – it then scatters. Once the final position of the blast marker has been determined, each unit (friend or foe) suffers a number of Strength 8 AP3 hits equal to the number of models from their unit that are at least partially under the template. This attack has the Barrage special rule.

10 Warp Surge. *The winds of the Warp blow stronger.*
All models with the Daemon special rule gain a +1 bonus to their invulnerable saves (which will normally be increased to 4+) until you or your opponent next roll on the Warp Storm table.

11 Daemonic Possession*. *An enemy Psyker is possessed by a powerful Daemon.*
Randomly select one non-vehicle enemy Psyker on the table who does not have the Daemon special rule. The selected Psyker must pass a Leadership test on 3D6 or be removed as a casualty with no saves of any kind allowed. If the Leadership test is failed, then before removing the Psyker, place a new Herald of Khorne, Tzeentch, Nurgle or Slaanesh (you choose) anywhere within 6" of the slain model that is more than 1" from any unit (friendly or enemy) and more than 1" away from impassable terrain. This Herald cannot declare a charge on the turn it possesses a Psyker, but can otherwise act normally and is under your control. If you do not have a spare Herald model, or if it cannot be placed on the board according to the aforementioned restrictions, then the selected Psyker is removed as a casualty, but no Herald model is placed. If there are no non-Daemon enemy Psykers currently on the board, count this result as The Warp is Calm instead.

12 Summoned from the Warp*. *Daemonic reinforcements flood through a rift between worlds.*
A new unit (under your control) consisting of 2D6+3 Bloodletters, Pink Horrors, Plaguebearers or Daemonettes (you choose) immediately Deep Strikes onto the table. If you do not have enough models to place the entire unit on the board, place as many as you have models for – the excess are destroyed.

* New units created by these results do not have any upgrades and, other than their unusual manner of arrival, are treated exactly as other units of their type, awarding victory points as normal.

BLOODTHIRSTERS

GREATER DAEMONS OF KHORNE, WRATH INCARNATE, GOREBRINGERS, SKULL LORDS

The dreaded Bloodthirsters are the most revered and exalted of Khorne's daemonic warriors. Created out of the Blood God's infinite anger, these Greater Daemons of Khorne exist purely for combat and their bloodlust extends far beyond mortal reckoning. Bloodthirsters have a single, unblinking purpose: to slay all, and offer their blood in homage. These terrifying creatures never tire of slaughter, and will attack anything within reach with unbridled ferocity.

Bloodthirsters are the commanders of Khorne's daemonic legions, leading them into battle and unleashing the blood-hungry hordes of their master without mercy or compassion. A Bloodthirster w ho fails in his command knows that his bones will be ground to dust and his skull will join the vast heap beneath Khorne's mighty throne. Because of this, Bloodthirsters eternally stalk the Immaterium, seeking access to the mortal realm, their minds fixed on wanton slaughter.

Nothing, on any of the many battlefields of the war-ridden 41st Millennium, can match the fury and fighting prowess of a Bloodthirster. Nowhere, in an entire galaxy of worlds at war, can a deadlier warrior be found. Attempts to parley with such a creature are foolish and pointless. Death in the name of Khorne is all a Bloodthirster can offer, and all he desires.

In battle, a Bloodthirster is a relentless force of destruction, butchering everything that stands before him. These embodiments of murderous rage rampage across the battlefield, cleaving foes with every stroke of their gore-spattered axes, arcs of blood flying in all directions with the weapon's every rise and fall. Powered by the Bloodthirster's steely sinews, such an axe can hack the head from an alien monster as easily as it can carve its way through a battle tank's armoured hide. Those who try to flee from a Bloodthirster's wrath are cut down by a whip tipped with cruel barbs of fire, their bodies splitting from the unstoppable force of the impact – a fitting end for cowards. With its foes dead and dismembered at its feet, the Greater Daemon of Khorne will take to the skies, swooping above the gore-stained battlefield in search of more foes to slay.

Updated rules for Bloodthirsters can be found in the Scions of the Warp section of this book (pg 106).

THE ETERNAL RIVALRY

There exists a hierarchy of sorts within the ranks of the Ruinous Powers, though it ebbs and flows according to the vagaries of the Great Game. Currently, Khorne is held as the mightiest of all, for the practice of murder and blood sacrifice stretches to the dark beginnings of the universe. Though Khorne sees the use of sorcery as the refuge of cowards, his closest rival, Tzeentch, thrives on the raw stuff of Chaos and is hence counted second in influence. Where Tzeentch would see hopes thrive and fortunes change, the Father of Plagues works towards the defiance born of stagnation, despair and hopelessness. In times of galactic pandemic, Nurgle's power can eclipse even that of his brothers in darkness. Last in the pantheon is Slaanesh, whose earthly luxuries and sensual lusts defy Khorne's desire for indiscriminate slaughter. Yet the Dark Prince knows well how to play on the obsessions of his rivals. Khorne's single-minded bloodlust, Nurgle's quest to infect every living thing, and Tzeentch's compulsion to dabble in the fates of mortals – all are obsessions which the Lord of Excess can turn to his will with a whispered promise.

BLOODLETTERS OF KHORNE

THE WARMONGERS OF KHORNE

Acts of violent rage and deeds of bloody murder resound through the Warp like a thunderous drumbeat, a booming echo that calls the Daemons of Khorne to war. Endless regiments of Bloodletters rush to answer the summons, their stooped forms eager to join in the slaughter. Filled with an insatiable desire for blood, these Lesser Daemons of Khorne are amongst the most aggressive creatures in the Warp. Their unholy howls of triumph when spilling blood chill the hearts of all who hear them. Equally fearsome are their ceaseless screams of 'Blood for the Blood God! Skulls for the Skull Throne!' Simply put, Bloodletters are violence and murder given physical form and purpose by the Blood God.

Bloodletters are Khorne's most numerous warriors, the foot soldiers of his daemonic legions. Their horrific appearance is an assault upon mortal sensibilities. Their skin is the colour of hot blood, and their angry eyes resemble burning coals. Bloodletters are possessed of an inhuman strength; they can rip a mortal apart with cold-blooded ease, and in battle they carry long, jagged Hellblades that glow with the heinous energies of the Warp. These vicious swords are said to be as sharp as Khorne's hatred. As they cut through flesh and bone, they become coated with the blood of the slain, glowing ever brighter as they slay, invigorated by the rich taste of death.

Bloodletters are ferocious Daemons that descend upon their foes in baying packs. The sight of spilt blood only drives them further into a frenzied rage, screaming with fury as they fall upon mortal flesh with dark blades, teeth and claws. Few mortals can withstand such an onslaught, for the sight of their own comrades cut in half and butchered by howling Bloodletters is enough to break even the stoutest soldiers.

Whilst Bloodletters are not the subtlest of creatures, they are not above subterfuge if it will lead to an even greater tally of skulls to offer the Blood God. However, where another Daemon may flatter and ensnare a mortal victim to torture them in perpetuity, a Bloodletter only ever resorts to persuasion or lies in order to stab a foe in the back. Bloodletters seek the blood of mortals to offer at the foot of the Skull Throne, ever hungry for fresh prey, ever willing to tear the warm red flesh from their victims with their talons and triumphantly smear the gore upon their curving horns.

	WS	BS	S	T	W	I	A	Ld	Sv
Bloodletter	5	5	4	3	1	4	1	7	6+
Bloodreaper	5	5	4	3	1	4	2	7	6+

UNIT TYPE: **Infantry.** Bloodreaper is **Infantry** (**Character**).

DAEMONIC GIFTS: **Hellblade** (pg 62).

SPECIAL RULES: **Daemon of Khorne** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike.**

HERALDS OF KHORNE

The Heralds of Khorne are the strongest of Bloodletters. They are rampaging combat masters, more than capable of single-handedly taking down entire squads of lesser fighters in shows of martial skill and sheer savagery that only the best mortal warriors could hope to withstand. Heralds of Khorne are powerful foes who delight in decapitating their prey and plunging their wailing blades deep into the beating hearts of their enemies. However, their role on the battlefield is as directors of the massacre, and to this end, these daemonic officers imbue their followers with a portion of their own eternal malice, heightening the inherent bloodlust of the minions of Khorne to fever pitch.

	WS	BS	S	T	W	I	A	Ld	Sv
Herald of Khorne	7	7	5	4	2	6	3	8	6+

UNIT TYPE: **Infantry** (**Character**).

DAEMONIC GIFTS: **Hellblade** (pg 62).

SPECIAL RULES: **Daemon of Khorne** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike, Independent Character.**

BLOODCRUSHERS OF KHORNE

BRASS KNIGHTS OF THE BLOOD GOD

Bloodcrushers are the shock cavalry of Khorne's daemonic legions, a deadly combination of Bloodletter rider and Juggernaut steed. The mounts of Khorne are neither beasts nor machines, but daemonic fusions of both. They are massive creatures whose flesh is brass, whose sinews are iron and whose blood is fire. Their breath is fear and their every step is thunder. As Juggernauts prepare to charge, they roar with the fury of a thousand dead souls. Juggernauts are said to be the most brutal of all Khorne's many Daemons. They are reflections of Khorne's aggression, unstoppable force and mindless violence made manifest.

Only the most favoured of Khorne's followers are granted the boon of a Juggernaut to ride to battle. Such an undertaking is not for the weak, for a Bloodletter must drag forth its chosen mount from the Blood God's stockade and survive long enough to break the homicidal steed. Many an aspiring Daemon has leapt upon the back of an enraged Juggernaut, only to be thrown and crushed into an unrecognisable smear. However, once mastered, a Juggernaut becomes the most lethal of all war-mounts. Small arms fire patters harmlessly from its hide, only serving to enrage the daemonic beast further. Only the heaviest weapons have a chance of piercing its armoured skin, and by the time such weapons are brought to bear, it is usually too late.

Once the armoured cavalry of Khorne begin their lumbering charge, nothing can deter them from their murderous course. With broad heads lowered and powerful legs pistoning them ever onwards, Bloodcrushers are likened to nigh-unstoppable battering rams, momentum embodied. They smash their way through stone walls and steel barricades alike without ever slowing down, their bladed forms showering sparks. The ground itself shakes with fear under the daemonic cavalry's heavy treads and, directed by the murderous intent of the Bloodletters atop them, they crash into their terrified foes with the force of gigantic sledgehammers, sending lifeless bodies flying in all directions and trampling underfoot anything foolish enough to remain in their way.

Once embroiled, Juggernauts will crush those that stand before them with the ease of a man wading through long grass, each new kill coating their legs with fresh blood and gore. Horns gashing and gutting, teeth gouging and tearing, Hellblades slashing down in great arcs to behead those enemies still standing, Bloodcrushers take no prisoners and show no mercy – all are fodder to their insatiable appetite for slaughter.

	WS	BS	S	T	W	I	A	Ld	Sv
Bloodcrusher	5	5	5	4	3	4	3	7	6+
Bloodhunter	5	5	5	4	3	4	4	7	6+

UNIT TYPE: **Cavalry.** Bloodhunter is **Cavalry** (**Character**).

DAEMONIC GIFTS: **Hellblade** (pg 62).

SPECIAL RULES: **Daemon of Khorne** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike.**

Few creatures of the material universe can look at the Warp firsthand. Psykers can send their minds into the Warp, for example, while the Navigators of the Imperium have a third eye that allows them to observe the Immaterium from their spacecraft. Even with these supernatural senses, it is impossible to truly see the Warp, for it has no substance, no light, and no matter to create scale or distance.

Filtered through even the extra senses of a psychic being, the vistas of the Warp are analogues created by mortal minds to comprehend the incomprehensible, to instil order and reason on pure chaos. Where there is an infinitely complex interweaving of tidal energies and swirling power, the observer creates a fantastical landscape. Even these visions have considerable potency and have been known to drive a man to madness, his senses and thoughts utterly inadequate to deal with the phenomenon of the Warp.

FLESH HOUNDS OF KHORNE

IMPLACABLE HUNTERS OF SOULS

The babbling tales of maniacs who have been exposed to the unshielded horrors of the Warp speak of the blood-red hounds of Khorne, whose howls of rage haunt their sleep and the memory of which stalks their every waking moment. The baying of the hounds chills the heart, spreading icy tendrils of fear through mortal souls. With twisted crimson frames, these beasts lope across the Warp and the blighted lands of reality both, tracking the terror-spoor of their prey, driven by the insatiable bloodlust of their kind. They are the Flesh Hounds, the attack beasts of Khorne, and they are created to endlessly hunt down cowards, traitors and other fools who have dared to offend the Blood God.

Those marked as quarry for the Flesh Hounds are doomed to be run to ground and torn to shreds by their red, dripping fangs. Faultless trackers and merciless in the chase, the hounds of Khorne make implacable foes, and only a few warriors ever live to recount their gory pursuit. With their prey slain, the Flesh Hounds growl and snap at each other as they compete for cuts of meat; once stripped of flesh, the choicest bones are then carried back and buried amidst the huge collection of diverse skulls that festoons their master's Brass Citadel.

In the realm of Khorne, the Flesh Hounds are a threat to all creatures. Even Greater Daemons must tread warily when out on the plains of powdered bone, for in their domain the Flesh Hounds are extremely territorial and they pounce on intruders in ravenous packs hundreds-strong. Flesh Hounds are led by the largest and most vicious of their kind, invariably a slavering beast of pure aggression and ferocity that has survived centuries of challenges for supremacy in the pack.

One of the most recognisable features of a Flesh Hound is the large brass collar that seems to grow out of its neck. The Collars of Khorne that hang about the throat of every Flesh Hound are forged at the very foot of the Blood God's throne, shaped from the heat of Khorne's loathing for witchcraft. The collar has the power to suck the Warp energy from the psychic attacks of their foes, protecting the Flesh Hounds from the cowardly attacks of enemy psykers, without diminishing the unnatural power of the beasts themselves. This anti-psychic defence makes the Flesh Hounds the bane of all sorcerers, and because of this there is not a single psyker in the galaxy who does not fear the hunting beasts of the Blood God.

	WS	BS	S	T	W	I	A	Ld	Sv
Flesh Hound	5	0	4	4	2	4	2	7	6+

UNIT TYPE: **Beast.**

DAEMONIC GIFTS: **Collar of Khorne** (pg 63).

SPECIAL RULES: **Daemon of Khorne** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike, Scout.**

DAEMON WORLDS

The power of Chaos infuses worlds trapped within a Warp rift, entwining the impossibilities of the Warp and the realm of the physical. When this corruption is sustained for an age, it creates planets known as Daemon worlds. These straddle the universes, and, like the nightmarish territories of the Dark Powers, are moulded by the caprice of their daemonic rulers. Worlds of living silk, giant spheres of thought, foetal titans the size of small moons, clattering worlds of rusted clockwork; all these and more dot the penumbra where the Warp and the material universe overlap. On Kathalon, in the Eye of Terror, the Bloodthirster Vangash'hagash holds sway over a great burning lake criss-crossed with arching bridges of brass and bone. The World of Immortal Sorrows, once at the heart of Eldar civilisation, is now a crone world where Slaaneshi Daemons boil Eldar souls in rivers of tears. Across the galaxy are many other bizarre and monstrous worlds; upon those closest to the Warp, Daemon armies fight amongst themselves, whilst nearer to realspace, Imperial strike forces fight desperate crusades against their own dark reflections.

BLOOD THRONES OF KHORNE

NEXUSES OF SACRED SLAUGHTER

The Blood Throne is a baleful echo of the mighty dais upon which Khorne himself resides. It is a terrifying Daemon Engine, armoured in brass and driven into battle by iron wheels that crush and mangle all who stand in its path. The bloody carnage left in the engine's wake is all but obscured by the choking black cloud of acrid soul-smoke that billows from its exhausts. The screams of its victims are almost drowned out by the sounds of industry harnessed to battle – the grinding of gears, the clanking of pistons and the roar of the Daemon furnace.

The Blood Throne is a mark of status – a physical manifestation of Khorne's own favour. The Herald of Khorne that resides atop its pinnacle does not rest or repose as would another in his position, but prowls restlessly as his chariot advances, eyes and tongue twitching madly as he anticipates his next kill. No bastion of command is this, as perhaps such a throne would be in a mortal force – the Herald certainly does not attempt to direct the massed regiments of Bloodletters that fight in his shadow, for even when the tang of blood is not heavy on the air, Khorne's Daemons are resolutely driven in their pursuit of skulls and slaughter. Once the battle begins, their maniacal, bloodlust reduces Bloodletters and Heralds alike to maddened beasts, with no taste for the finer details of strategy.

Should the Herald stand high enough in Khorne's favour to embody a locus of the Blood God's power, his blessing ripples outward from the throne. So does a portion of Khorne's unbridled wrath become infused within the veins of nearby Daemons, lending ferocity to their blows and driving them into a maddened frenzy. Thus, a conflict fought in the Blood Throne's shadow is inevitably an example of battle at its hardest and most unforgiving.

From atop his macabre perch, the Herald searches for those foes whose plundered skulls will make the most audacious offerings. Then, the Herald spurs his Blood Throne forward, howling with unspeakable joy as he readies his Hellblade for the kill. Such a sight can often cause a potential victim to turn tail, but such desperate survival tactics rarely succeed, for the enemy is swiftly run to ground. Khorne cares naught from where the blood flows – the death of a shamed warrior offers praise just as surely as that of an honoured hero.

That said, whilst all blood is equal in Khorne's eyes, the skulls of the slain are not. Those of cowards are fed into the Blood Throne's baleful workings, consumed in fire to bring the Daemon Engine fresh vigour. Those taken from the truly valiant are claimed by the Herald and fused with the throne itself, eternal monuments to the futility of opposing Khorne. In this way, the oldest Blood Thrones bear the skulls of Space Marine Chapter Masters, the Archons of Commorragh and the Warbosses of the Ork race stacked side by side.

	Armour				
	BS	**F**	**S**	**R**	**HP**
Blood Throne	0	12	12	10	3

UNIT TYPE: **Vehicle** (**Chariot, Open-topped**).

SPECIAL RULES: **Daemon of Khorne** (pg 26)**, Deep Strike.**

Bloodletter Crew: This model makes 2 additional Strength 4 AP3 Attacks in each Assault phase resolved at Weapon Skill 5. These Attacks are made at the Initiative 4 step (though this does not grant an extra Pile In move). On a turn in which this model charged, the Strength of these Attacks is increased to 5.

Gorefeast: Whenever this model's Hammer of Wrath hits cause one or more unsaved Wounds in a single phase, roll a D6 – on a score of 4+, the model regains a single Hull Point lost earlier in the game.

Totem of Endless Bloodletting: Any Daemon of Khorne whose unit is within 6" of a Herald on a Blood Throne benefits from the Herald's locus, exactly as if it were in the same unit.

RIDER: **Herald of Khorne** (pg 29).

SKULL CANNONS OF KHORNE

HELLFORGED SKULL-HURLERS

There are records in the Black Library that speak of daemonic Skull Cannons, war machines forged in the furnaces at the foot of the Blood God's throne. These engines are so murderously efficient and sinister that some amongst the Ordo Malleus believe that they have been forged by Khorne's own hand. Much like Khorne's Juggernauts, the Skull Cannons are monstrous fusions of daemonic spirit and hellforged machine. Their twisted and clinkered forms burn with the desire to shed blood and crush bones, to exalt Khorne with every trampled foe.

Atop the Skull Cannon ride a pair of Bloodletters, howling with battlelust and chanting Khorne's praises as their armoured steed rumbles towards the enemy. These are the same Daemons that oversaw the machine's creation, now charged with guiding it in furtherance of the Blood God's unholy purpose. The Skull Cannon hardly needs encouragement to maim and slay – the Daemon bound within its black heart is as wrathful and murderous as any in Khorne's service. Indeed, a Skull Cannon is more wilful and proud than the wildest of Juggernauts, and pays little heed to the snarling creatures harnessed to its mechanical glory.

As the Skull Cannon grinds across the battlefield, its spiked wheels mangle everything in its path. Those who die instantly as the engine rumbles over them can be counted the most fortunate of its victims. Others, crippled and broken, and are fed screaming into the Skull Cannon's gaping maw, there to be roasted by daemonic fire and ground into fragments. Most of the remains are ejected at the Skull Cannon's rear in a red wake of bone splinters and blood. Only the skulls are retained, fleshless and scorched, but otherwise whole. They are infused with the Blood God's endless and abiding wrath until their empty eye sockets weep blood and their slack jaws gibber with rage. Only then, with an echoing boom, does the cannon discharge its payload.

The skulls catch fire as they are launched, and roar with evil laughter as they fly. They slam into the enemy ranks, burning them from cover and leaving a trail of scorched and blazing dead.

	Armour				
	BS	F	S	R	HP
Skull Cannon of Khorne	5	12	12	10	3

UNIT TYPE: **Vehicle** (**Chariot, Open-topped**).

DAEMONIC GIFTS: **Skull cannon** (pg 61).

SPECIAL RULES: **Daemon of Khorne** (pg 26), **Deep Strike, Gorefeast** (pg 32).

Bloodletter Crew: This model makes 2 additional Strength 4 AP3 Attacks in each Assault phase resolved at Weapon Skill 5. These Attacks are made at the Initiative 4 step (though this does not grant an extra Pile In move). On a turn in which this model charged, the Strength of these Attacks is increased to 5.

Designer's note: *Unlike other chariots, a Skull Cannon has a Transport Capacity of 0 and so does not have a rider. The Skull Cannon and its crew otherwise follow all the rules for a chariot.*

THE BURNING BOOKS OF KHORNE

The eight Burning Books of Khorne, bound in brass and etched in fresh blood, are said to decree the eight unholy aspects of the Lord of Skulls and name his foremost Daemons. These grimoires are much searched for by sorcerers and even the Inquisition, for knowledge of a Daemon's true name is believed to render it servile to mortal command. Such an acquisition is not easily made, for the Burning Books are scattered across existence.

SKULLTAKER

THE CHAMPION OF KHORNE

It is said that when Khorne first created the Daemon that would become Skulltaker, the Bloodletter immediately chopped the head from the first creature he met – another Bloodletter. So began an existence of decapitation that has spread terror throughout the mortal and immortal universes. The Daemon wandered the realms of the Warp and of reality in search of the mightiest foes against which to test his martial skill. Mortal or not, all warriors fell to his blade. When the Bloodletter took his eight hundred and eighty-eighth skull, Khorne anointed him as his sacred executioner, bestowing upon him the title of Skulltaker.

Skulltaker fought alongside the Daemon Primarch Angron on Armageddon, cutting down several Grey Knights Brother-Captains from atop his great Juggernaut, Khul'tyran. On Agrippina-6, Skulltaker slew the Ork Grimsnag Urk in a titanic dual that lasted a day and a night, the combatants fighting over the butchered corpses of the Warlord's armoured bodyguard. A full score of Eldar Exarchs fell to his blade during the fighting at Haranshemash. Every race in the galaxy has fearful legends concerning Skulltaker.

In battle, Skulltaker hacks his way through the fray so that he may confront his chosen opponent and offer them the rite of single combat. Those that flee are cut down or beheaded without thought, not worthy of any greater ceremony. Those that foolishly accept Skulltaker's bellowed challenge suffer a slower death. A duellist beyond compare, he weaves his blade in bloody crescents that dismember, but rarely slay. Only when his foe is limbless upon the ground does Skulltaker offer a final release. He grasps their head in his hand and, uttering the eight Words of Sacrifice, wreathes his victim's head in magical flames until only bare skull remains. With a savage twist, he tears free the naked trophy, snapping it from the spine and holding it aloft for all to see. Skulltaker places his prize in the great sack he carries upon his back, alongside the other skull-trophies taken in that battle. He then carves his way towards his next victim, and proceeds to enact the same ritual, over and over again.

When he returns to the Brass Citadel, Skulltaker presents his trophies to his master. Most, Khorne takes for himself; they are impaled upon brass spikes that adorn his keep. A few – those that offered a real challenge – Khorne allows his sacred executioner to keep. Skulltaker weaves these into his cloak using bloody sinew, to sit alongside his other great triumphs. Soon his bloodthirst stirs again, and Skulltaker mounts his Juggernaut and once more rides to war.

	WS	BS	S	T	W	I	A	Ld	Sv
Skulltaker	9	9	5	4	2	9	4	8	3+

UNIT TYPE: **Infantry (Character).**

DAEMONIC GIFTS: **Lesser Locus of Abjuration** (pg 67).

SPECIAL RULES: **Daemon of Khorne** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike, Independent Character.**

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

HELLFORGED ARTEFACTS

Cloak of Skulls: *Skulltaker's iron-hard cloak is adorned with the still-screaming skulls of his most prized opponents, the death-cries of the slain sustaining him despite mortal injury.*

This grants Skulltaker a 3+ Armour Save and the Eternal Warrior special rule.

The Slayer Sword: *Mortals and Daemons beyond counting have fallen to this hungry blade, wreathed in magical flames.*

Range	S	AP	Type
-	User	3	Melee, Decapitating Blow (pg 62), Soul Blaze

SKARBRAND

THE EXILED ONE, THE WRATHFUL REAPER

No Daemon ever served Khorne more faithfully, nor shed blood more enthusiastically, than Skarbrand. This Bloodthirster was a king amongst kings in the eyes of Khorne, and led the greatest of Khorne's commanders to battle, slaughtering untold millions in the cause of carnage. Skarbrand left star systems desolated in his wake and ravaged the realms of the other gods with equal rage. It was this utter dedication that proved to be Skarbrand's undoing.

Tzeentch noted the prowess of Khorne's favoured butcher and, with his devious whispers, fanned the embers of his martial pride. So great did Skarbrand's rage grow that when Khorne's attention was elsewhere, Skarbrand took up his axes and struck a mighty blow against the Blood God himself. Though powerful enough to have felled any Daemon, Skarbrand's strike succeeded only in opening a small chink in the Blood God's armour. Filled with a terrible fury that made Skarbrand's own rage seem meek, Khorne snatched up the wayward Bloodthirster in his clawed grip. Khorne choked Skarbrand until all vestige of personality and thought had been driven out, leaving only the flaming ire that had powered that fateful axe stroke. Khorne then dragged Skarbrand to the pinnacle of the Brass Citadel, and as an example to all who dared challenge the Blood God's might, Khorne hurled Skarbrand across the Realm of Chaos.

For eight days and nights Skarbrand blazed a trail of fiery destruction across the Warp, leaving a scorched waste in his wake. As a rage-filled meteor, he plunged down into the ground, carving a great canyon with his landing, his wings torn to shreds by the force of the impact. Exiled, the earthbound Skarbrand bellowed his wrath to the skies, and set about stalking the mortal and immortal lands, earning redemption by unleashing an eternity of slaughter.

Roused only by the anger that spurred his mindless betrayal, Skarbrand exudes anarchy and death, and where he treads, bloodshed and war follow. No loyalty or logic can defy Skarbrand's aura of destruction. No cowardice survives the overwhelming need to slay. Driven on by his geas of obliteration, Skarbrand and his two legendary Daemon axes have shed oceans of blood in the name of Khorne. It is all for nothing, for Khorne has no mercy in his heart, and the Bloodthirster's exile is eternal. In tortured banishment, Skarbrand serves his lord more wholly than ever.

	WS	BS	S	T	W	I	A	Ld	Sv
Skarbrand	10	10	6	6	5	10	6	9	3+

UNIT TYPE: **Monstrous Creature (Character).**

DAEMONIC GIFTS: **Warp-forged Armour** (pg 63).

WARLORD TRAIT: **Death Incarnate** (pg 26).

SPECIAL RULES: **Daemon of Khorne** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike.**

Bellow of Endless Fury: Skarbrand's roar is lethal in itself.

Range	S	AP	Type
Template	5	-	Assault 1

Rage Embodied: Skarbrand, and all units (friend or foe) within 12" of Skarbrand have the Rage and Hatred special rules.

HELLFORGED ARTEFACTS

Slaughter and Carnage: *Each of Skarbrand's two axes contain the essence of an enraged Greater Daemon.*

	Range	S	AP	Type
Slaughter	-	User	2	Melee, Fleshbane
Carnage	-	User	2	Melee, Armourbane

KARANAK

HOUND OF VENGEANCE, ENDLESS HUNTER, TALON OF THE SKULL THRONE

For those that incur the wrath of Khorne, there is but one fate. Those who insult the Blood God's pride, warriors that break Khorne's creed, cowards that refuse to shed blood – Khorne's anger reaches them all. From the ends of realspace to the depths of the Immaterium, across space and time, Karanak is the incarnation of Khorne's vengeance. Relentless, vicious and single-minded, Karanak is Khorne's favoured hound, an implacable hunter who tracks his prey across the warped Daemon realms and through the depths of realspace. No army can defend against him, no wall can bar his path.

When not hunting, Karanak prowls the shadows of the Blood God's throne room. Karanak is ever-vigilant above all other hunters, for he bears no less than three heads above his brass collar. While one feeds on the bones of Khorne's sacrifices, the other two keep watch. None pass into Khorne's throne chamber save with the leave of this watchful guardian. Sometimes, an unwary Bloodletter or Fury strays too close and Karanak pounces. It is a brutal end signalled by the crunching of bones, the spattering of blood and a tri-throated chorus of chilling snarls. This restless guardianship is oft interrupted, for Khorne's ire is eternal, and when he is particularly offended by a mortal will he seal their doom by loosing Karanak upon them. The beast can sense his master's rage, and lopes to his side.

Then, with a roar, the Blood God unleashes Karanak and the great hound lifts his heads, nostrils flaring as he catches the scent of his prey. Each head tracks Karanak's quarry in a different fashion. The first head follows the trail through space. The second tracks the scent through time. The third head, the most dangerous, senses the quarry through his thoughts, scenting their innermost feelings through dreamscapes and delusions. This guarantees that no prey eludes Karanak; those with wit, skill and technology can avoid spatial and temporal detection, but only the insane can outrun their own minds.

As Karanak lopes forth on his course, bounding from realm to realm, his growls echo in the thoughts of his prey. Karanak's howls resound across space and time, leading the blood hunt of Khorne to the chase. As the pursuit covers leagues and light years, a pack of slavering beasts, thundering Juggernauts and hankering Bloodletters forms around Karanak, hungry for the kill. In a frenzy of fangs and blood, Karanak and the hunt strike, tearing through anything in their path before cornering the Blood God's quarry and ripping it apart. With the flopping, shredded remains of his victim clasped tightly in all three jaws, Karanak hurtles back to Khorne's throne room to present this gift to his master. There, a pleased Blood God invariably adds the skull to the ever-growing pile upon which his throne sits, whilst his faithful Hound is rewarded with the remainder of the corpse on which to feast.

	WS	BS	S	T	W	I	A	Ld	Sv
Karanak	7	0	5	5	3	6	4	8	6+

UNIT TYPE: **Beast** (**Character**).

DAEMONIC GIFTS: **Greater Locus of Fury** (pg 67).

SPECIAL RULES: **Daemon of Khorne** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike, Hatred, Independent Character, Scout.**

Prey of the Blood God: At the start of the game, before deployment, nominate one character in the enemy army – this is Karanak's quarry. Karanak re-rolls all failed To Hit and To Wound rolls against the nominated model and his unit whilst the target model is alive.

HELLFORGED ARTEFACTS

Brass Collar of Bloody Vengeance: *Karanak's weighty collar is thick with enchantments of spite and abjuration.*

The Brass Collar of Bloody Vengeance is a Collar of Khorne. In addition, any Psyker that takes a Psychic test within 12" of Karanak suffers Perils of the Warp on any roll that includes a double.

LORDS OF CHANGE

GREATER DAEMONS OF TZEENTCH, SUPREME MUTATORS

Sorcery, deception and knowledge are particular delights for Tzeentch. His Greater Daemons, the Lords of Change, are the embodiments of all of these. They are the chief agents of the Architect of Fate and the most powerful of his daemonic minions. Despite possessing a small fragment of the immeasurable wisdom of their master, even they are unwitting pawns in Tzeentch's great and unfathomable plan – a plot of limitless complexity that will come to fruition at the end of time.

A Lord of Change's appearance is as bewildering as it terrifying – an ever-changing, multi-hued form that defies mortal reasoning or logic. However, his most haunting features are his eyes. Within their infinite depths lies the paradoxical wisdom of Tzeentch, and none can withstand the sustained scrutiny of a Lord of Change's gaze without losing their sanity. It is said that when a Lord of Change looks upon a man, that man's soul is opened like a book, revealing his hopes and his dreams, as well as the truth of his ultimate failure or success. A Greater Daemon of Tzeentch is driven by the need to redirect the predictable course of history itself and to set it upon a new, unexpected path. Because of this, a Lord of Change revels in dashing the hopes of the ambitious upon the ground even while raising penniless nobodies to the pinnacle of power.

A Greater Daemon of Tzeentch is blessed with multi-layered cunning and blazing intelligence, as well as a deep understanding of the causality that drives the galaxy in its well-worn rut. There is nothing a Lord of Change despises more than the entrapping comforts of stability and familiarity, and nothing that will please one more than to see worlds broken and made anew.

A Greater Daemon of Tzeentch delights in bringing order to ruin so that all may be reshaped and directed to a new path, before that, too, is changed. His minions move throughout realspace, undertaking whatever task he has set them: the killing of a minor mortal, a whisper in a commander's ear, the stealing of a worthless artefact and a thousand other seemingly unrelated occurrences that are mistaken for happenstance. Yet each falls into the Greater Daemon's own devious plan and furthers his labyrinthine schemes.

This constant appraisal of the galaxy and interference in its progress is not always so subtle. Change can also be sudden and violent, and Greater Daemons of Tzeentch will readily wage war to further their unknowable aims. Their most potent weapons are the magic that flows in their immortal veins and their masterful manipulation of mortal men. Though these Daemons prefer to remain uncommitted in battle, it is not through lack of courage or ferocity, but because they wish to direct its forces and control the ebb and flow of the fighting. However, Lords of Change are masters of magic, amongst the most powerful sorcerers in the galaxy. With a flick of a finger, a Lord of Change can engulf a score of enemy warriors in flickering Warp flames, inflicting a fate that is as unpredictable as it is deadly. With a single word, it can transform a mighty hero into a gibbering pile of mutated spawn-flesh. What are blades and bullets compared to such power?

	WS	BS	S	T	W	I	A	Ld	Sv
Lord of Change	6	6	6	6	5	6	5	9	-

UNIT TYPE: **Flying Monstrous Creature** (**Character**).

SPECIAL RULES: **Daemon of Tzeentch** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike, Psyker** (**Mastery Level 2**).

PSYKER: A Lord of Change generates his powers from the **Divination**, **Change** and **The Daemonology** (**Malefic**) disciplines.

SHIFTYNG FLESH AND SOLYD THOUGHT, WORDS CAN HARM BUT WEAPONS

'Understand, mortals, that every one of you, each of your so-called champions with their petty ploys, is just a piece in the Great Game of my master.'

— Mith'an'driarkh, Greater Daemon of Tzeentch

PINK HORRORS OF TZEENTCH

CORUSCATING SPELLBINDERS

Lesser Daemons of Tzeentch are literally magic made manifest. Pink Horrors, as they are known, frolic together in cheerful, brightly coloured mobs that caper and whirl, cackling insanely at their own incomprehensible jokes as they blur and cartwheel across the battlefield. As bright bolts of raw sorcery leap from their outstretched fingers, the Pink Horrors are filled with an increased joy, emitting squeals of laughter supplemented with many 'oohs' and 'ahhs' of delight as the magical lightshow screams overhead. These energies have a tendency to engulf the Pink Horrors' enemies in searing conflagrations or waves of fatal mutations, much to the joy of the Daemons themselves.

The only way known way to end a Pink Horror's jubilant mood is to blow him apart or otherwise cut him in half. It is then that the Pink Horror undergoes a total transformation, splitting into halves that reshape themselves into smaller copies of the original. These new Daemons are different from their predecessor in two respects. The first is that their colour changes from pink to vivid blue, earning them the name of Blue Horrors. The second is that the gleeful attitude of the Pink Horror is reversed – all Blue Horrors are morose, whining and petty, eternally squabbling about whose fault it was that they lost their pink status once again.

	WS	BS	S	T	W	I	A	Ld	Sv
Pink Horror	3	3	3	3	1	3	1	7	-
Iridescent Horror	3	3	3	3	1	3	2	7	-

UNIT TYPE: **Infantry**.
Iridescent Horror is **Infantry** (**Character**).

SPECIAL RULES: **Brotherhood of Sorcerers, Daemon of Tzeentch** (pg 26)**, Daemonic Instability** (pg 26)**, Deep Strike.**

Blue Horrors: When a Pink Horror is slain in close combat (not as a result of a failed Daemonic Instability test), place a counter next to its unit. At the end of the Initiative 1 step of the close combat, one enemy unit locked in close combat with the Pink Horror unit (or, if the Pink Horror unit has been wiped out, one enemy unit that was locked in combat with the Pink Horror unit this phase) suffers one Strength 2 AP- hit for every counter placed next to the Pink Horror unit (even if the Pink Horror unit was wiped out) – remove all counters once these hits have been resolved. If the Pink Horror unit is locked in combat with more than one enemy unit, the Pink Horrors' controlling player chooses which enemy unit suffers the hits. Any unsaved Wounds caused in this manner count towards the assault result.

Magic Made Manifest: A unit of 11-15 Pink Horrors generates 2 Warp Charge points instead of 1; a unit of 16-20 Pink Horrors instead generates 3 Warp Charge points.

PSYKER: Pink Horrors generate their powers from the **Change** discipline.

HERALDS OF TZEENTCH

In the case of such deeply magical beings, power directly equates to a superior knowledge of their master's great art. The most intelligent, independent and skilled amongst the Pink Horrors become the Heralds of Tzeentch. They can weave the most cunning of illusions or blast any opponent into oblivion. These Daemons are devious tricksters who love manipulating other beings, especially lower ranking Pink and Blue Horrors. Uniquely amongst Horror-kind, if a Herald of Tzeentch is dealt a mortal blow, its two halves are able to reform their original pink-hued shape.

	WS	BS	S	T	W	I	A	Ld	Sv
Herald of Tzeentch	3	4	3	3	2	3	2	8	-

UNIT TYPE: **Infantry** (**Character**).

SPECIAL RULES: **Daemon of Tzeentch** (pg 26)**, Daemonic Instability** (pg 26)**, Deep Strike, Independent Character, Psyker** (**Mastery Level 1**).

PSYKER: A Herald of Tzeentch generates his powers from the **Divination** and **Change** and **The Daemonology** (**Malefic**) disciplines.

FLAMERS OF TZEENTCH

BEARERS OF THE TRUE FIRE OF CHANGE

Flamers are amongst the most strange and disturbing of all Tzeentch's daemons, and their absurd physiologies are more than most mortals can stand. In spite of their unnatural, awkward appearance, Flamers are agile creatures. They move by bumping and hopping around, leaping high in the air in a disturbing and gravity-defying fashion, which may even appear amusing to the unknowing observer. Laughter soon turns to panic though, as the Flamers suddenly close in at unexpected speed and the multi-coloured warpflames that dribble constantly from their outstretched arms roar to life like living blowtorches as the Daemons attack.

This is not normal fire, but the raw stuff of magic and change; nothing like the fire mortals have experienced on their own worlds, where the laws of nature apply. The effects of the fires of change are as unpredictable as they are devastating, wreaking countless mutations upon their victims in the blink of an eye. The magical energies might turn flesh into ice, or metal into wood, only to change again into crumbling stone, burning ash, or molten wax an instant later. As the warpflame crackles and hisses, smaller magical fires spill to the ground and take on an imitative form. This eldritch marionette impersonates whatever occurs nearby, in a manner both mocking and disturbing. The Flamers usually ignore these little parodies of reality, but occasionally become irritated by the yowling and obliterate the simulacrum before searching for fresh prey.

A victim may undergo many thousands of transformations before the mutating energies of the warpflame die down entirely. Sometimes a Flamer's attacks leave not a mark upon the physical body, but instead set the soul ablaze with spiritual corruption. On occasion, the psychic flame has even been known to heal and regenerate mortal wounds, revitalising those bathed in the iridescent glow – much to the bafflement of all concerned. Episodes like this never fail to cause great bouts of uncontrollable laughter and much clapping and cheering from any Pink Horrors nearby.

BURN THE BODY, SEAR THE SOUL, NONE CAN STAND THY GAZE BURN THE BODY, SEAR THE SOUL, NONE CAN STAND THY GAZE

'Flamers have neither persona nor anima, and exist solely for the purpose of spreading their transmutating fires across all of creation. They therefore cannot be tricked or deceived, for there is no real consciousness to be outwitted. Alas, neither does a Flamer possess vital organs of any kind, which requires the attacker to practically hack the beast apart if he wishes to emerge victorious. Such an abomination should be battled beyond reach of their flames, if the situation allows. If you must fight a Flamer at close range, take care that your strike is true, for only the full force of your Nemesis weapon can slay the Daemon before its fires despatch you into damnation.'

— Supreme Grand Master Janus
Grimoire Purgatus, Volume XIII

Flamers make perfect creatures to lead assaults against defensive positions; there is no fortification that can protect against their billowing clouds of magic. Flamers have rudimentary and instinctive minds, but are finely attuned to the thoughts of Tzeentch's Greater Daemons, who easily dominate their minions' thoughts. For their part, the Lords of Change invariably view Flamers as utterly inconsequential, and expend them as such: great hosts of Flamers will be hurled at a strongpoint's walls, overwhelming with sheer numbers that which their warpflame cannot destroy.

	WS	BS	S	T	W	I	A	Ld	Sv
Flamer	2	4	4	4	2	4	2	7	-
Pyrocaster	2	5	4	4	2	4	2	7	-

UNIT TYPE: **Jump Infantry.**
Pyrocaster is **Jump Infantry** (**Character**).

DAEMONIC GIFTS: **Flames of Tzeentch** (pg 61).

SPECIAL RULES: **Daemon of Tzeentch** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike**, **Warpflame** (pg 61).

BURNING CHARIOTS OF TZEENTCH

SEARING SKY-SKIMMERS

The Burning Chariots of Tzeentch hurtle across the Realm of Chaos like incandescent meteors, bringing the Great Sorcerer's chosen emissaries to every corner of existence. As they blaze through the heavens, the Chariots of Tzeentch are commonly mistaken for comets, which are often interpreted as omens of great and terrible wars upon the superstitious worlds of the Imperium.

The Exalted Flamers who ride atop these Burning Chariots are able to channel magical flame to a far greater extent than their lesser brethren. They can conjure up great billowing sheets of Warp energy, or hurl bolts of sorcerous change that make the very air sizzle with their passing. The Discs and Screamers that make up the bizarre chariot are drawn to raw magic like moths to a flame, and therefore also to the Exalted Flamers, who exude tasty sorcery from every pore and wrinkle of their coruscating flesh.

Sometimes, a Burning Chariot will even be accompanied by a handful of surly Blue Horrors, always ready to associate with anyone other than the irritatingly cheerful Pink Horrors. The Burning Chariot acts as an excellent vehicle from which to sow their own particular brand of sullen mischief, whether in the form of crude insults, or simply throttling anyone who comes near.

More unusual amongst the ranks of these outlandish flying chariots are those bound in service to Heralds of Tzeentch. These are normally acquired by trickery – most Heralds have little patience for the training of Screamers and Discs, and consider 'borrowing' a chariot from an Exalted Flamer to be an act in keeping with their status amongst the Daemonic pantheon. However, such a feat requires great cunning if the Herald in question wishes to escape the deprived Flamer's wrath. Indeed, many Heralds bear the eternal scars of past contests, and the most cunning among them will craft complex magical wards to forewarn them of the eventual, inevitable moment when their chariot's true owner will come to reclaim his property. Nonetheless, all these tribulations seem as naught once the Herald is free to swoop and dive across the battlefield on his new possession, cackling madly as he unleashes fearsome sorceries from his lofty perch.

	WS	BS	S	T	W	I	A	Ld	Sv
Exalted Flamer	4	4	4	4	3	4	3	7	-

	Armour				
	BS	F	S	R	HP
Burning Chariot	3	10	10	10	3

UNIT TYPE: Exalted Flamer is **Infantry** (**Character**). Burning Chariot is **Vehicle** (**Chariot, Fast, Open-topped, Skimmer**).

DAEMONIC GIFTS (**Exalted Flamer only**): **Blue Fire of Tzeentch** (pg 61), **Pink Fire of Tzeentch** (pg 61).

SPECIAL RULES: **Daemon of Tzeentch** (pg 26), **Daemonic Instability** (Exalted Flamer only) (pg 26), **Deep Strike, Warpflame** (Exalted Flamer only) (pg 61).

Aura of Change: The Burning Chariot's Hammer of Wrath attacks have the Warpflame special rule (pg 61).

RIDER: **Exalted Flamer**.

UPGRADES

Blue Horror Crew: All enemy units within 6" of one of more Burning Chariots that have Blue Horror Crew suffer a -1 penalty to their Leadership.

Designer's note: *An Exalted Flamer cannot disembark from a Burning Chariot. When a Burning Chariot being ridden by a Exalted Flamer is destroyed, the Exalted flamer is also removed from play as a casualty.*

SCREAMERS OF TZEENTCH

TZEENTCH'S SOARING PREDATORS

Screamers of Tzeentch are magical creatures that normally swim through the vast sea of the Immaterium on currents of psychic energy, hunting in shoals for vulnerable, wayward souls to prey upon. As they slice through the ether, they weave multi-coloured, sparkling trails, and emit the high-pitched screeching sound that earns them their name.

Screamers have no real conscious thought and are instead driven by a powerful hunting instinct. Once a pack of Screamers has the scent of a mortal's shadow-self, they pursue it ruthlessly through the myriad immaterial planes that compose the Realm of Chaos. Once the Screamers catch their doomed prey it is torn to pieces in a blink. These same hunting instincts often draw Screamers to starships as they travel through the warp. Driven mad by the delicious mortal essences within, the Screamers burrow through the vessel's energy fields. Once through, they latch onto the hull beyond and use their powerful jaws to prise apart the armoured skin. When it gives way, the Screamers burst through the breach to feast on the terrified souls inside.

Screamers gather in shoals around warzones, lured from the Realm of Chaos by the pulses of emotion and carnage. Adapted as they are to hunting amongst the otherworldly tides in the Realm of Chaos, Screamers might seem peculiar in the mortal realm, yet they are fearsome opponents nonetheless. They use their great speed and manoeuvrability to flit past their prey, slashing open throats and severing tendons with their horns and spiked tails. As each victim slumps to the ground, lifeblood pouring from their torn body and their soul released from its mortal shackles, the Screamers suddenly sweep around to consume the incorporeal morsel.

Nor do Screamers confine themselves to defenceless prey. If a Screamer's instincts tell it that a particular foe can be overwhelmed and consumed, it pounces without hesitation. Particularly bold shoals of Screamers have even been known to attack Greater Daemons, latching onto them with bristle-toothed maws and sucking the prey's magical life-force out through the wound. Little wonder, then, that Pink Horrors tread carefully when passing through the Screamer-roosts amidst the spires of the Crystal Labyrinth.

	WS	BS	S	T	W	I	A	Ld	Sv
Screamer	3	0	4	4	2	4	3	7	-

UNIT TYPE: **Jetbike.**

SPECIAL RULES: **Daemon of Tzeentch** (pg 26)**, Daemonic Instability** (pg 26)**, Deep Strike.**

Lamprey's Bite: A Screamer can substitute all of its normal close combat attacks for a single special attack with the following profile:

Range	S	AP	Type
-	5	2	Melee, Armourbane

Slashing Attack: If a unit of Screamers moves over one or more unengaged enemy units with its Turbo-boost movement, choose one of those units – it suffers D3 Strength 4 AP- hits per Screamer that moved over it. Use the final position of the Screamers for the purposes of Wound allocation; vehicles are always hit on their side armour.

DISCS OF TZEENTCH

Tzeentch occasionally grants the use of a Screamer as a mount for one of his Heralds. In this case the Master of Change binds the Screamer with bands of power, altering its form and chaining it to the rider's will without losing any of its renowned speed. These bound Screamers are known as Discs of Tzeentch. Without their subtle transformation they would undoubtedly consume the spirit of their rider, and the chance that the Disc could instantaneously revert to its original form is a constant danger for those who fall out of Tzeentch's fickle favour.

KAIROS FATEWEAVER

THE ORACLE OF TZEENTCH

Of all the puzzles in the multiverse, there is but one that escapes Tzeentch's ability to solve – the Well of Eternity. Lying in the heart of the Impossible Fortress, the mystic Well is said to be the place where space and time originate and end. To understand it, Tzeentch would need only to enter its infinite depths, but even he cannot be sure of surviving the raging maelstrom. Unable to resist the temptation of unravelling the riddle, but unwilling to risk himself, Tzeentch grabbed his vizier, a Lord of Change known as Kairos Fateweaver, and cast him into the roiling currents of the Well.

To Tzeentch's delight, Kairos survived his ordeal, but only just. When Kairos resurfaced, his body was unnaturally aged and ragged for such an immortal creature, and his neck had split along its length, now supporting two heads where there had been only one. After an eternity within the Well, these two heads can see things that remain hidden from even Tzeentch's gaze. Kairos' right head sees visions of all possible futures, whilst his left witnesses the entirety of the past. However, these gifts were not bestowed to Kairos without a price, for whilst his heads perceive everything that has ever happened, and everything that ever will, he is blind to the present. This makes the Fateweaver vulnerable to physical attack, for the future does not always reveal itself quickly enough to predict the frantic to and fro of melee.

Kairos spends most of his days at Tzeentch's right hand, his twin heads babbling knowledge of the past and murmuring secrets of the future. Nine times nine Lords of Change record every word the Fateweaver utters, so that Tzeentch's understanding of eternity comes ever closer. On those rare occasions when Tzeentch sends Kairos to a battlefield, it is always in the service of some critical juncture in his grand ineffable scheme. There, Kairos uses his perspective and prescience to influence the course of the battle.

Kairos delights in pitting his foes against each other, subtly twisting the strands of fate so that one mortal dies when he should have lived, and vice-versa. However, Kairos is also a psyker of supreme power; when the wholesale destruction of Tzeentch's foes is required, Kairos unleashes torrents of warping energy that can twist and change the very battlefield into a vista of death and devastation.

	WS	BS	S	T	W	I	A	Ld	Sv
Kairos Fateweaver	1	6	5	5	5	2	1	9	-

UNIT TYPE: **Flying Monstrous Creature** (**Character**).

WARLORD TRAIT: **Lord of Unreality** (pg 26).

SPECIAL RULES: **Daemon of Tzeentch** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike.**

Oracle of Eternity: Kairos has a 4+ invulnerable save.

The Two Heads of Fate: Each of Kairos Fateweaver's heads is a Psyker (Mastery Level 4). Both heads know all the powers from the **Change** discipline. In addition, the right head also randomly generates one power each from the **Pyromancy**, **Divination** and **Daemonology** (**Malefic**) disciplines; the left head also randomly generates one power each from the **Telepathy**, **Biomancy** and **Daemonology** (**Malefic**) disciplines. At the start of each of his turns, declare which head Kairos Fateweaver will use that turn. Until the start of his next turn, he may only use the psychic powers known to that head. Note that as Kairos Fateweaver can only use one head at a time, he only generates the Warp Charge points for a single Mastery Level 4 Psyker, not two.

PSYKER: Kairos is a Psyker, albeit a very unusual one – see The Two Heads of Fate special rule, above.

HELLFORGED ARTEFACTS

Staff of Tomorrow: *Kairos does not easily succumb to ill-fortune, for fate can be altered – with the proper knowledge.*

The staff allows you to re-roll a single D6 of your choice once per turn – declare before you make the re-roll. If this is used to re-roll a single dice from 2D6, 3D6 etc, the other dice in that batch cannot be re-rolled.

THE BLUE SCRIBES

AZURE ARCANOLOGISTS, WANDERING WIZARDKIN, TZEENTCH'S QUAESTORS

There was a time when Tzeentch ruled supreme over the Warp, his powers vastly superior to those of any of his brothers (or so maintain his followers). In their envy, the other Dark Gods joined forces to overthrow the Architect of Fate. During the final battle, Tzeentch was hurled from his perch amid the Endless Mountains and, upon impact, his mighty form was shattered into ten thousand pieces. Each of these shards contained a tiny fragment of the Arch-Sorcerer's essence – a single spell or word of change – and flung as they were across every corner of space and time, Tzeentch's power was irremediably weakened.

After his defeat, Tzeentch created two Blue Horrors, P'tarix and Xirat'p, and tasked them retrieving every single shard by travelling through the many dimensions to find and record every one of his lost spells. Tzeentch has given his Blue Scribes one of his flying Discs, both for speed and to carry the huge amount of parchment and ink that the two require for their quest. Not by chance has Tzeentch chosen two lowly Blue Horrors for such an important task. The Great Schemer, as always, was wary of what a rival Daemon could do if it ever gained such a terrible power. With their limited intelligence, and their being eternally in conflict with one another, the wandering P'tarix and Xirat'p will never constitute a problem for long.

Their peregrinations often lead them to the battlefields of realspace, where the two invariably end up helping the side which has Tzeentch's favour. P'tarix siphons the power of enemy psykers to learn and catalogue their secrets whilst Xirat'p unleashes a sorcerous barrage by reading from the huge collection of scrolls they have collected through the centuries, always arguing with his twin about which spell to use next. It is fortunate for the mortal races of the galaxy that the pair are almost constantly interrupted in their quest by the conflicts of Tzeentch's enemies and by each other, for if they ever accomplish their mission, Tzeentch will regain his supremacy and once more rule over all creation.

	WS	BS	S	T	W	I	A	Ld	Sv
The Blue Scribes	3	3	3	4	2	3	2	7	-

UNIT TYPE: **Jetbike** (**Character**).

SPECIAL RULES: **Daemon of Tzeentch** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike.**

Spell Syphon: Each time an enemy Psyker successfully manifests a psychic power, place a syphon token next to the Blue Scribes. At the start of each of your turns, roll a D6 for each syphon token next to the Blue Scribes – for each 6 rolled, one friendly psyker within 12" of the Blue Scribes immediately gains a Warp Charge point. Then remove all syphon tokens from the board.

HELLFORGED ARTEFACT

Scrolls of Sorcery: *These cracked and jumbled scrolls contain details of every spell ever written – though finding the correct one at the opportune moment can be something of a challenge.*

At the start of each friendly Psychic Phase, choose a Psychic Discipline from *Warhammer 40,000: The Rules* and roll a D6 - this turn the Blue Scribes automatically manifest that power without the need for a psychic test (they cannot swap it for the Primaris Power). This power is treated as having been manifested by the minimum amount of Warp charge points required to manifest the power, for the purposes of Deny the Witch rolls. Note that the Blue Scribes are not Psykers for the purposes of any special rules that target Psykers.

'Ygethmor's Flaming Blizzard, say-thee? Bumbleheaded no-brain! This calls for the Vaunted Transmogrification of Colchis. Watch this!'

— Xirat'p the Blue Scribe, to his brother P'tarix

THE CHANGELING

THE TRICKSTER OF TZEENTCH

The most accomplished trickster amongst Tzeentch's Daemons is the Changeling, the embodiment of the Great Schemer's need to meddle and deceive. The Changeling is possessed of a supernatural ability to assume the shape of any other creature with unfailing precision. He is the ultimate doppelganger; there is no form the Changeling cannot duplicate, no mannerism he cannot adopt. From small animals to towering alien monsters, common citizens to planetary commanders, the Changeling has impersonated them all. Indeed, the only image that the Changeling is nable to replicate is that of Tzeentch himself, for the Great Schemer will not tolerate any being mimicking his identity.

The Changeling is a restless and mischievous Daemon who roams the galaxy and the Warp alike, playing devastating practical jokes upon the unwary. He lives to sow discord and conflict, and delights in breeding mistrust and confusion. Many lords throughout the galaxy have made unusual and disastrous decisions, only to later deny they were even there. On many battlefields, a great hero has fought an opponent that was his mirror-image, his comrades unable to tell the difference between the two until it was too late. It was the Changeling who, in the image of Lord Solar Macharius, ordered the retreat on Goranna just as the real Warmaster was directing his forces forwards on front lines. In the guise of a lowly Grot, the Changeling made a few alterations to Warboss Gitsmasha's favoured megashoota – a fact that only became apparent when it next fired, blowing Gitsmasha and his retinue to smithereens.

On one occasion, he took the shape of a Keeper of Secrets and answered the summoning of an Imperial commander whose vast palace was besieged by the vengeful Dark Angels Space Marines. The Changeling traded the souls of the desperate man's daughters for a 'powerful artefact', which in the fool's own words "would put an end to the siege". The moment the commander activated the device, the shadowy forms of several Deathwing Terminator squads materialised around him, locking onto the device he was holding in his hands – a teleport homer the Changeling had stolen from the Ravenwing. The siege was indeed soon over.

The Changeling's pranks are not limited to the mortal realm. Countless wars have been started between the Chaos Gods by the Changeling's practical jokes, such as when he cut Slaanesh's beloved hair with a stolen hellblade whilst the Dark Prince slept, or the time he snuck a trio of Nurglings onto the Skull Throne, creating a hideous noise and an unholy mess the next time Khorne sat down.

So many times has the Changeling altered his appearance that even he has forgotten what his original shape was, and so when not in the guise of another being, he cloaks himself from the gazes of others. It is whispered by Tzeentch's other Heralds that beneath his cowl, the Changeling is in a state of constant flux, randomly changing between all the faces he has assumed in the vain hope of rediscovering his original features. However, only the Great Schemer remembers the Changeling's true form, and he keeps the secret for himself.

	WS	BS	S	T	W	I	A	Ld	Sv
The Changeling	3	4	3	3	2	3	1	8	-

UNIT TYPE: **Infantry** (**Character**).

DAEMONIC GIFTS:
Lesser Locus of Transmogrification (pg 67).

SPECIAL RULES: **Daemon of Tzeentch** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike, Independent Character, Psyker** (**Mastery Level 1**).

Formless Horror: At the start of each Fight sub-phase, the Changeling may choose a single non-vehicle enemy model in base contact and change any or all of his Weapon Skill, Strength, Toughness, Initiative and/or Attacks characteristics to match those of the chosen foe, until the end of the current turn.

PSYKER: The Changeling generates his powers from the **Change** and **The Daemonology** (**Malefic**) disciplines.

THAT WHICH IS SOWN SHALL SOMEDAY BE REAPED

The entity known as the Changeling felt despondent, but that was expected. It happened every time one of his labyrinthine schemes reached completion. This was, in part, the sweet melancholy felt at the end of a long and beloved labour, but also a growing frustration with the inevitable anti-climatic ending. After all, there was no one in this realm with the wit to appreciate the intricate details or the elaborate inveiglements he had so expertly wrought. The Changeling had tried explaining it to mortals before, but so many of the subtleties were lost on them that the game became tedious.

Still wearing the form of a priest of the Ecclesiarchy who he had throttled in his escape from the doomed planet, the Changeling looked out from his hooded robe and observed his fellow refugees crowded around him. They were huddled in the cargo hold in a frightful mass, many clutching themselves or rocking back and forth, numbness and horror still etched on their faces. The Changeling drank deeply of their trembling terrors; their raw emotion helped to maintain his physical presence, as he was rapidly beginning to fade.

What began as unrest on the hive world of Raxos had quickly escalated into civil war. In hindsight, each move by the Imperial Governor, all of which made sense at the time and were backed by other high level officials, only acted to fuel the repressed masses further. Each new dishonour ratcheted the rhetoric to more incendiary heights, and in no time, the feuding sides were at each other's throats.

As the spacecraft pulled away from Raxos, the Changeling could feel the strain of manifesting himself. It may have been the lack of Chaos energy, or perhaps his own reflections that caused the morph, but as he reviewed his glorious plan, the Changeling's features slid back into that of the hawk-faced Governor. A nearby refugee stirred and rubbed his eyes, alerting the Trickster that something was amiss. When next the young human peered more closely under the hood, he was reassured to find only the priest's face looking back at him.

By infiltrating both sides and whispering contaminated advice, the Imperial Governor ensured that reconciliation efforts turned more violent. After the disclosure of massed Deathstrike missile batteries and the suggestion to target a rival's reactor zone, the resulting explosions disrupted the planet's tectonic stability. Untold millions perished and the toppled hives became raging infernos – enormous funeral pyres visible from orbit. But the worst was still to come...

As the psychic upheaval on the planet reached its zenith, the Changeling opened portals to the Warp, allowing pure Chaos to pour forth. The air itself was ripped in two, and from out of these throbbing portals strode Daemons – loathsome beasts who had come to feed and destroy, which for them are one and the same.

All the warfare and mayhem was but a link in the chain, for once the Daemon legions arrived in force upon Raxos, it drew the attention of the Grey Knights. When they arrived, the Changeling, using many guises, had been forced to weave a path between the pitiless battles that erupted around each of the Warp rifts upon Raxos. It was hard work to ensure the balance was right – the Grey Knights had to be hard-pressed enough so they had no time to grow suspicious. One by one, the holes were closed; the Grey Knights sustained many losses in order to perform their exorcisms, while around them the hive cities burned and the planet began to shake itself apart. The last operational spaceport, the Clouddeck of Sector 7, became a beacon of hope to the remaining population. Millions of refugees fought their way there to flee the destruction of their world.

Twice the Changeling had met his foes face to face, as the thrill of running further circles around his quarry was too much to resist. Once, as an adjutant to the Imperial Governor's Guard, he delivered a datascroll to Brother-Captain Stern, and at another time, the Changeling joined a council of advisors to Inquisitor Karamazov. The many intertwining plans were converging when the Changeling joined the refugee throng, consuming the priest and taking his place. This death too was prearranged, his doom marked years ago when the flea had dared speak aloud Tzeentch's name, claiming he had the Emperor's protection and naught to fear. Just another detail; one of nine thousand times nine thousand. Some petty revenges were exacted upon targets in retaliation for their ancestors' doings, dating as far back as the epoch Mankind called the Age of Strife.

As the last of the rifts was closed, the Grey Knights began to realise something was amiss. The Changeling knew he could fool the machines – the scanners, Warp-trackers and energy fields. But intuition could still make the jumps of logic required – could put together enough pieces of the mosaic to see some shapes. And though he loathed his adversaries, he knew full well their measure. It was Stern who had marked the Changeling's spoor, traced the Daemon to the Imperial Governor, and marked his trail to the refugee shuttles.

The Changeling smiled, even as his physical body began, at last, to melt away. Even now, as the shuttle reached the outer orbit of Raxos, he could hear Stern's order to the Battle Barge Bright Sword. *They knew he was aboard one of the thousands of ships, but they did not know which. The Grey Knights would have to destroy each and every shuttle – hundreds of thousands of innocent lives – to ensure that he alone did not escape to start mischief anew elsewhere. He could hear their justifications even as he slipped back to a realm that could appreciate the subtleties of his works. As the lance beams and torpedoes began to annihilate the first of the refugees' armada, he was gone, leaving only the crumpled robes of a slain priest behind.*

All the destruction, even the ultimate extinction of life upon Raxos, had been but minor plots, little more than loose ends tied off with panache. No, everything up to this point had been anticipated, planned out for this exact moment. For on board the Bright Sword, *watching the merciless judgment take place, was a newly ordained Grey Knight. Brother Brutus was troubled by the slaughter. For a moment, forgetting the Rituals of Detestation and the Rites of Purity, Brother Brutus let doubt enter the bastion of his mind.*

In all the Chapter's long history, no Grey Knight has ever fallen to the lure of Chaos; only time would tell if Brother Brutus would be any different. But there, on the deck of the Bright Sword, *a seed had been planted...*

GREAT UNCLEAN ONES

GREATER DAEMONS OF NURGLE, LORDS OF BOUNTEOUS FILTH

To the mortal eye, a Greater Daemon of Nurgle is undoubtedly the foulest of all the daemonic servants of the Ruinous Powers. Each of these Great Unclean Ones is shaped in the fashion of Nurgle himself; fly-blown, maggot-ridden innards spill into view through the tears and gashes in his swollen belly as he lumbers forwards. Clusters of pustules and weeping buboes erupt from his hide, birthing small swarms of giggling Nurglings. Noxious juices seep from dozens of infected sores, leaving a glistening trail of mucus in the Great Unclean One's wake. Few mortals have the stomach, let alone the will, to oppose such a being.

As monstrous and horrific as his appearance is, a Great Unclean One is possessed of a paternal affection at odds with his nightmarish form. Gregarious and sentimental, a Great Unclean One takes pride in the achievements of his followers and looks upon all the creatures in his legion as his 'children', just as they look upon him as an embodiment of Grandfather Nurgle. Each Greater Daemon pays careful attention to all of his followers, noticeably proud of their appearance and endearing behaviour. A Great Unclean One takes delight in his minions' smallest boils, revelling in the variety and effulgence of their poxes and heaping praise upon them with vociferous proclamations. The Great Unclean One sends forth his daemonic legions with extravagant waves of his arms, booming words of encouragement and gurgling guffaws across the battlefield. All Great Unclean Ones seem to have boundless energy and drive, constantly working to extend the process of rot and decay, thoughtless for their own comfort while parts of the galaxy still remain untouched by Nurgle's bounty.

Great Unclean Ones are motivated by all the trivial mortal enthusiasms that drive the living. They are ebullient and raucous, full of a natural impulse to organise and achieve. Driven to coordinate Nurgle's chaotic endeavours, a Great Unclean One seeks to instil purpose and function in the daemonic rabble under his command. Globules of yellowy-green spittle fly from his wide mouth as the Great Unclean One urges his minions onwards. With chiding grumbles, the Greater Daemon harries those who are tardy in advancing or who seem less energetic in the pursuit of the goals of Grandfather Nurgle.

Spreading plague and decay across the war zones of the galaxy fills a Great Unclean One with jovial vigour – after all, wounds and corpses are fecund breeding grounds for new diseases and new forms of life. Though ponderous, a Great Unclean One is all but unstoppable on the advance, shrugging off the bolts and blades of the foe as though they were naught but bothersome insects. With huge rusted weapons encrusted with putrid blood, a Great Unclean One flattens his victims with all the force its immense frame can muster, each selfless act of generosity warming its rotten heart. There is no escaping a Greater Daemon of Nurgle's gifts, for each is a potent psyker. By breathing deeply of the festering powers of the Warp, he can summon a pestilent wind to wither his foes into diseased piles of flesh or vomit forth a steaming tide of filth, maggots and mucus that sweeps away his enemies.

	WS	BS	S	T	W	I	A	Ld	Sv
Great Unclean One	6	3	6	7	6	4	5	9	-

UNIT TYPE: **Monstrous Creature** (**Character**).

SPECIAL RULES: **Daemon of Nurgle** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike, Poisoned** (4+), **Psyker** (**Mastery Level 1**).

PSYKER: A Great Unclean One generates his powers from the **Biomancy**, **Plague**and **The Daemonology** (**Malefic**) disciplines.

'Let root rot and bower blight, to feed the plague of fortune.'

— Aghalhor, Bringer of Poxes,
Greater Daemon of Nurgle

PLAGUEBEARERS OF NURGLE

ROTTEN PALADINS OF THE PLAGUE GOD

The dull knell of bells and the humming of flies herald the arrival of Nurgle's Plaguebearers. Forming the rank and file of his pestilent legions, the Lesser Daemons of Nurgle shuffle forwards, their ripe bodies swollen with contagion and rife with the stench of decay. Each Daemon has a single rheumy eye and a horn sprouting from its skull – the mark of Nurgle's Rot that each bears through eternity.

It is the Plaguebearers' role to keep stock of new diseases and symptoms, and to maintain some semblance of order amongst Nurgle's naturally mischievous hordes. The Plaguebearers' obsessive need to organise is characterised by their constant counting as they try to calculate every new outbreak of plague. However, this monotonous chanting achieves very little – it is practically impossible to catalogue anything amidst the ever-changing nature of Chaos. This in no way discourages them, however, for they are the embodiment of the need to impose order upon a meaningless and uncaring world. In battle, their corpulent forms resist all but the most fearsome weaponry, and they wield rusted blades that corrupt flesh and rust metal in an instant. Unfortunately for the Plaguebearers, they are prone to losing count during combat, and they stand above their dying foes groaning in frustration before starting their count all over again.

	WS	BS	S	T	W	I	A	Ld	Sv
Plaguebearer	3	3	4	4	1	2	1	7	-
Plagueridden	3	3	4	4	1	2	2	7	-

UNIT TYPE: **Infantry.**
Plagueridden is **Infantry** (**Character**).

DAEMONIC GIFTS: **Plaguesword** (pg 62).

SPECIAL RULES: **Daemon of Nurgle** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike.**

HERALDS OF NURGLE

A mortal who resists the ravages of Nurgle's Rot for a significant time creates an unusually long incubation period for the nascent Plaguebearer, resulting in a larger, tougher individual known as a Herald of Nurgle. Such warriors are testaments to the futility of denying Nurgle's embrace.

	WS	BS	S	T	W	I	A	Ld	Sv
Herald of Nurgle	5	5	5	5	2	4	3	8	-

UNIT TYPE: **Infantry** (**Character**).

DAEMONIC GIFTS: **Plaguesword** (pg 62).

SPECIAL RULES: **Daemon of Nurgle** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike, Independent Character.**

PSYKER: A Herald of Nurgle that is upgraded to be a Psyker generates his powers from the **Biomancy, Plague** and **The Daemonology** (**Malefic**) disciplines.

SQUABBLE AND SQUIRM, SNIGGER AND SQUEAL, FOR THE PLAGUELORD IS AMONGST YOU

NURGLE'S ROT

Chief among the many gifts that Father Nurgle has granted an ungrateful galaxy is Nurgle's Rot. It is his most successful endeavour – incurable, highly infectious and with a very, very slow course. This perfect illness does not kill its host quickly; rather it slowly turns the victim's body into a bloated, rotting, living corpse. At the same time, it is eroding the soul, painfully corrupting the spirit to the point where the tortured victim has to choose between the only two routes left open to him: either end his own life, or fully embrace the ways of Father Nurgle, delighting in disease and putrescence, revelling in buboes and sickness until death puts an end to his suffering. Only then will he realise the true blessing that has been visited upon him, as his soul is reborn in Nurgle's realm, in the immortal shape of a new Plaguebearer.

SQUABBLE AND SQUIRM, SNIGGER AND SQUEAL, FOR THE PLAGUELORD IS AMONGST YOU

BEASTS OF NURGLE

SLITHERING VESSELS OF CONTAGION

The creatures known as Beasts of Nurgle are so ugly that a mere glimpse of their diseased forms is enough to make a mortal vomit. However, it is an appearance that is totally at odds with their friendly and energetic demeanour. This is because Beasts of Nurgle are incarnations of the Plague Lord's own bountiful exuberance, which is in turn a manifestation of all mortals' desire for vigorous life, social interaction, affection and fertile endeavour.

In character, Beasts of Nurgle are much like energetic, attention-starved puppies. They often accompany Nurgle's Legions into battle, fly-blown tongues lolling out of putrid mouths as they bounce back and forth to attract the attention of Grandfather Nurgle's favourite sons, hoping for a pat on the back, a rub of the belly or some other scrap of attention. When happy, Beasts of Nurgle wag their slug-like tails back and forth. When over-excited (which is most of the time) they leave little puddles of caustic slime behind them. Beasts of Nurgle are affectionate creatures that love nothing more than to bound up to potential new playmates and slobber all over them. Those who foolishly run away from the Beasts of Nurgle in an attempt to escape only serve in rousing the creatures' instinctive enthusiasm, for they simply cannot resist a good game of chase, bounding after their panicked friends with phlegm-choked barks of excitement.

Unbeknownst to the cheerful but dim-witted Daemons, their bodies are dripping with a whole host of virulent plagues and contagions. Even the proximity of a Beast of Nurgle is enough to spell death for small animals and plants. The mere touch of a such a creature is quickly fatal to most mortals, causing aggressive diseases to run rampant through their bodies at an accelerated pace. Soon the victim falls silent and still, already decaying under the malign influence of Nurgle's infections.

The Beasts of Nurgle only register a fleeting sense of disappointment at their new friend's lack of spirit, and will quickly grow bored of their game, eagerly searching for new playmates upon which to lavish their lethal devotion. More gruesome still are those times when the simple-minded Beasts of Nurgle mistake their victim's convulsive throes for a new game – eager to join in the fun, they quickly drop to the ground to roll around as well, crushing their poor friends' ravaged bodies to a pulp in the process. When the Beasts of Nurgle finally right themselves, they find that their playmates have mysteriously disappeared from sight. Assuming that they've been abandoned, they set about a pathetic, heartfelt whimpering – that is until they are distracted by the pool of gruesome fluids that has inexplicably appeared about them, which they set to lapping up with relish.

	WS	BS	S	T	W	I	A	Ld	Sv
Beast of Nurgle	3	0	4	5	4	2	D6+1	7	-

UNIT TYPE: **Beast.**

SPECIAL RULES: **Daemon of Nurgle** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike, It Will Not Die, Poisoned** (4+), **Very Bulky.**

Attention Seeker: At the end of any enemy Charge sub-phase in which one or more of your units has been the target of a successful enemy charge, choose a friendly unengaged unit composed entirely of Beasts of Nurgle that is within 12" of at least one enemy unit that has successfully completed a charge this phase. The Beasts of Nurgle unit must immediately declare and resolve a charge against that enemy unit, even though it's the enemy Charge sub-phase!

Note that this special counter-charge can only be done in the enemy Charge sub-phase. If the Beasts of Nurgle unit is within 12" of two or more enemy units that have successfully completed a charge this turn, you may choose which of these units the Beasts of Nurgle attempt to charge (you may not declare a multiple charge). In either event, next choose another friendly unit entirely composed of Beasts of Nurgle (if there is one) and repeat the process.

Slime Trail: A unit that successfully charges one or more models with this special rule is always treated as having made a disordered charge.

PLAGUE DRONES OF NURGLE

THE ROTTING RIDERS

High-ranking Plaguebearers are known amongst the Daemon legions as Plague Drones; a title that conveys commendable humility. These overseers of Nurgle's realm ride into realspace mounted upon Rot Flies – colossal daemonic insects whose appearance is so repugnant it scars the mind. From their lofty positions, the Plague Drones can properly tally the diseases running rife across the battlefield, as well as swiftly intervene should Nurgle's divine plans meet with heavily-armed resistance.

The Rot Flies themselves are amongst Nurgle's most loathsome creations. Only the forbidden tomes of the Black Library speak of the vile process by which these creatures are birthed, for they hatch in the sticky depths of Nurgle's garden, where the visionary and the loon wander in their dreams. Some Beasts of Nurgle, disappointed by the rag-doll inactivity of their mortal playthings, develop a kernel of bitterness in their ebullient souls. Crestfallen puzzlement leads to frustration and ultimately an aching resentment. Over the millennia, a thin seed of malice grows in such a Beast's heart, feeding upon the energies of its depression and angst until it throbs like a canker.

The final straw comes when the Beast is betrayed unto death by those it wishes to call its friends. Seeking reconciliation, the Beast will put aside its doubts and bound optimistically towards the ranks of those mortals it has cornered. Should one of these ingrate warriors slay the Beast with a lucky sword thrust or well-aimed plasma blast, the creature will vanish howling into the Warp. Called back to the Immaterium, the Beast lollops and huffs, splashing down into the mire of Nurgle's garden with an aggrieved sigh. The knowledge that it cannot return to the delights of the mortal realm festers within it as it wallows in the sheer unfairness of the universe.

Over the centuries the Beast pupates, protected from harsh reality by a crawling shroud of Nurgle's fattest flies. A daemonic metamorphosis takes place as the chitinous nub of hate that lurks within the Beast grows strong on the sallow bulk of its former incarnation. Eventually, the creature within bursts out of its cocoon as a full-grown Rot Fly, a creature of pitiless malice hell-bent on wreaking its revenge upon an uncaring universe. Plaguebearers prize such steeds highly, for in their haste to punish the mortals that once spurned them, Rot Flies speed into battle at a great pace.

As the Rot Flies fall upon their prey, leathery wings buzz in a flapping purr of motion and clouds of deathbottles fill the air above, choking airborne warriors and clogging engine intakes. Prehensile probosces and posterior mouth-parts latch onto the faces of their victims, and the Rot Flies let out titters of mean-spirited laughter as they pluck heads from necks and swallow them down. When facing the common soldiery of realspace, a Rot Fly will slowly digest all meat from a skull before extruding a plague-infused death's head that its Plaguebearer rider can hurl at the foe. Given the chance, though, Rot Flies will hunt down the heroic warriors that slew their previous incarnations. A special fate is reserved for such individuals – opening their maws wider than physical law should allow, the Rot Flies swallow their prey whole, keeping them trapped in their mucous-filled abdomens for eternity.

	WS	BS	S	T	W	I	A	Ld	Sv
Plague Drone	3	3	4	5	3	2	3	7	-
Plaguebringer	3	3	4	5	3	2	4	7	-

UNIT TYPE: **Jet Pack Cavalry.**
Plaguebringer is **Jet Pack Cavalry (Character).**

DAEMONIC GIFTS: **Plaguesword** (pg 62).

SPECIAL RULES: **Daemon of Nurgle** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike, Very Bulky.**

NURGLINGS

MITES OF FATHER NURGLE

The innards of a Great Unclean One are best not pondered, for such gastric caverns are not places that sane men wish to consider for too long. It is in these churning depths that the Nurglings are created. Starting as small blobs of indescribably foul matter, Nurglings are nourished by the pulsating juices of a Great Unclean One's inner organs, growing into small facsimiles of Nurgle himself until they plop into existence as spiteful, rotund imps.

For most of their existence, Nurglings congregate around the Great Unclean One that created them. They clamber across his bulk seeking comfortable pools of liquids and warm spots under the folds of rotting flesh. Eager for attention, Nurglings chatter to their master incessantly, picking at his scabs and hoping for a fatherly belch of appreciation. Sometimes, a particularly favoured Herald of Nurgle is gifted a palanquin upon which to be carried, which is borne aloft by a carpet of Nurglings. When not moving the palanquin around, they will scurry around making gifts of small trinkets they find; dead animals, rotting bones, particularly splendid fungi and other such presents as they think will please their master.

Nurglings are mischievous little creatures, and when they aren't squabbling with each other or vying for attention, they are typically making a nuisance of themselves by spreading boils, spoiling foodstuffs, or else leaving slippery piles of filth for unsuspecting mortals to step in. Of all Daemons, it is Nurglings that most vex the Plaguebearers; driven by the instinct to record and codify, the Lesser Daemons of Nurgle find the capricious, trouble-causing nature of Nurglings impossible to fathom. Whilst Great Unclean Ones look upon their pestilent children with affection, the sombre Plaguebearers view them as a constant distraction.

The Nurglings flocked to their master, squabbling and bickering in their impatience to nestle in the warm comforts of his decaying bosom.

'Ahhh... Nurgle's children, our pretties, our pets,' cried the deep warm voice of the Great Unclean One. 'How Nurgle loves his wonderful little children! How Nurgle loves his beautiful little pets!'

With a broad and loving smile, the great Daemon raised a hand to pluck up a Nurgling that had settled into the folds of his chest. The Nurgling squealed and squirmed as the hand enveloped it, caressing it for a moment before popping it whole into the Great Unclean One's mouth.

Nurglings are very protective creatures and will launch themselves at foes that threaten them or their friends. They swarm forwards in a rush of malevolence, spilling over their victims like an irrepressible tide. Some of Nurgle's favoured Heralds are accompanied to battle by seething tides of these diminutive monsters; those most vaunted in his sight are borne aloft by putrescent heaps of Nurglings.

Possessed of pointed teeth and sharp claws, the Nurglings swallow up their enemies with a mound of biting, scratching bodies. Such small wounds as are inflicted by these miniscule creatures would be inconsequential were it not for the lively toxins and contagions from which the Nurglings are made, which quickly infect and mortify even the slightest injury.

	WS	BS	S	T	W	I	A	Ld	Sv
Nurgling swarm	3	3	3	3	4	3	4	7	-

UNIT TYPE: **Infantry.**

SPECIAL RULES: **Daemon of Nurgle** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike, Infiltrate, Swarms.**

KU'GATH PLAGUEFATHER

FOETID BREWMASTER

Ku'gath was once a lowly Nurgling, a mite who sat upon the great shoulders of Nurgle himself. Whilst the Lord of Decay mixed his most virulent toxin ever, Ku'gath tumbled from his nesting place into the cauldron. Ku'gath took a great draught of the contents of that rusted bowl and swelled with its power. Invigorated, he drank and drank until the cauldron was empty. He bloated with corrupting decay, and grew into a mighty Great Unclean One. Nurgle laughed at the antics of his new creation, which had become the embodiment of the perfect disease that had bubbled in the Cauldron of Poxes. Though Nurgle was unperturbed by the turn of events, Ku'gath realised he had robbed his father of the greatest of all diseases, a contagion that might have even eclipsed the blighted wonders of Nurgle's Rot. Ever since, Ku'gath has sought to recreate the toxic miracle that created him.

The Plaguefather is a sombre creature, standing apart from his fellow Greater Daemons. Not for Ku'gath the gurgling delights of lesser infections: he diligently toils in his self-imposed quest, and his studies require that he travels widely, seeking every putrid ingredient and rare sickness imaginable. Ku'gath is the most eager of Nurgle's Daemons to enter the mortal realms, for he finds the countless war zones ideal places to acquire new experimental subjects and conduct his latest field tests.

Atop a palanquin loaded with the paraphernalia of a mobile laboratory, Ku'gath is carried across the universes by a mound of straining Nurglings as he searches for the elusive combination of blights and woes that will recreate the perfect disease. The carpet of over-laden Nurglings is constantly replenished, for Ku'gath's rotten innards produce the impish creatures at an epidemic rate. Each one carries a unique blend of the elements that created the Plaguefather, and in battle, Ku'gath picks them up, pausing only to pat them on the head before dunking them in a vat of bubbling, necrotic liquid and hurling them at his enemies.

The Nurglings squeal with delight as they fly through the air, bursting upon impact and showering the enemy with acidic juices and plague-saturated filth. Ku'gath watches with detached interest, noting only how each particular infection manifests and spreads, his mind already thinking of how to improve the potency of his next concoction.

	WS	BS	S	T	W	I	A	Ld	Sv
Ku'gath Plaguefather	6	3	6	7	7	4	6	9	-

UNIT TYPE: **Monstrous Creature** (**Character**).

WARLORD TRAIT: **Immortal Commander** (pg 26).

SPECIAL RULES: **Daemon of Nurgle** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike, Poisoned** (4+), **Psyker** (**Mastery Level 1**), **Slime Trail** (pg 48), **Very Bulky.**

Nurgling Infestation: At the start of each of your turns, one Nurgling swarm within 6" of Ku'gath automatically regains a single Wound lost earlier in the battle.

PSYKER: Ku'gath Plaguefather generates his powers from the **Plague** and **The Daemonology** (**Malefic**) disciplines.

HELLFORGED ARTEFACT

Necrotic Missiles: Ku'gath can scoop up and hurl vast handfuls of plague-ridden Nurglings at the enemy.

Range	S	AP	Type
24"	-	3	Heavy 1, Large Blast, Poisoned (4+)

EPIDEMIUS

THE TALLYMAN OF NURGLE

The task of cataloguing the potency of the Plaguelord's many diseases falls to Epidemius, the Lord of Decay's chosen Tallyman. Epidemius is one of the seven Proctors of Pestilence who preside over the massed legions of Plaguebearers that answer Nurgle's call. Borne aloft on a rotten palanquin, Epidemius moves amongst the Daemons of Nurgle, making note of all the varied afflictions and poxes unleashed into the universe. It is a never-ending task, for Nurgle is constantly creative and his anarchic hordes are ever keen to spread new and wonderful diseases.

Epidemius' Nurglings act as assistants, secreting ink for his quill, growing parchment-like strips of skin from their backs for their master to tear free, and counting upon a great death's head abacus that grows from the planks of the palanquin. The Nurglings also serve as guards for the Tallyman, biting at the ankles and shins of any who threaten their beloved master. Unlike the usual babble and giggling that accompanies most Nurglings, Epidemius' brood are almost silent. They understand the importance of Epidemius' task and suffer his ire when an ill-timed titter or rasping belch breaks his concentration. Nurgle's Tallyman brooks no idleness or foolishness; hence his passage is accompanied only by the slimy squelching of the palanquin and the gnawing scratch of Epidemius' quill.

Epidemius can be found wherever Nurgle's pestilent gifts are most bountiful. His corpulent frame is often seen upon mortal battlefields, for infected injuries and fresh corpses are fecund breeding grounds for contagion, and the stench attracts Epidemius like a fly to a rotten wound. In battle, Epidemius surveys the spread of filth and decay from his lofty perch, taking careful note of every bubo, pustule and sore. If Epidemius were ever to make an error or an untimely observation, Nurgle's displeasure would be dire indeed. For this reason, Epidemius focuses wholly on his task even in the midst of desperate battle. Guided by his plague sense, Epidemius follows the filthy spoor of his master's work through both the daemonic and mortal realms. Even as Epidemius writes, Grandfather Nurgle becomes aware of his findings, distilling the information for future experiments and brews. The more observations Epidemius makes, the more the Lord of Decay's attention is drawn to him, and the greater the blessings bestowed upon his pestilent legions.

	WS	BS	S	T	W	I	A	Ld	Sv
Epidemius	5	5	5	5	4	4	4	8	-

UNIT TYPE: **Infantry (Character).**

DAEMONIC GIFTS: **Plaguesword** (pg 62), **Lesser Locus of Virulence** (pg 67).

SPECIAL RULES: **Daemon of Nurgle** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike, Independent Character, Very Bulky.**

Tally of Pestilence: Whilst Epidemius is alive, keep a count of all unsaved Wounds caused by the psychic powers, shooting and close combat attacks of Daemons of Nurgle (friend or foe) – even those that are negated by means other than saving throws, such as Feel No Pain. At the start of each of your turns, consult the table below to determine the effect of the Tally of Pestilence. All Daemons of Nurgle in units within 6" of Epidemius receive the bonus characteristic or special rule shown below. All effects from the Tally of Pestilence are cumulative.

Wounds	Effect
0-6	No effect
7+	+1 Strength
14+	+1 Toughness
21+	Poisoned (2+) special rule
28+	Feel No Pain (4+) special rule

KEEPERS OF SECRETS

GREATER DAEMONS OF SLAANESH, BRINGERS OF TEMPTATIONS

There is nothing so loathsome yet beguiling as the Greater Daemons known as Keepers of Secrets, the closest companions and servants of the Lord of Excess. Wreathed in glamours and mind-dulling musks, this monstrous Daemon masks his true form with supernatural allure. His powerfully muscled body is decked with jewels that hold the souls of his choicest victims, and his razor sharp claws are decorated with brightly coloured lacquers.

A Keeper of Secrets is a highly intelligent creature, a being whose silvered words and languid gestures belie his true power. It is claimed these are the most entrancing of all immortals, and that to look upon one is to surrender every last shred of self-will. A Greater Daemon of Slaanesh knows the most intimate desires of every mortal being, and he will use this horrific knowledge to gain power over his foes, seducing them with whispered promises they cannot hope to resist. Few who have encountered this Daemon can describe the shame of their desire, nor the lust for violence and depravity that overwhelms their rational senses in his presence, but the Keeper of Secrets is more than just a master of the psyche; on the field of battle he is a graceful yet vicious killer that delights in the excessive, wanton violence he unleashes.

Pain and pleasure are irrevocably blended in the minds of Slaanesh's Greater Daemons, meaning that their blissful enjoyment of battle is unmatched in or outside of the Warp. However, Keepers of Secrets are only used by Slaanesh when all else has failed, for violence is but a small element of the Dark Prince's nature. When sheer, uncompromising force is the only course left, Slaanesh tasks his Greater Daemons to deliver it in excess.

Keepers of Secrets take gloating, sadistic pleasure in all acts of killing and torture, considering excruciatingly painful death in battle as another form of creative expression. They take delight in the interplay of explosions, blood and horror, feeding upon the strong emotions triggered by mortals as they are torn apart. Their limbs, at the same time delicate and hideously strong, move in blinding strikes as they eviscerate their opponents, spilling blood in pleasing patterns and spreading body parts in an exotic tapestry. The desperate pleas for mercy and the berserk battle cries of blood-crazed warriors are sonorous music to the Greater Daemons' ears, a delectable opera that honours Slaanesh. The ways of murder are myriad, and the Greater Daemon must explore them all.

As well as being a lightning-fast and vicious warrior, a Keeper of Secrets possesses knowledge of many mystical arts, weaving psychic powers that lead the weak-willed to their doom. A Greater Daemon of Slaanesh invades the thoughts and senses of its prey, penetrating their every mental defence, sending them visions of glory, titillating their egos and caressing their inner desires to lead them astray. There is nothing more satisfying for a Keeper of Secrets than to corrupt a warrior of noble heart, turning his quest for glory into a sacrifice upon the altar of Slaanesh's perverse will.

While Greater Daemons of Slaanesh take particular pleasure in destroying the daemonic creatures of Khorne, the arch rival of the Dark Prince, it is a mortal sweetmeat that holds the most delight. It is the radiant souls of the Eldar they thirst for above any others. They crave the sheer terror that the dying race holds within its heart for the Dark God they birthed at the time of the Fall, making their souls the headiest of draughts. A Keeper of Secrets will stop at nothing to glut upon such morsels over and over again, a fact that haunts the Eldars' every waking moment.

	WS	BS	S	T	W	I	A	Ld	Sv
Keeper of Secrets	9	6	6	6	5	10	6	9	-

UNIT TYPE: **Monstrous Creature** (**Character**).

SPECIAL RULES: **Daemon of Slaanesh** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike, Preferred Enemy** (**Eldar & Dark Eldar**), **Psyker** (**Mastery Level 1**).

PSYKER: A Keeper of Secrets generates powers from the **Telepathy**, **Excess** and **The Daemonology** (**Malefic**) disciplines.

DAEMONETTES OF SLAANESH

MAIDENS OF ECSTASY

Most numerous of Slaanesh's servants are his Lesser Daemons, the Daemonettes. They serve as courtiers and courtesans in the Palace of Pleasure, created to fulfil Slaanesh's every passing whim. They fill Slaanesh's throne room, lounging upon silken cushions, gossiping endlessly as they scheme to earn greater favour from their wilful master.

The Daemonettes are also Slaanesh's warriors and messengers beyond his realm. Slaanesh is given to extreme changes of mood and when frustrated, he lashes out with his legions, sending his Daemonettes to tear down everything he finds repugnant, unsubtle and crude, and replace them with artistic vistas of destruction.

In battle, Daemonettes can be seen dancing across the blood-soaked ground, dead bodies forming a carpet beneath their feet. Their honeyed voices are raised in joyous songs of praise to Slaanesh as they slay and maim in the name of agony and pleasure. They are lithe, dextrous killers, gifting their victims with a mixture of excruciatingly painful caresses and the most delicate and tender of killing strokes. Even in the most gruesome of conflicts, the Daemonettes smile in secret ecstasy as they go about their deadly work, delighting in the raw waves of emotion emanating from their enemies.

In appearance, the Daemonettes are both beautiful and revolting. They have an androgynous charm that is heightened by a permeating sense of beguilement. Though their true forms are repulsive and terrifying, this supernatural power makes them appear as the ultimate beauty and object of desire in the eyes of mortals, regardless of their race, gender or morality. None exposed to the Lesser Daemons of Slaanesh forget the tide of living sensuality; it evokes both loathing and a perverse longing that forever gnaws at the minds of those who see them.

	WS	BS	S	T	W	I	A	Ld	Sv
Daemonette	5	4	3	3	1	5	2	7	-
Alluress	5	4	3	3	1	5	3	7	-

UNIT TYPE: **Infantry.** Alluress is **Infantry** (**Character**).

SPECIAL RULES: **Daemon of Slaanesh** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike.**

HERALD OF SLAANESH

The more privileged a Daemonette is – the more she pleases the Dark Prince – the closer to his throne she is allowed to approach. The most favoured Daemonettes are the handmaidens, fastest and most deadly of his courtesans. Also known as the Heralds of Slaanesh, these Daemons are allowed on to Slaanesh's dais to feed him sweetmeats and stroke his body with their oiled claws. It is to these depraved creatures that Slaanesh entrusts his more subtle machinations, for his Greater Daemons are created primarily for excessive violence, rather than the delicacy that the Dark Prince's ploys require on occasion.

So it is that a Herald of Slaanesh leads the Dark Prince's followers in the ongoing dance, using her seductive spells to corrupt her foes and inspiring them to give in to their deepest needs. With promises of glory and self-fulfilment, the Herald twists the aspirations and ambitions of her prey into self-obsession, paranoia and madness, luring the victim onto the indulgent road towards self-destruction and the furtherance of the Dark Prince's desires.

	WS	BS	S	T	W	I	A	Ld	Sv
Herald of Slaanesh	7	6	4	3	2	7	4	8	-

UNIT TYPE: **Infantry** (**Character**).

SPECIAL RULES: **Daemon of Slaanesh** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike, Independent Character.**

PSYKER: A Herald of Slaanesh that is upgraded to be a Psyker generates powers from the **Telepathy, Excess** and **The Daemonology** (**Malefic**) disciplines.

SEEKERS OF SLAANESH

SWIFT RIDERS OF SLAANESH

Seekers of Slaanesh form the vanguard of the Dark Prince's legions, Daemonettes who ride ahead on disturbingly graceful daemonic mounts. The Steeds of Slaanesh, as these lithe, sensual beasts are called, are swift and powerful and track mortals by tasting their desires on the air. So swollen are their sensoriums that they can taste fear, joy or lust on the breeze from a mile away. The Steeds' long, prehensile tongues dart out to ensnare their victims, shuddering in delight as they taste the mortals' souls. Before the terrified morsel can struggle free, they are dragged towards the daemonic beasts and their riders, whose fanged smiles and curving claws welcome them to an agonising oblivion.

	WS	BS	S	T	W	I	A	Ld	Sv
Seeker of Slaanesh	5	4	3	3	1	5	3	7	-
Heartseeker	5	4	3	3	1	5	4	7	-

UNIT TYPE: **Cavalry.**
Heartseeker is **Cavalry** (**Character**).

SPECIAL RULES:
Acute Senses, Daemon of Slaanesh (pg 26), **Daemonic Instability** (pg 26), **Deep Strike, Outflank.**

SEEKER CHARIOTS OF SLAANESH

MACHINERIES OF BLISSFUL PAIN

As the straining steeds of a Seeker Chariot pull the bladed death-machine to full speed, swirling shapes sear the air with blinding streaks of vibrant, luxurious colour. The metal axles screech in a disharmony akin to the wailing of tormented souls, a terrible cacophony that ululates between the chanting of the Daemonettes and the lilting hoots of the Steeds. When the chariot finally crashes home, the Daemonettes dance from yoke to spar, laughing as their every disembowelling strike weaves bloody trails in the air.

	WS	BS	S	T	W	I	A	Ld	Sv
Exalted Alluress	5	4	3	3	1	5	4	7	-

	Armour				
	BS	F	S	R	HP
Seeker Chariot	4	11	11	10	2
Exalted Seeker Chariot	4	11	11	10	4

UNIT TYPE: **Vehicle** (**Chariot, Fast, Open-topped**).
Exalted Alluress is **Infantry** (**Character**).

SPECIAL RULES: **Daemon of Slaanesh** (pg 26), **Daemonic Instability** (Exalted Alluress only) (pg 26), **Deep Strike, Fleshshredder** (Seeker Chariot/Exalted Seeker Chariot of Slaanesh only) (pg 56).

RIDER: **Exalted Alluress**.

EXALTED SEEKER CHARIOTS

Exalted Seeker Chariots are festooned with razor-sharp blades. Indeed, the entire rear axle is a giant whirling mass of flensing metal; anything that falls beneath the chariot's wheels is destined to emerge as a fine red mist. Though a victim's body may perish in a spectacular fashion, their unfortunate soul endures much longer. The chariot's enscorcelled blades hook deep into the spiritual remains of its victims, drawing them ever deeper into the maelstrom of metal. Exalted Chariots seek the foe wherever they are most numerous, ploughing into them with hysterical abandon.

Given that the Exalted Seeker Chariots provide a glorious vantage point from which to view a battle, they are often chosen as mounts for preening Heralds of Slaanesh, who like to be admired as much as they like to kill.

HELLFLAYERS OF SLAANESH

SOUL-SLASHING BLADE ENGINES

The constant warfare and anarchy that defines the Realm of Chaos has ever worked against Slaanesh's pursuit of perfection by leaving battle-slain corpses littered across his sacred lands like the petals of a particularly repulsive plant. Strange machineries known as Hellflayers ride hither and yon across the alabaster plains, their reaping blades cutting and slicing the distaff flesh into small pieces that Slaanesh's otherworldly flora can easily devour. Of course, with Daemonettes being the preening and selfish creatures they are, the menial work of feeding their lord's garden is considered a weighty chore. There are no emotions to gorge upon in such a task; no tortured and amplified sensations to sample. So it was that for a time, only those creatures who had displeased mighty Slaanesh were sent to crew his infernal Hellflayers.

Yet Daemonettes are as wily as they are cruel, and it wasn't long before a particularly wilful pair of Slaanesh's handmaidens defied their master. During the Slaughter of Scintilla Prime, the rebellious pair brought their Hellflayer not to the battle's aftermath, but to its gory height. Blades prepared for rotting corpses proved just as keen when set upon the living flesh of the Guardsmen sent to stop them. Severed heads and limbs flew like chaffed wheat; ichor spattered across the Hellflayer's steeds and crew. Yet all this went unnoticed by the Daemonettes. They were gripped by a battle-rapture such as they had never known, for in their rampant pursuit of excess they had bound their own senses to the blades of their machines. Like all creations of Slaanesh's spiteful land, the metal from which the Hellflayer had been forged was deeply attuned to living emotion. As its blades sank into flesh, each victim's suffering was transmuted into an intoxicating spiritual incense that drove the Daemonettes into an impassioned frenzy.

When Slaanesh learnt what had transpired, he was much angered. Yet he was also pleased, for that lone Hellflayer had wrought much carnage – Slaanesh's armies have ever been weaker than those of his dark brothers, and anything to alter the balance was cause for delight. The Dark Prince decreed that to ride a Hellflayer would no longer be a punishment, but an honour. Hellflayers now drive in the vanguard, blades mangling and maiming foes caught in their path. As for the two rebellious Daemonettes, Slaanesh transmuted them into unfeeling marble and set them on the far end of his causeway, their backs forever to the decadent glories they had once enjoyed. They stand as a silent reminder of what happens to those who flout the Dark Prince's will.

	WS	BS	S	T	W	I	A	Ld	Sv
Exalted Alluress	5	4	3	3	1	5	4	7	-

	Armour				
	BS	F	S	R	HP
Hellflayer Chariot	4	11	11	10	2

UNIT TYPE: **Vehicle** (**Chariot, Fast, Open-topped**).
Exalted Alluress is **Infantry** (**Character**).

SPECIAL RULES: **Daemon of Slaanesh** (pg 26), **Daemonic Instability** (Exalted Alluress only) (pg 26), **Deep Strike.**

Soulscent (Exalted Alluress only)**:** When a model with this special rule makes close combat attacks, they gain a number of bonus Attacks equal to the number of unsaved Wounds inflicted by the Hellflayer's Hammer of Wrath this turn.

Fleshshredder (Chariot only)**:** This model's Hammer of Wrath Attacks are resolved at Strength 4 AP-, with the Rending special rule. In addition, when this model charges, it inflicts D6 Hammer of Wrath Attacks for each Hull Point it has remaining, rather than the usual amount.

RIDER: **Exalted Alluress**.

Designer's note: *When a Hellflayer Chariot is destroyed its rider is also removed from play as a casualty.*

FIENDS OF SLAANESH

HARBINGERS OF DEADLY FRAGRANCE

Fiends of Slaanesh appear as an unholy mixture of creatures, chimerical beings from Warp-induced nightmares given physical shape. Such a collage of forms should by all rights repulse the sane mind, but Fiends exude a soporific musk that attracts and immobilises their prey. The narcotic pleasures they give are reserved only for their enemies, lacing mortal minds with the most rapturous of dreams. As a mortal succumbs to the sweet state of euphoria, the Daemon's razor-sharp claws sweep down and rend its unresisting victim apart with luxurious care.

Only a superhuman feat of willpower has any hope of fighting through a Fiend of Slaanesh's bewitching aura, and a mortal who somehow emerges from the nightmare alive will never truly be the same again. Though they recall little of the experience – their mind unable to recollect the Fiend's dreams without inviting insanity – they are left with dim impressions of writhing limbs and long, lashing tongues, of inhuman squeals of delight and impossible faces contorted with the ecstasy of pain. Even worse than this is the overwhelming sense of sweet suffocation that haunts their every waking moment – a cloying, seductive scent that sends dark desires into their heart and an irresistible urge that beckons their soul to certain destruction.

Within the Warp, Fiends wander and prowl the circles of Slaanesh's magnificent realm, frolicking in the warm, ever-present glow of the Dark Prince's adoration. They amuse themselves by hunting each other and interlopers through the winding forests and along the beautiful shores. Attacking and then withdrawing, the Fiends carefully dissect their prey with precise cuts from their claws, toying for an age with those they chase until the final deathblow comes as an ecstatic release to their victim's agony.

Fiends are unnaturally swift, moving with a strange and scuttling gait as they pursue those who would refuse Slaanesh's heady embrace. As the daemonic beasts close for the kill, they let out a keening song to each other – a haunting discordance interweaved with melodic riffs and a throbbing, bass beat. This call is not merely sonic, but also psychic, resonating in Warp space all the way back to the Palace of Pleasure. As Slaanesh sprawls across his throne, his mind is caught by these distant hymns and lullabies, his eyes glazed with the disturbing beauty of his Fiends' music. For mortals, the siren call of the Fiends of Slaanesh is far less pleasurable, for the rapidly shifting scale and pitch can cause eyes to vitrify, noses to bleed and eardrums to burst.

	WS	BS	S	T	W	I	A	Ld	Sv
Fiend of Slaanesh	4	0	4	4	3	6	3	7	-

UNIT TYPE: **Beast.**

SPECIAL RULES: **Daemon of Slaanesh** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike, Very Bulky.**

Disruptive Song: Enemy Psykers suffer a -1 penalty to their Leadership whilst they are within 12" of at least one Fiend of Slaanesh.

Soporific Musk: All models in a unit that is successfully charged by one or more units of Fiends suffer a -5 penalty to their Initiative until the end of that Assault phase.

TASSTE MY DREAMSS CARESSS MY SSOUL HEAR MY SSCR

Invitingly, the creature opened its clawed arms to him, and he stumbled forward in a daze. The rattle of heavy bolters, the screams of the dying and the crump of explosions seemed to recede into the distance as his forgotten lasgun dropped from his fingers. It was so beautiful and exotic, so wondrous and elegant, his head swam with coloured lights as he drank in the musky perfume of it. He felt clumsy and brutish as he stepped into the Daemon's embrace, but its malevolent eyes were filled with such secret promise...

TASSTE MY DREAMSS CARESSS MY SSOUL HEAR MY SSCR

THE MASQUE OF SLAANESH

ETERNAL DANCER OF SLAANESH

Once the chief handmaiden of Slaanesh, the Masque used to comb the Dark Prince's shining hair and oil it with fragrant balms. When Slaanesh's mood was grim, the Masque would dance to lighten his thoughts, enrapturing her god with the most dazzling and acrobatic displays. Yet for all of Slaanesh's indulgence, the Masque was to become the most despised of all the Prince of Pleasure's servants.

During the eternal wrangling and wars that make up the Great Game, it came about that Tzeentch tricked Slaanesh into an unwinnable battle against both Khorne and Nurgle, a war that ended only with the Dark Prince's defeat and humiliation. Seeing the dark mood of her master, the Masque took it upon herself to ease his heart with her most energetic and scintillating dance ever. Where once her leaps and pirouettes had brought laughter and joy, now Slaanesh's bitter heart saw mockery, each perfect combination of moves calculated to be barbs to his pierced pride. Enraged, Slaanesh cast the Masque aside, condemning her as a traitor. He cursed her, saying that if she wanted to dance, she must dance forever more.

Such has been the Masque's doom, to dance across eternity. In the circles of Slaanesh's realm, she pirouettes for other Daemonettes, entrancing them with her sinuous movements until they are so enraptured they can no longer move or speak. She dances at the gates of Khorne, mocking the Bloodletters who snarl and growl at her impudence. The Masque dances across the mortal worlds of the galaxy, trapping those who witness her. Where mortals indulge their senses, where excess overcomes restraint, the Masque appears to lead the incautious on a dance of doom.

As she enacts the tales of Slaanesh's glorious history, his bespoke destiny and his most unholy conquests, her golden mask flickers and changes, matching the roles of the characters she plays. So powerful is the lure of the Masque's display that all who see it feel compelled to join in the performance. Immortal Daemons and crude mortals alike feel this calling in their hearts and are powerless to resist, joining the show as if they had rehearsed their parts for an eternity. In the 'Dance of Dreaming', where the character of the slumbering prince awaits to be born, the Masque's troupe is lulled into a lethargic trance, whilst in the 'Dance of Death', a re-enactment of one of Slaanesh's great victories over Khorne, the cast leap and flail and claw at their eyes and throats. Consumed by the ecstasy and agony of the Masque's aura, they will happily dance themselves to death, using up their last ounce of energy, their dying breath, to keep pace with her twirls and somersaults.

	WS	BS	S	T	W	I	A	Ld	Sv
Masque of Slaanesh	7	6	4	3	2	7	5	8	-

UNIT TYPE: **Infantry** (**Character**).

SPECIAL RULES: **Daemon of Slaanesh** (pg 26), **Daemonic Instability** (pg 26), **Deep Strike, Hit & Run.**

Unnatural Reflexes: The Masque of Slaanesh re-rolls all failed invulnerable saves.

The Eternal Dance: At the start of each of the controlling player's Shooting phases, the Masque must choose one dance to perform. These abilities target one unengaged, non-vehicle enemy unit within 12" within the Masque's line of sight.

- **The Dance of Caging:** Until the start of the Masque's next Shooting phase, the target unit suffers a -5 penalty to Weapon Skill (to a minimum of 1) and can only move, run, charge and fall back D3".

- **The Dance of Death:** The target unit suffers a number of Strength 1 hits equal to the number of models in the unit. These hits are resolved at AP2, and have the Ignores Cover special rule – allocate any Wound as for a Shooting attack.

- **The Dance of Dreaming:** Until the start of the Masque's next Shooting phase, the target unit suffers a -5 penalty to their Ballistic Skill (to a minimum of 1) and cannot fire Overwatch.

DAEMON PRINCES

IMMORTAL CHAMPIONS OF CHAOS

The rewards that the Dark Gods bestow upon the mortal champions of Chaos are many and varied. However, there is one prize for which they thirst above all others, the ultimate goal of their dark endeavours – Daemonhood; the dark promise of immortality itself.

Whilst other Daemons are fragments of their master's psyche, a Daemon Prince retains much of their own personality and the thirst for power that drove them in their mortal existence. Eager to carve out a realm of their own, many lead the mortal armies of Chaos, the massacres unleashed in their name sustaining them in the realm of reality. The oldest and most powerful of Daemon Princes are even worshipped as deities in their own right on some worlds. Most Daemon Princes eventually discard their material form altogether and pass beyond mortal concerns to join the ranks of their patron's Daemons, only to come back and haunt the galaxy an age later at the head of daemonic host. Though these Daemon Princes are powerful warriors and forceful leaders, they are always considered by Greater Daemons as inferior beings who are deeply and irrevocably tainted by their mortal origins.

	WS	BS	S	T	W	I	A	Ld	Sv
Daemon Prince	9	5	6	5	4	8	5	9	-

UNIT TYPE: **Monstrous Creature** (**Character**).

SPECIAL RULES: **Daemonic Instability** (pg 26), **Deep Strike.**

UPGRADES

Daemonic Flight: A Daemon Prince with the Daemonic Flight gift changes its unit type from **Monstrous Creature** (**Character**)to **Flying Monstrous Creature** (**Character**).

PSYKER: A Daemon Prince that is a Psyker generates powers from the **Biomancy**, **Telepathy** and **Telekinesis** disciplines. A Daemon Prince of Tzeentch, Nurgle or Slaanesh can also generate powers from the **Change**, **Plague**, **Excess** and **The Daemonology** (**Malefic**) disciplines.

CHAOS FURIES

WARP-FETTERED THRALLS

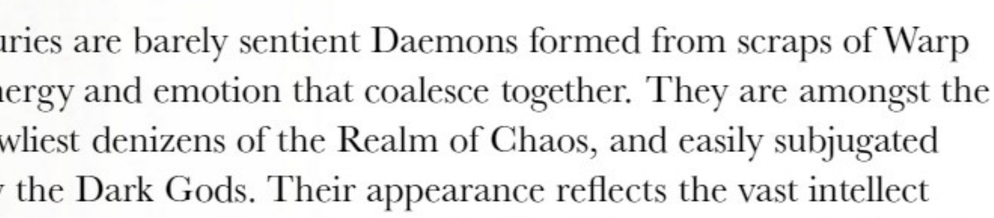
Furies are barely sentient Daemons formed from scraps of Warp energy and emotion that coalesce together. They are amongst the lowliest denizens of the Realm of Chaos, and easily subjugated by the Dark Gods. Their appearance reflects the vast intellect guiding their actions: those in thrall to Khorne are typically red-skinned and wrathful, whilst those subsumed by Nurgle exude disease and corruption.

On the battlefield, flocks of Furies circle above like vultures, waiting for any hint of weakness before falling upon their prey and tearing their victims apart. Of all Daemons, Furies seem the most aware that their time in realspace is fleeting, sensing that their existence hangs by the thinnest of threads.

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Fury	3	0	4	3	1	4	1	2	-

UNIT TYPE: **Jump Infantry.**

SPECIAL RULES: **Daemon, Daemonic Instability** (pg 26), **Deep Strike.**



SOUL GRINDERS

IRON DOOMSTRIDERS OF CHAOS

Soul Grinders are diabolic fusions of Daemons and machines, gigantic war engines fuelled by dark malevolence and the desire to destroy. Dwarfing even some of the Greater Daemons in stature, these ironclad Daemon Engines are nigh unstoppable – great metal behemoths whose many limbs are armed with piston-powered claws and daemonic weapons. Those that dare stand against them are swatted aside like bothersome insects or crushed to an unrecognisable pulp. Alien monstrosities caught within a Soul Grinder's steely grip are ripped in half and enemy tanks are crushed as if they were made of rotten wood.

Soul Grinders form the armoured spearhead of the daemonic hosts. The brutal impetus and violence of their assaults are so horrifying that very few warriors stand their ground when a Soul Grinder storms their lines. Their daemonic nature allows them to appear out of thin air where least expected, and their Warp-metal hulls, animated and protected by the supernatural energies of the Immaterium, make them invulnerable to all but the most powerful anti-tank weapons. As Soul Grinders advance towards the enemy, the deadly siege guns fused into their wrists hammer their foes, smashing through the ranks of mortals in a storm of metal. These cannons were built by artisans of Chaos who enchanted them to fire bolts of pure hatred, but even these are not the most powerful weapons in a Soul Grinder's arsenal – their smoking maws are capable of unleashing the baleful energies of the Warp itself. These attacks take many different forms, all as lethal as they are bizarre. Sometimes, the Soul Grinders vomit gouts of Warp fire, while at other times, their whip-like tongues lash out like searing energy rays. They have even been known to spit huge roiling masses of mutating ichor incredible distances, annihilating entire enemy squads in one great blast.

According to legend, Soul Grinders are created within the limbo realm known as the Forge of Souls. Whilst Daemons can never truly be destroyed, their essence can languish for countless centuries before reforming. Such a non-existence is intolerable to Daemons, and one that they take great efforts to circumvent. The most common schemes involve sacrificing a number of mortal souls in exchange for a new corporeal body. Those Daemons that have a sufficient tally of dead to their name thus avoid the purgatory of the Forge, but the soul-price is invariably great. Occasionally, however, the Forge of Souls will offer a desperate Daemon a boon of sorts, promising to craft for it a body capable of great destruction. This boon comes at a cost, of course; the price the Forge asks can range from a mere handful of slain mortals to countless thousands of souls; the repayment required is never the same for two different Daemons. If the bargain is agreed upon, the Daemon surrenders his true name to the Forge, and speaks the Oaths of the Iron Pact. With the dark pact sealed, the Daemon's essence is fused into a Warp-metal body and reborn as a Soul Grinder.

It is whispered in the Warp that if the Soul Grinder can harvest the agreed upon number of mortal souls, the Daemon within will be freed from its mechanical prison to return to the existence it once knew. However, it is not a debt that is easily settled. Even as the Daemon slaughters and butchers his way across the galaxy, the price demanded erratically rises, sometimes forever remaining elusively out of reach. Should the Soul Grinder be destroyed before the full price can be garnered, the Daemon will be offered another reincarnation as a Soul Grinder, only at a much steeper price. So begins an inescapable cycle of soul-debt that damns the Daemon as eternally as any of the souls he reaps.

				Armour					
	WS	**BS**	**S**	**F**	**S**	**R**	**I**	**A**	**HP**
Soul Grinder	3	3	6	13	13	11	3	4	4

UNIT TYPE: **Vehicle (Walker).**

DAEMONIC GIFTS: **Harvester cannon** (pg 61)**, iron claw** (pg 62)**.**

SPECIAL RULES: **Deep Strike.**

Daemonic Resilience: A vehicle with this special rule ignores Crew Shaken and Crew Stunned results on a 2+.

DAEMONIC GIFTS

This section of *Codex: Chaos Daemons* lists the powers, weapons and equipment gifted to the Daemon legions by their Dark Gods, along with the rules for using them in your games of Warhammer 40,000. Daemonic Gifts that are used by non-special character units are detailed here, while gifts that are carried by named special characters are detailed in the appropriate entry in the Legions Infernal section (pages 28 to 60).

RANGED WEAPONS

BALEFUL TORRENT

A Soul Grinder's smoking maw unleashes the fires of the Warp.

Range	S	AP	Type
Template	6	4	Assault 1, Torrent

DEATH'S HEADS

These diseased projectiles are the bloated heads of rot fly victims.

Range	S	AP	Type
12"	User	-	Assault 2, Poisoned (4+)

HARVESTER CANNON

These rapid-firing weapons are built by the artisans of Chaos from the vestiges of ancient weaponry from the world of mortals.

	Range	S	AP	Type
Solid shells	48"	7	4	Heavy 3
Flakk shells	48"	7	4	Heavy 3, Skyfire

LASH OF DESPAIR

These whips move with impossible speed, lashing over their foes a hundred times a second as if the weapon itself has a malign sentience that craves the pain of its victims.

Range	S	AP	Type
12"	User	-	Assault 2D6

LASH OF KHORNE

These long whips are tipped with barbs of fire. In the hands of a Bloodthirster they can split a man in two, and even the thickest armour offers no protection.

Range	S	AP	Type
12"	6	2	Assault 1

PHLEGM BOMBARDMENT

Some Soul Grinders can vomit forth roiling masses of mutating ichor over incredible distances, annihilating entire enemy squads in one great, disgusting blast.

Range	S	AP	Type
36"	8	3	Ordnance 1, Large Blast

SKULL CANNON

Khorne despises those who cower from battle, and so he created these huge sentient cannons to burn them out of their hiding places. A hellish glow grows within the cannon's maw before it blasts forth a shrieking meteor of flaming skulls that melts flesh and burns bone to ash.

Range	S	AP	Type
36"	8	5	Heavy 1, Dreadskulls, Ignores Cover, Large Blast

Dreadskulls: Place a marker next to each unit that takes one or more hits from this weapon. Any friendly Daemon unit that charges a unit so marked does not suffer the Initiative penalty when charging through difficult terrain. Remove any Dreadskulls markers at the end of the Assault phase.

TZEENTCHIAN FLAME WEAPONS

The flames of Tzeentch are nothing less than wild magic; their effects are as unpredictable as they are spectacular.

	Range	S	AP	Type
Blue Fire of Tzeentch	18"	9	2	Heavy D3, Warpflame
Flames of Tzeentch	Template	4	4	Assault 1, Warpflame
Pink Fire of Tzeentch	Template	5	3	Heavy 1, Torrent, Warpflame

Warpflame: At the end of each phase, any unit that suffered one or more unsaved Wounds during the phase from an attack with this special rule (or from an attack made by a model with this special rule), must take a Toughness test. If the test is failed, the unit immediately suffers D3 Wounds with no armour or cover saves allowed. If the test is passed, all models in that unit gain the Feel No Pain (6+) special rule for the rest of the game. Any models in the unit that already have the Feel No Pain special rule instead gain +1 to all Feel No Pain rolls for the rest of the game. Chaos is fickle!

WARP GAZE

This bolt from a Soul Grinder's eyes destroys anything in its path.

Range	S	AP	Type
24"	10	1	Heavy 1

MELEE WEAPONS

BLADES OF THE BLOOD GOD

Weapons of Khorne are etched with burning runes of slaughter, and each screams with the power of the Daemon bound inside it.

	Range	S	AP	Type
Axe of Khorne	-	User	2	Melee, Decapitating Blow, Specialist Weapon
Blade of Blood	-	User	2	Melee, Bloodlust, Specialist Weapon, Unwieldy
Hellblade	-	User	3	Melee

Bloodlust: The bearer of the Blade of Blood has the Rampage special rule.

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

WEAPONS OF TZEENTCH

The coruscating weapons gifted by Tzeentch are renowned for their quite unpredictable effects.

	Range	S	AP	Type
Mutating Warpblade	-	User	3	Melee, Specialist Weapon, Warp Mutation
Staff of Change	-	+2	4	Melee, Concussive, Specialist Weapon, Warpdoom

Warp Mutation: If the bearer slays an enemy Character or Monstrous Creature, roll a D6: on the roll of a 2+ the victim is transformed into a Chaos Spawn under the control of the Daemon player. Place a new Chaos Spawn model (under your control), anywhere within 6" of the victim that is more than 1" from any unit (friend or foe) and impassable terrain. Once you have placed the Chaos Spawn remove the victim as a casualty. This Chaos Spawn has the following profile:

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Spawn	3	0	5	5	3	3	D6	10	-

Chaos Spawn are Beasts, and have the Fearless, Rage, and Very Bulky special rules. Chaos Spawn cannot launch an assault on the turn it is created, but can otherwise act normally. If you do not have a spare Chaos Spawn model, or if cannot be placed on the board according to the restrictions above, the victim is still removed as a casualty, but no Chaos Spawn is placed.

Warpdoom: If a non-vehicle character or Monstrous Creature loses its last Wound to a close combat attack from a Staff of Change, it immediately explodes. Every unit within D6" (including the wielder and any friendly units) suffers D6 Strength 5 AP- hits.

WEAPONS OF NURGLE

Dripping with virulent toxins, viruses and bacteria, the rusty weapons of Nurgle are anathema to all living creatures, and even the atmosphere around them writhes and boils at their pestilence. They usually take the form of immense discoloured blades, smeared with necrotic poisons, or weighty flails with foetid, gibbering skulls hanging amongst the plague-filled censers strung from their chains.

	Range	S	AP	Type
Balesword	-	User	-	Melee, Instant Death, Poisoned (4+), Specialist Weapon, Touch of Rust
Plague Flail	-	+1	-	Melee, Contagion, Specialist Weapon
Plaguesword	-	User	-	Melee, Poisoned (4+), Touch of Rust

Contagion: A model that suffers an unsaved Wound from this weapon must immediately pass a Toughness test or suffer an additional Wound with no armour or cover saves allowed.

Touch of Rust: Weapons with this special rule cause a glancing hit on an armour penetration roll of a 6, unless the roll would otherwise cause a penetrating hit.

ETHERBLADES

Etherblades are deadly Daemon weapons that flicker in and out of reality: being not entirely within either dimension, they are able to pass through even the thickest armour with ease, rematerialising within the victim's body, and slicing him in twain with the most dolorous of blows.

	Range	S	AP	Type
Etherblade	-	User	2	Melee, Master-crafted, Specialist Weapon
Greater Etherblade	-	+1	2	Melee, Master-crafted, Specialist Weapon

IRON CLAW

Soul Grinders wield huge, piston-powered crushing claws, each more than capable of crushing the life out of the hardiest of victims, sundering battle tanks, and tearing through fortress walls as if they were no more substantial than paper.

Range	S	AP	Type
-	x2	2	Melee, Specialist Weapon, Unwieldy

WARPSWORD

These ever-shifting blades are the physical manifestations of an imprisoned Daemon's seething hatred at being trapped within the machine-body of a Soul Grinder.

Range	S	AP	Type
-	User	3	Melee, Master-crafted, Specialist Weapon

WITSTEALER SWORD

As this sword bites into flesh it saps the foe's mind, stripping more away with every cut until nothing of their memories, personality or sanity remain.

Range	S	AP	Type
-	User	5	Melee, Rending, Specialist Weapon, Witsteal

Witsteal: When a model suffers an unsaved Wound from this weapon, it must immediately pass an Initiative test or suffer an additional Wound with no armour or cover saves allowed.

DAEMONIC ATTRIBUTES

COLLAR OF KHORNE

The dread sigils inscribed upon these weighty brass collars provide the Blood God's own protection against psykers and their otherworldly powers.

A unit containing one or more models with a Collar of Khorne has a +2 bonus to all Deny the Witch rolls.

ROT PROBOSCIS

Many Rot Flies vomit poisonous and corrosive digestive juices over their prey, allowing the flies to suck up their liquefied remains.

Close combat attacks made by a model with a rot proboscis have the Poisoned (3+) special rule.

VENOM STING

So virulent is its toxin that even the smallest scratch from a venom sting can prove enough to kill the toughest and most grizzled of the enemy's heroes.

Before rolling To Hit, nominate one of this model's Attacks to be made with the venom sting and roll it separately. This Attack has the Instant Death special rule.

WARP-FORGED ARMOUR

Clad in daemonic armour laden with unholy runes, the Daemon's hide is all but immune to the blows of mortals.

This grants an armour save of 3+.

DAEMONIC STEEDS

Daemonic steeds are coveted gifts from the Chaos Gods, each a symbol of their rider's standing amongst his fellows. They also confer unholy power upon their daemonic riders, bearing them into battle at great pace whilst gnashing and clawing at enemies who get close enough.

Only Infantry models may choose daemonic steeds, and a model may only take a daemonic steed if it also has the Mark of the appropriate Chaos God.

Juggernaut of Khorne: *The Herald rides to war atop a metallic monstrosity of brass and steaming fury.*

The model receives +1 Toughness, +1 Wound, +1 Attack and his unit type becomes Cavalry (see the *Warhammer 40,000* rulebook for details).

Disc of Tzeentch: *The Herald soars aloft on a predatory disc of Daemon flesh.*

The model receives +1 Attack and his unit type becomes Jetbike (see the *Warhammer 40,000* rulebook for details).

Palanquin of Nurgle: *Dozens of giggling, pustulant Nurglings carry the Herald to war.*

The model receives +2 Wounds, +1 Attack and gains the Very Bulky special rule.

Steed of Slaanesh: *The Herald's long-limbed and supple steed bears him towards his unwitting foe.*

The model receives +1 Attack and gains the Acute Senses and Outflank special rules. Furthermore, their unit type becomes Cavalry (see the *Warhammer 40,000* rulebook for details).

ICONS & INSTRUMENTS

ICON OF CHAOS

These unholy icons shine with the baleful energies of Chaos, guiding Daemons to the mortal plane and anchoring them there.

When determining the assault result, add one to your total if there are one or more friendly units with an Icon of Chaos locked in that combat.

In addition, if the first model from a friendly unit arriving by Deep Strike is placed within 6" of at least one model with an Icon of Chaos, the following rules apply:

- If the unit attempting to Deep Strike and the unit with the Icon of Chaos have the same daemonic alignment (both units are entirely composed of models with the same Daemon of Khorne, Tzeentch, Nurgle or Slaanesh special rule) then the unit attempting to Deep Strike does not scatter.

- If the unit attempting to Deep Strike and the unit with the Icon of Chaos have different daemonic alignments (as explained above) but are entirely composed of models with the Daemon special rule, then the unit attempting to Deep Strike scatters D6", rather than the usual amount.

- If either the unit attempting to Deep Strike or the unit with the Icon of Chaos are not entirely composed of models with the Daemon special rule, the Icon of Chaos has no additional effect.

BANNER OF BLOOD

This brass standard constantly drips with blood, the smell of which drives Khorne's daemons into a frenetic battle-lust.

A banner of blood is an Icon of Chaos. Once per game, the unit bearing the banner of blood can charge 6+D6" instead of the usual amount. Declare you are using the banner of blood before the charge distance is rolled.

BLASTED STANDARD

So saturated is this icon with the power of change that it is wreathed in warpfire that leaps out to consume Tzeentch's foes.

A blasted standard is an Icon of Chaos. Once per game, the unit can declare it is using its blasted standard. This is done immediately before the unit makes a Shooting attack (including Overwatch) or attempts to manifest a Witchfire power. If it does so, any unit hit by that attack suffers an additional 2D6 Strength 4 AP- hits.

PLAGUE BANNER

A pervasive aura of pestilence surrounds this icon, causing rusted blades to weep with even fouler and more toxic diseases.

A plague banner is an Icon of Chaos. Once per game, at the start of the Fight sub-phase, the unit can declare it is using the plague banner. If it does so, its melee weapons have the Poisoned (2+) special rule until the end of the phase.

RAPTUROUS STANDARD

This icon fills all who gaze upon it with such euphoria that they can barely defend themselves from the caresses of Slaanesh's followers.

A rapturous standard is an Icon of Chaos. Once per game, at the start of the Fight sub-phase, the unit can declare it is using the rapturous standard. If the unit does so, all models locked in combat with the unit with the rapturous standard suffer a –D3 penalty to their Weapon Skill. This cannot reduce their Weapon Skill below 1 and lasts until the end of the phase. Models that have the Mark of Slaanesh or the Daemon of Slaanesh special rule are immune to the effects of the rapturous standard.

INSTRUMENT OF CHAOS

The Daemon carries a supernatural version of a warhorn, drum, bell, or other instrument that emits a blood-curdling call to arms.

When a unit with an Instrument of Chaos in Deep Strike reserve successfully passes its Reserve Roll, you can also choose another unit. This must be a unit that:

- is entirely composed of models with the Daemon special rule

- is still in Deep Strike reserve

- has yet to make a reserve roll this turn

If you do so, the chosen unit automatically arrives from reserve (no roll is made).

In addition, Instruments of Chaos can affect certain results on the Warp Storm table (pg 27), as described below:

- If, when you roll on the Warp Storm table (pg 27), you roll a Khorne's Wrath result, you may re-roll a single dice roll to determine if a unit is hit or not for each friendly Daemon of Khorne model with an Instrument of Chaos currently on the table.

- If, when you roll on the Warp Storm table (pg 27), you roll a Storm of Fire result, you may re-roll a single dice roll to determine if a unit is hit or not for each friendly Daemon of Tzeentch model with an Instrument of Chaos currently on the table.

- If, when you roll on the Warp Storm table (pg 27), you roll a Rot, Glorious Rot result, you may re-roll a single dice roll to determine if a unit is hit or not for each friendly Daemon of Nurgle model with an Instrument of Chaos currently on the table.

- If, when you roll on the Warp Storm table (pg 27), you roll a The Dark Prince Thirsts result, you may re-roll a single dice roll to determine if a unit is hit or not for each friendly Daemon of Slaanesh model with an Instrument of Chaos currently on the table.

HELLFORGED ARTEFACTS

Hellforged Artefacts are items of legendary rarity, gifted only to those Daemons whose stars are in the ascendant with their masters. Only one of each of the following artefacts may be chosen per army – there is only one of each item in the galaxy!

THE ETERNAL BLADE

According to legend, this weapon has been present at every major battle since the dawn of time. It has been wielded by mortal and Daemon alike, and taken many different forms. At the gates of Fort Matthias, it was a chainsword whose gears shrieked like the damned. On the killing fields of Josto VII, it was a gossamer-thin sword, whose blade shone only when drenched in blood. None can say to which Chaos God the Eternal Blade owes allegiance. What is without doubt is that ownership of the Eternal Blade is a guarantee of earning great worldly renown.

Range	Strength	AP	Type
-	+1	-	Melee, Gloryseeker, Specialist Weapon

Gloryseeker: Roll a D3 at the start of each Fight sub-phase of a combat that the bearer is locked in – if attacking with the Eternal Blade, the bearer gains a bonus to his Weapon Skill, Initiative and Attacks characteristics equal to the result of the D3 until the end of the phase.

THE PORTALGLYPH

Even to the most learned scholars of the Ordo Malleus, the Portalglyph is something of a mystery. Its nature is notorious, for its merest presence creates a small Warp rift, through which the minions of the Chaos Gods can emerge onto the mortal plane. The Portalglyph cannot be destroyed, only sealed – and if this is not done swiftly, the world on which it is placed is soon overrun by Daemons.

The Portalglyph can be placed once per game, at any point in any of your Movement phases. Place a small blast marker or other similar sized marker within 12" of the bearer and scatter it 4D6". If the counter ends up off the board, or inside/within 1" of a unit or impassable terrain, reduce the scatter distance by the minimum required to avoid the obstacle. Once placed, the portalglyph is treated as an immobilised vehicle with the following profile:

		Armour				
	BS	F	S	R	HP	
Portalglyph	0	12	12	12	1	

UNIT TYPE: **Vehicle.**

SPECIAL RULES: **Daemon.**

At the end of each of your Movement phases after the Portalglyph has been placed, roll a D6. On a score of 4-6 a new unit (under your control) of D6 Daemons (your choice of Bloodletters, Pink Horrors, Plaguebearers or Daemonettes) enters play from the Portalglyph, exactly as if it were a unit disembarking from a transport. This unit has no upgrades, but otherwise is treated exactly as a normal unit of its type.

THE DOOMSTONE

This flint-black shard is said to be the crystallised soul of the first mortal ever to have succumbed to the temptations of Chaos. It is a trinket greatly prized by the Chaos Gods, for much of their power was sunk into the act of original temptation – the now nameless mortal fancied that he knew the worth of his own soul and drove the Dark Gods a hard bargain. Eventually, he succumbed to damnation, and with this first seduction the mortal realm lay forever weakened to the blasphemous promises of Chaos. Even now, the Doomstone pulses with corruption, tempting nearby mortals with promises of glory.

At the start of each Fight sub-phase of a combat containing a model with the Doomstone, all enemy characters without the Daemon special rule in that combat must take a Leadership test. If the test is passed, nothing happens. If the test is failed, the character suffers a -D6 Leadership penalty for the remainder of the game. A model reduced to 0 Leadership in this manner is removed as a casualty with no saves of any kind allowed.

GRIMOIRE OF TRUE NAMES

It is said that somewhere in the Warp exists a weighty tome, within whose flayed-skin pages the true name of each and every Daemon is recorded. A true name is a profound thing, for it allows the invoker complete mastery of the Daemon in question. The Grimoire of True Names is therefore a work much-imitated by mortal scriveners desperate to harness daemonic power, but its dark majesty can never be precisely duplicated, and these mortal copies are but empty echoes of the true tome. No Daemon possesses the Grimoire of True Names for long, as the jealousy of his peers all but guarantees that it will be stolen.

However, whilst the Daemon possesses these cracked and splintered pages he not only has an ironclad command over his fellows, but can also channel the power of the Warp to invigorate and nourish them. Of course, that which empowers can also diminish, and the bearer of this tome is often unable to resist the temptation of proving his power over his daemonic brethren...

The bearer of the Grimoire of True Names can use it at any point during his Movement phase. He can target either a friendly or an enemy unit. The target must be within 24" and contain at least one model with the Daemon special rule. If the target is an enemy, all models in the unit with the Daemon special rule suffer a -1 penalty to their invulnerable saves until the start of your next Movement phase. If the target is a friendly unit, roll a D6. On a score of 1-2, the Daemon has been unable to overcome his temptation to belittle and punish his allies – all Daemon models in the unit (excluding the bearer of the Grimoire of True names) suffer a -1 penalty to their invulnerable saves until the start of your next Movement phase. On a score of 3-6, the bearer has successfully followed through on his intentions to empower his allies – all Daemon models (excluding the bearer of the Grimoire of True Names) in the unit have a +2 bonus to their invulnerable saves until the start of your next Movement phase.

DAEMONIC REWARDS

Many characters in the Chaos Daemons army may purchase daemonic rewards. Due to the fickle and shifting nature of the Chaos Gods, you can't purchase specific rewards. Instead, a character has the option to purchase a certain points' worth of Lesser, Greater and Exalted Daemonic Rewards in any combination – the nature of those rewards is randomly determined.

At the same time as you determine your Warlord Trait, each character in your army randomly determines which daemonic rewards he has; roll a D6, on the appropriate table, for each reward. Each reward can be duplicated across the army, but can only be taken once per model (even if the reward is included in the model's army list entry); duplicate results must be re-rolled. Once all a character's rewards are determined, he can choose to swap a single Lesser, a single Greater and/or a single Exalted reward for result 0 on the relevant table; this is the only way to receive a Magic Weapon, Greater Magic Weapon or Hellforged Artefact from the tables.

For example, a Lord of Change has two Lesser Rewards and one Greater Reward. He rolls twice on the Lesser Reward table and once on the Greater Reward table. He could swap one Lesser Reward for a Magic Weapon, and/or his Greater Reward for a Greater Magic Weapon.

LESSER REWARDS

D6 DAEMONIC REWARD

0 Magic Weapon: The Daemon has an Etherblade. Any Daemon of Khorne can instead choose an Axe of Khorne, any Daemon of Tzeentch can instead choose a Staff of Change, any Daemon of Nurgle can instead choose a Plague Flail and any Daemon of Slaanesh can instead choose a Witstealer Sword (see page 62-63).

1 Burning Blood: Whenever the Daemon suffers an unsaved Wound in close combat, the enemy unit that caused the Wound immediately suffers D3 Strength 4 hits with an AP of 5 with no cover saves allowed. Any unsaved Wounds caused in this manner count towards combat resolution, but do not count towards the total Wounds caused by the Daemon for the purposes of the Riftbringer or Souleater Exalted Reward (see page 67).

2 Cleaving Strike: In close combat, any To Hit rolls of 6 made by the Daemon are resolved at twice the Daemon's Strength characteristic (to a max of 10).

D6 DAEMONIC REWARD

3 Corrosive Breath: Corrosive Breath is a weapon with the following profile:

Range	S	AP	Type
Template	5	5	Assault 1, Armourbane

4 Spell Breaker: The Daemon has the Adamantium Will special rule.

5 Warp Breath: Warp Breath is a weapon with the following profile:

Range	S	AP	Type
18"	8	4	Assault 1, Soul Blaze

6 Warp Strider: The Daemon, and his unit, add +1 to their reserve rolls.

GREATER REWARDS

D6 DAEMONIC REWARD

0 Greater Magic Weapon: The Daemon has a Greater Etherblade. Any Daemon of Khorne can instead choose a Blade of Blood, any Daemon of Tzeentch can instead choose a Mutating Warpblade, any Daemon of Nurgle can instead choose a Balesword and any Daemon of Slaanesh can instead choose a Lash of Despair (pg 61-62).

1 Corpulescence: The Daemon has +1 Wound and the It Will Not Die special rule.

2 Daemonic Resilience: The Daemon has the Feel No Pain (4+) special rule.

D6 DAEMONIC REWARD

3 Dark Blessing: The Daemon re-rolls failed invulnerable saves.

4 Hellfire Gaze: Hellfire Gaze is a weapon with the following profile:

Range	S	AP	Type
18"	8	1	Assault 1, Lance

5 Touch of Uncreation: The Daemon's close combat attacks have the Armourbane and Fleshbane special rules.

6 Unbreakable Hide: The Daemon has an armour save of 3+.

EXALTED REWARDS

D6	DAEMONIC REWARD
0	**Hellforged Artefact**: The Daemon has a Hellforged Artefact of your choice (pg 65). Each can be chosen only once per army. If your army already includes all the Hellforged Artefacts, you cannot swap any further Exalted Rewards for this result.
1	**Doubly Blessed:** Roll again on this table, re-rolling further results of 1, and roll once on the Lesser Rewards table. The Daemon has both these rewards at no additional cost.
2	**Riftbringer:** At the end of any Assault phase in which this Daemon causes one or more unsaved Wounds, roll 2D6, adding 1 to the total for every full 3 unsaved Wounds the Daemon caused this phase. If the total is less than 9, nothing happens. If the total is 9 or greater, a new unit of Daemons is created as described for a Summoned from the Warp result (pg 27).
3	**Souleater** : At the end of any Assault phase in which the Daemon caused one or more unsaved Wounds, roll a D6. On a 2+ it gains a single Wound (to a maximum of 10). Note that this may take the Daemon above its starting number of Wounds.
4	**Unholy Frenzy:** The Daemon has the Rage and Rampage special rules.
5	**Warp Tether:** The first time the Daemon is slain it is not removed from play as a casualty, but instead is removed from the battlefield. Any enemy unit locked in combat solely with this model immediately consolidates. The Daemon is then placed in ongoing reserve with a single Wound remaining. If the model with Warp Tether is riding a Chariot, the first time it is slain the entire model is removed and placed in ongoing reserve – the Chariot's remaining Hull Points, damage results, etc. are unaffected.
6	**Wind of Chaos:** Wind of Chaos is a weapon with the following profile:

Range	S	AP	Type
24"	2D6	4	Assault 1, Blast, Flux

Flux: Roll to determine the Strength immediately after the target has been nominated. If an 11 or 12 is rolled, Wind of Chaos is resolved at Strength 10 and has the Large Blast special rule instead of Blast.

DAEMONIC LOCI

Several Daemon models can act as focus points for the Chaos Gods by purchasing locus upgrades. The three tiers of locus, rising from weakest to strongest, are: lesser, greater and exalted. If a unit contains two or more loci, only the strongest takes effect – the rules for the others are ignored whilst there is a stronger loci in the unit. If the model with the strongest locus is slain, the next strongest loci in the unit immediately comes into effect. If there are two loci of the same tier, you choose which applies.

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

Lesser Locus of Transmogrification: When a Pink Horror in this model's unit is slain, place D3 Blue Horror counters next to the unit, rather than 1.

Lesser Locus of Virulence: To Hit rolls of a 6 made in close combat by this model, and all models in its unit, have the Poisoned (2+) special rule.

Lesser Locus of Grace: This model, and all models in its unit, have the Move Through Cover special rule.

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

Greater Locus of Change: At the beginning of each turn, roll a D6; this model, and all models in its unit, substitute their Strength for the result this turn.

Greater Locus of Fecundity: This model, and all models in its unit, have the Feel No Pain special rule.

Greater Locus of Swiftness: This model, and all models in its unit, have a +5 bonus to their Initiative characteristic.

Exalted Locus of Wrath: This model, and all models in its unit, have the Hatred special rule.

Exalted Locus of Conjuration: This model, and all models in its unit, add +1 to the Strength of all hits caused by psychic powers that they manifest.

Exalted Locus of Contagion: Every time this model, and all models in its unit, make a close combat To Hit roll of a 6, the target immediately suffers an additional Strength 4 AP - hit with the Poisoned (4+) special rule.

Exalted Locus of Beguilement: This model,and all models in its unit, re-roll failed To Hit rolls in close combat. In addition, challenges issued by this model cannot be refused, and the challenge must be accepted by a model of your choice, not your opponent's.

DAEMON PSYCHIC POWERS

GENERATING PSYCHIC POWERS

Some Chaos Daemon models are psykers, and hence have access to several psychic powers. For each point of Mastery Level he has, a psyker may make a roll on one of the tables available to him. If the psyker is a Daemon of a particular Chaos God, they may roll up to half their powers (rounding fractions up) on the chart that corresponds to their patron.

For example, a Daemon Prince with the Daemon of Tzeentch special rule and Mastery Level 3 could roll once on the Biomancy table, once on the Telepathy table, and once on the Discipline of Change table. Alternatively, he could generate all three of his powers from the Biomancy table, but he cannot generate more than two of his powers from the Discipline of Change table.

To randomly generate a Chaos Daemon psychic power, first choose the Psychic Discipline that corresponds to the model's Mark of Chaos. Then, roll a D6 and consult the chosen Psychic Discipline table; the Psychic Power generated corresponds to the number rolled on the D6.

DISCIPLINE OF CHANGE

PRIMARIS POWER

FLICKERING FIRE OF TZEENTCH.....WARP CHARGE 1-3

The Daemon twists his hands in the air and the bodies of his enemies are suddenly consumed with coruscating flames.

Flickering Fire of Tzeentch is a **witchfire** power with the profile given below. Flickering Fire of Tzeentch can be manifested using 1, 2 or 3 Warp Charge points – declare how many Warp Charge points will be used before attempting to manifest the power. *Flickering Fire of Tzeentch* fires an additional D6 shots for every Warp Charge point expended after the first.

For example: If a Psyker attempts to manifest Flickering Fire of Tzeentch *using two Warp Charge points it will be Assault 3D6 rather than Assault 2D6.*

Range	S	AP	Type
24"	5	4	Assault 2D6, Soul Blaze, Warpflame

Warpflame: At the end of each phase, any unit that suffered one or more unsaved Wounds during the phase from an attack with this special rule (or from an attack made by a model with this special rule), must take a Toughness test. If the test is failed, the unit immediately suffers D3 Wounds with no armour or cover saves allowed. If the test is passed, all models in that unit gain the Feel No Pain (6+) special rule for the rest of the game. Any models in the unit that already have the Feel No Pain special rule instead gain +1 to all Feel No Pain rolls for the rest of the game. Chaos is fickle!

1-2. TZEENTCH'S FIRESTORM .....WARP CHARGE 1

The psyker conjures a writhing storm of pink and blue fire that mutates his foes, leaving capering Daemons that claw and bite in its wake.

Tzeentch's Firestorm is a **witchfire** power with the following profile:

Range	S	AP	Type
24"	D6+1	-	Assault 1, Blast, Warpflame

3-4. BOLT OF CHANGE.....WARP CHARGE 1

The Daemon's chanting unleashes a single devastating bolt of roiling Warp energy that wracks the foe with sickening and uncontrollable mutations.

Bolt of Change is a **beam** with the following profile:

Range	S	AP	Type
24"	D6+4	2	Assault 1, Warpflame

5-6. INFERNAL GATEWAY ...WARP CHARGE 2

The psyker opens a swirling portal to the Warp itself, a magical tear in the fabric of the mortal plane that sucks nearby victims into certain oblivion.

Infernal Gateway is a **witchfire** power with the following profile:

Range	S	AP	Type
18"	D6+4	1	Assault 1, Blast, Warpflame

DISCIPLINE OF PLAGUE

PRIMARIS POWER

STREAM OF CORRUPTION WARP CHARGE 1

The psyker's maw distends wide before spewing forth a noxious stream of disease and filth that chokes and suffocates his foes.

Stream of Corruption is a **witchfire** power with the following profile:

Range	S	AP	Type
Template	-	3	Assault 1, Poisoned (4+)

1-2. PLAGUE WIND .....WARP CHARGE 1

The Daemon belches forth a wind of plague that chokes his foes.

Plague Wind is a **witchfire** power with the profile below. It has no effect on vehicles.

Range	S	AP	Type
12"	1	2	Assault 1, Large Blast, Poisoned (4+)

3-4. MIASMA OF PESTILENCE.....WARP CHARGE 1

The Daemonic followers of Nurgle use their Warp gifts to surround themselves with ghastly, vomit-inducing odours that cripple all nearby foes.

Miasma of Pestilence is a **blessing** that targets the Psyker. At the start of each Fight sub-phase whilst this power is in effect, roll a D3. Until the end of the phase, all enemy units locked in close combat with the target, or his unit, suffer penalties to both Weapon Skill and Initiative equal to the result.

5-6. RANCID VISITATIONS . WARP CHARGE 2

As the psyker reaches out a clawed hand and laughs, his enemies are seized in the throes of a terribly contagious infection that blackens their flesh and turns their organs to rot.

Rancid Visitations is a **nova** power with a range of 12". Each target unit must pass a Toughness test or suffer a Wound with no armour or cover saves allowed.

If a model is slain, its unit must pass another Toughness test, or suffer an additional Wound with no armour or cover saves allowed. Repeat the process until a Toughness test is passed or the unit is destroyed.

DISCIPLINE OF EXCESS

PRIMARIS POWER

LASH OF SLAANESH .....WARP CHARGE 1

A long tongue-like whip of energy erupts from Slaanesh's vassal and slashes into the ranks of his enemies, leaving a trail of broken and convulsing corpses in its wake.

Lash of Slaanesh is a **beam** with the following profile:

Range	S	AP	Type
24"	6	-	Assault 1, Rending

1-2. ACQUIESCENCE.....WARP CHARGE 1

With an almost lackadaisical gesture, Slaanesh's power utterly engulfs his enemies with a haze of broken dreams and unattainable desires, leaving them distracted and ripe for the slaughter.

Acquiescence is a **malediction** that targets a single enemy unit within 18". The target unit suffers a -5 penalty to its Initiative and can neither make use of the Counter-attack special rule nor fire Overwatch whilst the power is in effect.

3-4. PAVANE OF SLAANESH .....WARP CHARGE 1

The psyker utters the names of one of the forbidden dances of Slaanesh and causes his foe to move and jerk uncontrollably and spasmodically until his bones snap and his muscles tear themselves apart.

Pavane of Slaanesh is a **focussed witchfire** power with a range of 24". The target must pass a Leadership test or suffer a Wound with no armour or cover saves allowed. If the target is slain, randomly select another model in the unit. That model must also pass a Leadership test or suffer a Wound with no armour or cover saves allowed. Randomly select another model in the unit and repeat the process until a model passes a Leadership test or the unit is destroyed.

5-6. CACOPHONIC CHOIR .....WARP CHARGE 2

The psyker breathes in the powers of the Warp before emitting an ear-piercing chorus of screams that tortures the souls of all enemies nearby with a symphony of undiluted pain that shatters sanity in an instant.

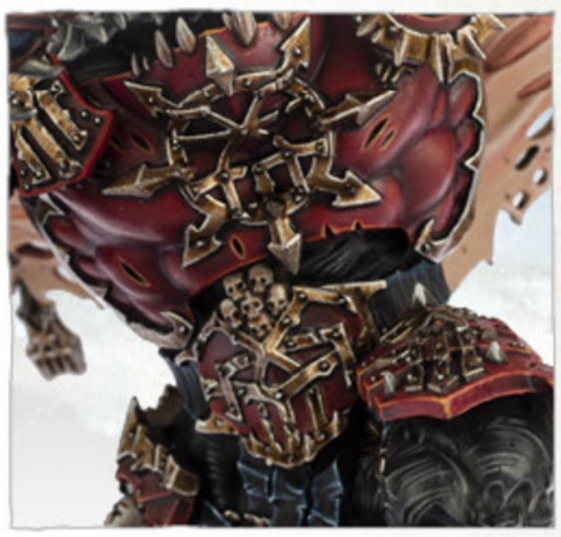
Cacophonic Choir is a **nova** power with a range of 12". Each target unit must roll 2D6 and subtract their Leadership – suffering a number of Wounds equal to the result. Armour and cover saves cannot be taken against Wounds caused by *Cacophonic Choir*. After resolving any Wounds, all units targeted by *Cacophonic Choir* must take a Pinning test.

THE ETERNAL HORDES

A Chaos Daemon army is a sight to behold, composed of hordes of gibbering lesser Daemons, imposing and ferocious Greater Daemons, and mighty champions of the Realm of Chaos, all resplendent in the colours of their patron deity. In this section you will find many examples of expertly painted Daemon miniatures to provide inspiration for your own collection.

Skulltaker

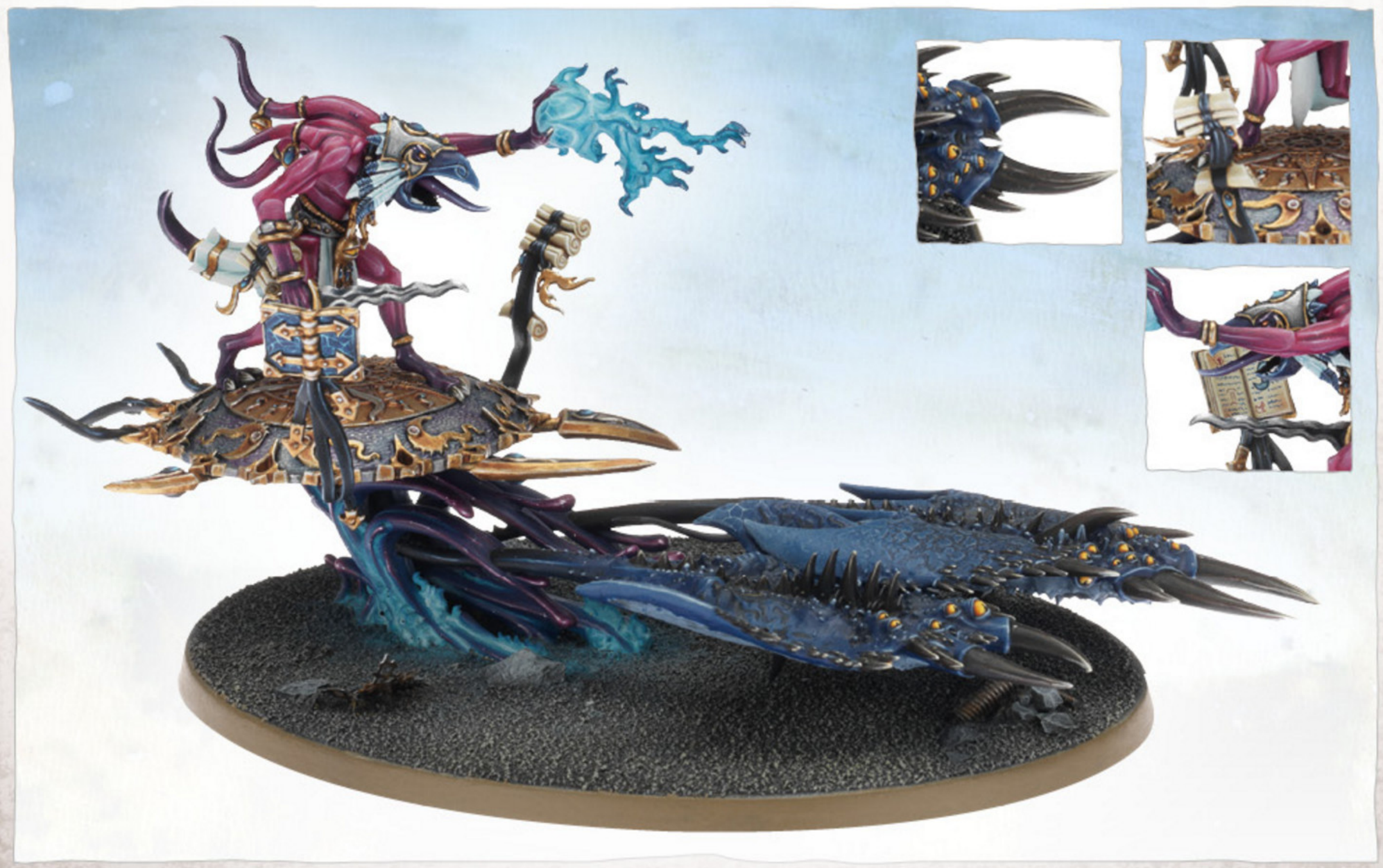
Karanak



Bloodthirster of Unfettered Fury

The Blue Scribes

Lord of Change



Herald of Tzeentch on Burning Chariot

Great Unclean One

Herald of Nurgle

Epidemius

Daemon Prince of Nurgle

Keeper of Secrets

The Masque of Slaanesh

A Keeper of Secrets orders its Daemonette handmaidens to advance further into the city.

Herald of Khorne

Bloodletters of Khorne

Karanak and his Flesh Hounds prowl the shattered ruins, monsters storming forwards in their wake.

Screamers of Tzeentch

Herald of Tzeentch

Pink Horrors of Tzeentch

The Burning Chariot of Tzeentch

Plaguebearers of Nurgle

Plaguebearers of Nurgle

Beast of Nurgle

A chanting horde of Plaguebearers and Plague Drones falls upon its Space Marine foes.

Herald of Slaanesh

Daemonettes of Slaanesh

Daemonettes of Slaanesh

Hellflayer of Slaanesh

Blood Throne of Khorne

Bloodcrushers of Khorne

Herald of Khorne on Juggernaught

The brazen warriors of Khorne charge headlong into the trenchlines of their Imperial Guard prey.

Flamers of Tzeentch

Kairos Fateweaver

The Changeling

Mutagenic flame sears the air as the Daemons of Tzeentch twist reality to their own peculiar ends.

Plague Drones of Nurgle

Nurglings

Seekers of Slaanesh

Fiend of Slaanesh

Seeker Chariot of Slaanesh

Exalted Seeker Chariot of Slaanesh

Daemon Prince of Khorne

Furies

A Skull Cannon of Khorne growls towards the foe, its gruesome weapon spitting death.

Soul Grinder

Daemon Prince of Tzeentch

THE HELL-SPAWNED HOST

The following army list enables you to field a Chaos Daemons army and fight battles using the missions included in the *Warhammer 40,000* rulebook. The page numbers in each entry refer back to the Legions Infernal section earlier in this book.

USING THE ARMY LIST

The Chaos Daemons army list is split into six sections: HQ, troops, dedicated transport, elites, fast attack and heavy support. All of the squads, vehicles and characters in the army are placed into one of these sections depending upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle.

Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the maximum total number of points each of you will spend. Then you can proceed to pick your army following the guidelines given in the *Warhammer 40,000* rulebook.

ARMY LIST ENTRIES

Each entry in the army list represents a different unit.

More information about the background and rules for the Chaos Daemons and their options can be found in the Legions Infernal section, while examples of the Citadel miniatures you will need to represent them can be found in the Eternal Hordes section.

1 FLAMERS OF TZEENTCH — 69 Points

	2 WS	BS	S	T	W	I	A	Ld	Sv	3 Unit Type	4 Unit Composition	Page
Flamer of Tzeentch	2	4	4	4	2	4	2	7	-	Jump Infantry	3 Flamers of Tzeentch	39
Pyrocaster	2	5	4	4	2	4	2	7	-	Jump Infantry (Character)		

5 Daemonic Gifts:
- Flames of Tzeentch

6 Special Rules:
- Daemon of Tzeentch
- Daemonic Instability
- Deep Strike
- Warpflame

7 Options:
- May include up to six additional Flamers of Tzeentch ..... *23 pts/model*
- One Flamer may be upgraded to a Pyrocaster ..... *5 pts*
- A Pyrocaster may take up to 20 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards** ..... *10 pts each*
  - **Greater Rewards** ..... *20 pts each*

Each unit entry in the Chaos Daemons army list contains the following information:

1 **Unit Name:** *At the start of each army list entry you will find the name of the unit alongside the points cost of the unit without any upgrades.*

2 **Unit Profile:** *This section will show the profile of any models the unit can include, even if they are upgrades.*

3 **Unit Type:** *This refers to the Unit Type rules in the* Warhammer 40,000 rulebook. *For example, a unit may be classed as Infantry,Cavalry or Vehicle which will subject it to a number of rules regarding movement, shooting, assaults, etc.*

4 **Unit Composition:** *Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken. If the Unit Composition includes the word 'Unique', then you may only include one of this unit in your army.*

5 **Daemonic Gifts:** *This section details the specific Daemonic Gifts the unit has. The cost for these Daemonic Gifts is included in the points cost listed next to the unit name.*

6 **Special Rules:** *Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail in either the Legions Infernal section of this book or the Special Rules section of the* Warhammer 40,000 *rulebook.*

7 **Options:** *This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either, neither or both provided you pay the points cost. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'.*

Dedicated Transport: *Where applicable, this option refers to any Transports the unit may take. These have their own army list entry on page 98. Dedicated Transports do not use up any Force Organisation chart selections, but otherwise function as separate units. The Transports section of the* Warhammer 40,000 *rulebook explains how Dedicated Transports work.*

Warlord Traits: *Sometimes an entry will have a specific Warlord Trait, in which case it will be listed here in its army list entry.*

Hellforged Artefacts: *Some entries have unique Hellforged Artefacts, listed here. These, like daemonic gifts, are already included in the unit's points cost.*

HQ

SKARBRAND — 225 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Skarbrand	10	10	6	6	5	10	6	9	3+	Monstrous Creature (Character)	1 (Unique)	35

Daemonic Gifts:
- Warp-forged Armour

Hellforged Artefacts:
- Slaughter and Carnage

Warlord Trait:
- Death Incarnate

Special Rules:
- Bellow of Endless Fury
- Daemon of Khorne
- Daemonic Instability
- Deep Strike
- Rage Embodied

Lord of Blood: *If a detachment includes Skarbrand, Daemon Princes from this codex with the Daemon of Khorne upgrade are Heavy Support choices rather than HQ choices in that detachment.*

KAIROS FATEWEAVER — 300 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Kairos Fateweaver	1	6	5	5	5	2	1	9	-	Flying Monstrous Creature (Character)	1 (Unique)	42

Hellforged Artefact:
- Staff of Tomorrow

Warlord Trait:
- Lord of Unreality

Special Rules:
- Daemon of Tzeentch
- Daemonic Instability
- Deep Strike
- Oracle of Eternity
- The Two Heads of Fate

Psyker:
Kairos is a Psyker, albeit a very unusual one – see The Two Heads of Fate on page 42.

Lord of Fate: *If a detachment includes Kairos Fateweaver, Daemon Princes from this codex with the Daemon of Tzeentch upgrade are Heavy Support choices rather than HQ choices in that detachment.*

KU'GATH PLAGUEFATHER — 260 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Ku'gath Plaguefather	6	3	6	7	7	4	6	9	-	Monstrous Creature (Character)	1 (Unique)	51

Hellforged Artefact:
- Necrotic Missiles

Warlord Trait:
- Immortal Commander

Special Rules:
- Daemon of Nurgle
- Daemonic Instability
- Deep Strike
- Nurgling Infestation
- Poisoned (4+)
- Psyker (Mastery Level 1)
- Slime Trail
- Very Bulky

Psyker:
Ku'gath Plaguefather generates his powers from the **Plague** discipline.

Lord of Plague: *If a detachment includes Ku'gath Plaguefather, Daemon Princes from this codex with the Daemon of Nurgle upgrade are Heavy Support choices rather than HQ choices in that detachment.*

HQ

BLOODTHIRSTER

Updated rules for Bloodthirsters can be found in the Scions of the Warp section of this book (pg 106).

LORD OF CHANGE — 230 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Lord of Change	6	6	6	6	5	6	5	9	-	Flying Monstrous Creature (Character)	1 Lord of Change	37

Special Rules:
- Daemon of Tzeentch
- Daemonic Instability
- Deep Strike
- Psyker (Mastery Level 2)

Psyker:
A Lord of Change generates his powers from the **Divination** and **Change** disciplines.

Options:
- May be upgraded to Psyker (Mastery Level 3) *25 pts*
- May take up to 50 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards** ..... *10 pts each*
  - **Greater Rewards** ..... *20 pts each*
  - **Exalted Rewards** ..... *30 pts each*

Lord of Fate: *If a detachment includes a Lord of Change, Daemon Princes from this codex with the Daemon of Tzeentch upgrade are Heavy Support choices rather than HQ choices in that detachment.*

GREAT UNCLEAN ONE — 190 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Great Unclean One	6	3	6	7	6	4	5	9	-	Monstrous Creature (Character)	1 Great Unclean One	46

Special Rules:
- Daemon of Nurgle
- Daemonic Instability
- Deep Strike
- Poisoned (4+)
- Psyker (Mastery Level 1)

Psyker:
A Great Unclean One generates his powers from the **Biomancy** and **Plague** disciplines.

Options:
- May be upgraded to one of the following:
  - Psyker (Mastery Level 2) ..... *25 pts*
  - Psyker (Mastery Level 3) ..... *50 pts*
- May take up to 50 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards** ..... *10 pts each*
  - **Greater Rewards** ..... *20 pts each*
  - **Exalted Rewards** ..... *30 pts each*

Lord of Plague: *If a detachment includes a Great Unclean One, Daemon Princes from this codex with the Daemon of Nurgle upgrade are Heavy Support rather than HQ choices in that detachment.*

HQ

KEEPER OF SECRETS — 170 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Keeper of Secrets	9	6	6	6	5	10	6	9	-	Monstrous Creature (Character)	1 Keeper of Secrets	53

Special Rules:
- Daemon of Slaanesh
- Daemonic Instability
- Deep Strike
- Preferred Enemy (Eldar & Dark Eldar)
- Psyker (Mastery Level 1)

Psyker:
A Keeper of Secrets generates his powers from the **Telepathy** and **Excess** disciplines.

Options:
- May be upgraded to one of the following:
  - Psyker (Mastery Level 2) ..... *25 pts*
  - Psyker (Mastery Level 3) ..... *50 pts*
- May take up to 50 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards** ..... *10 pts each*
  - **Greater Rewards** ..... *20 pts each*
  - **Exalted Rewards** ..... *30 pts each*

Lord of Secrets: *If a detachment includes a Keeper of Secrets, Daemon Princes from this codex with the Daemon of Slaanesh upgrade are Heavy Support choices rather than HQ choices in that detachment.*

DAEMON PRINCE — 145 Points + options

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Daemon Prince	9	5	6	5	4	8	5	9	-	Monstrous Creature (Character)	1 Daemon Prince	59

Special Rules:
- Daemonic Instability
- Deep Strike

Psyker:
A Daemon Prince that is upgraded to be a Psyker generates powers from the **Biomancy**, **Telepathy** and **Telekinesis** disciplines. A Daemon Prince upgraded to be a Daemon of Tzeentch, Nurgle or Slaanesh can also generate powers from the **Change**, **Plague** and **Excess** disciplines respectively.

Options:
- **Must** be upgraded to be one of the following:
  - Daemon of Khorne ..... *15 pts*
  - Daemon of Tzeentch ..... *25 pts*
  - Daemon of Nurgle ..... *15 pts*
  - Daemon of Slaanesh ..... *10 pts*
- May take daemonic flight* ..... *40 pts*
- May take Warp-forged armour ..... *20 pts*
- May take up to 50 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards** ..... *10 pts each*
  - **Greater Rewards** ..... *20 pts each*
  - **Exalted Rewards** ..... *30 pts each*
- A Daemon Prince that is not a Daemon of Khorne may take one of the following:
  - Psyker (Mastery Level 1) ..... *25 pts*
  - Psyker (Mastery Level 2) ..... *50 pts*
  - Psyker (Mastery Level 3) ..... *75 pts*

** A Daemon Prince with the daemonic flight gift changes its unit type from Monstrous Creature (Character) to Flying Monstrous Creature (Character).*

HQ

HERALDS OF CHAOS

Each detachment in your army may include up to four Heralds of Chaos, chosen in any combination from the following models:

- **Herald of Khorne**
- **Skulltaker**
- **Karanak**
- **Herald of Tzeentch**
- **The Changeling**
- **Epidemius**
- **Herald of Nurgle**
- **Herald of Slaanesh**
- **Exalted Flamer of Tzeentch**

This selection uses a single HQ slot from the force organisation chart, but the Heralds are otherwise treated as separate units.

Designer's note: Remember that your Heralds of Chaos can form a unit on the tabletop (if you wish) as long as they all share the same daemonic alignment.

SKULLTAKER — 100 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Skulltaker	9	9	5	4	2	9	4	8	3+	Infantry (Character)	1 (Unique)	34

Daemonic Gifts:
- Lesser Locus of Abjuration

Hellforged Artefacts:
- Cloak of Skulls
- The Slayer Sword

Special Rules:
- Daemon of Khorne
- Daemonic Instability
- Deep Strike
- Independent Character
- Skulls for the Skull Throne!

Options:
- May take a Juggernaut of Khorne.....*45 pts*

KARANAK — 120 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Karanak	7	0	5	5	3	6	4	8	6+	Beast (Character)	1 (Unique)	36

Daemonic Gifts:
- Greater Locus of Fury

Hellforged Artefact:
- Brass Collar of Bloody Vengeance

Special Rules:
- Daemon of Khorne
- Daemonic Instability
- Deep Strike
- Hatred
- Independent Character
- Prey of the Blood God
- Scout

HERALD OF KHORNE — 55 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Herald of Khorne	7	7	5	4	2	6	3	8	6+	Infantry (Character)	1 Herald of Khorne	29

Daemonic Gifts:
- Hellblade

Special Rules:
- Daemon of Khorne
- Daemonic Instability
- Deep Strike
- Independent Character

Options:
- May take up to 30 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards** .....*10 pts each*
  - **Greater Rewards** .....*20 pts each*
  - **Exalted Rewards** .....*30 pts each*
- May take one of the following:
  - Lesser Locus of Abjuration .....*10 pts*
  - Greater Locus of Fury.....*20 pts*
  - Exalted Locus of Wrath .....*25 pts*
- May take one of the following:
  - Juggernaut of Khorne (pg 63) .....*45 pts*
  - Blood Throne of Khorne as a Dedicated Transport (see page 98) .....*75 pts*
- If a Herald of Khorne takes a Blood Throne of Khorne upgrade, the Herald becomes the chariot's rider and loses the Independent Character special rule.

HQ

THE CHANGELING — 75 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
The Changeling	3	4	3	3	2	3	1	8	-	Infantry (Character)	1 (Unique)	44

Daemonic Gifts:
- Lesser Locus of Transmogrification

Special Rules:
- Daemon of Tzeentch
- Daemonic Instability
- Deep Strike
- Formless Horror
- Independent Character
- Psyker (Mastery Level 1)

Psyker:
The Changeling generates his powers from the **Change** discipline.

THE BLUE SCRIBES — 81 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
The Blue Scribes	3	3	3	4	2	3	2	7	-	Jetbike (Character)	1 (Unique)	43

Hellforged Artefact:
- Scrolls of Sorcery

Special Rules:
- Daemon of Tzeentch
- Daemonic Instability
- Deep Strike
- Spell Syphon

HERALD OF TZEENTCH — 45 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Herald of Tzeentch	3	4	3	3	2	3	2	8	-	Infantry (Character)	1 Herald of Tzeentch	38

Special Rules:
- Daemon of Tzeentch
- Daemonic Instability
- Deep Strike
- Independent Character
- Psyker (Mastery Level 1)

Psyker:
A Herald of Tzeentch generates powers from the **Divination** and **Change** disciplines.

Options:
- May take up to 30 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards** ..... *10 pts each*
  - **Greater Rewards** ..... *20 pts each*
  - **Exalted Rewards** ..... *30 pts each*
- May be upgraded to one of the following:
  - Psyker (Mastery Level 2) ..... *25 pts*
  - Psyker (Mastery Level 3) ..... *50 pts*
- May take one of the following:
  - Lesser Locus of Transmogrification ..... *10 pts*
  - Greater Locus of Change ..... *20 pts*
  - Exalted Locus of Conjuration ..... *25 pts*
- May take one of the following:
  - Disc of Tzeentch (pg 63) ..... *25 pts*
  - Burning Chariot of Tzeentch (pg 40 – the Herald replaces the Exalted Flamer) ..... *50 pts*
- If a Herald of Tzeentch takes a Burning Chariot of Tzeentch upgrade, the Herald becomes the chariot's rider and loses the Independent Character special rule. The Herald replaces the Exalted Flamer.

EPIDEMIUS — 110 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Epidemius	5	5	5	5	4	4	4	8	-	Infantry (Character)	1 (Unique)	52

Daemonic Gifts:
- Plaguesword
- Lesser Locus of Virulence

Special Rules:
- Daemon of Nurgle
- Daemonic Instability
- Deep Strike
- Independent Character
- Tally of Pestilence
- Very Bulky

EXALTED FLAMER OF TZEENTCH — 50 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Exalted Flamer	4	4	4	4	3	4	3	7	-	Infantry (Character)	1 Exalted Flamer of Tzeentch	115

Daemonic Gifts:
- Blue Fire of Tzeentch,
- Pink Fire of Tzeentch (pg 61)

Special Rules:
- Daemon of Tzeentch
- Daemonic Instability
- Deep Strike
- Independent Character
- Warpflame (pg 61)

HQ

HERALD OF NURGLE — 45 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Herald of Nurgle	5	5	5	5	2	4	3	8	-	Infantry (Character)	1 Herald of Nurgle	47

Daemonic Gifts:
- Plaguesword

Special Rules:
- Daemon of Nurgle
- Daemonic Instability
- Deep Strike
- Independent Character

Psyker:
A Herald of Nurgle that is a Psyker generates his powers from the **Biomancy** and **Plague** disciplines.

Options:
- May take up to 30 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards** ..... *10 pts each*
  - **Greater Rewards** ..... *20 pts each*
  - **Exalted Rewards** ..... *30 pts each*
- May be upgraded to one of the following:
  - Psyker (Mastery Level 1) ..... *25 pts*
  - Psyker (Mastery Level 2) ..... *50 pts*
- May take one of the following:
  - Lesser Locus of Virulence ..... *10 pts*
  - Greater Locus of Fecundity ..... *25 pts*
  - Exalted Locus of Contagion ..... *25 pts*
- May take one of the following:
  - Palanquin of Nurgle (pg 63) ..... *40 pts*

THE MASQUE OF SLAANESH — 75 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
The Masque of Slaanesh	7	6	4	3	2	7	5	8	-	Infantry (Character)	1 (Unique)	58

Special Rules:
- Daemon of Slaanesh
- Daemonic Instability
- Deep Strike
- The Eternal Dance
- Hit & Run
- Unnatural Reflexes

HERALD OF SLAANESH — 45 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Herald of Slaanesh	7	6	4	3	2	7	4	8	-	Infantry (Character)	1 Herald of Slaanesh	54

Special Rules:
- Daemon of Slaanesh
- Daemonic Instability
- Deep Strike
- Independent Character

Psyker:
A Herald of Slaanesh that is a Psyker generates powers from the **Telepathy** and **Excess** disciplines.

Options:
- May take up to 30 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards** ..... *10 pts each*
  - **Greater Rewards** ..... *20 pts each*
  - **Exalted Rewards** ..... *30 pts each*
- May be upgraded to one of the following:
  - Psyker (Mastery Level 1) ..... *25 pts*
  - Psyker (Mastery Level 2) ..... *50 pts*
- May take one of the following:
  - Lesser Locus of Grace ..... *10 pts*
  - Greater Locus of Swiftness ..... *20 pts*
  - Exalted Locus of Beguilement ..... *30 pts*
- May take one of the following:
  - Steed of Slaanesh (pg 63) ..... *15 pts*
  - Seeker Chariot (pg 55 – the Herald replaces the Exalted Alluress) ..... *30 pts*
  - Exalted Seeker Chariot (pg 55 – the Herald replaces the Exalted Alluress) ..... *80 pts*
- If a Herald of Slaanesh takes a Seeker Chariot or Exalted Seeker Chariot upgrade the Herald becomes the chariot's rider and loses the Independent Character special rule. In both cases, the Herald replaces the Exalted Alluress.

TROOPS

BLOODLETTERS OF KHORNE — 100 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Bloodletter	5	5	4	3	1	4	1	7	6+	Infantry	10 Bloodletters	29
Bloodreaper	5	5	4	3	1	4	2	7	6+	Infantry (Character)		

Daemonic Gifts:
- Hellblade

Special Rules:
- Daemon of Khorne
- Daemonic Instability
- Deep Strike

Options:
- May include up to ten additional Bloodletters ..... *10 pts/model*
- One Bloodletter may be upgrade to a Bloodreaper ..... *5 pts*
- A Bloodreaper may take up to 20 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards** ..... *10 pts each*
  - **Greater Rewards** ..... *20 pts each*
- One Bloodletter may take an Instrument of Chaos ..... *10 pts*
- A different Bloodletter may take an Icon of Chaos ..... *10 pts*
  - The Icon of Chaos may be upgraded to a banner of blood ..... *10 pts*

PINK HORRORS OF TZEENTCH — 90 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Pink Horror	3	3	3	3	1	3	1	7	-	Infantry	10 Pink Horrors	38
Iridescent Horror	3	3	3	3	1	3	2	7	-	Infantry (Character)		

Special Rules:
- Blue Horrors
- Brotherhood of Sorcerers
- Daemon of Tzeentch
- Daemonic Instability
- Deep Strike
- Magic Made Manifest

Psyker:
Pink Horrors generate powers from the **Change** discipline.

Options:
- May include up to ten additional Pink Horrors ..... *9 pts/model*
- One Pink Horror may be upgraded to an Iridescent Horror ..... *5 pts*
- An Iridescent Horror may take up to 20 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards** ..... *10 pts each*
  - **Greater Rewards** ..... *20 pts each*
- One Pink Horror may take an Instrument of Chaos ..... *10 pts*
- A different Pink Horror may take an Icon of Chaos ..... *10 pts*
  - The Icon of Chaos may be upgraded to a blasted standard ..... *10 pts*

PLAGUEBEARERS OF NURGLE — 90 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Plaguebearer	3	3	4	4	1	2	1	7	-	Infantry	10 Plaguebearers	47
Plagueridden	3	3	4	4	1	2	2	7	-	Infantry (Character)		

Daemonic Gifts:
- Plaguesword

Special Rules:
- Daemon of Nurgle
- Daemonic Instability
- Deep Strike

Options:
- May include up to ten additional Plaguebearers ..... *9 pts/model*
- Upgrade one Plaguebearer to a Plagueridden ..... *5 pts*
- A Plagueridden may take up to 20 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards** ..... *10 pts each*
  - **Greater Rewards** ..... *20 pts each*
- One Plaguebearer may take an Instrument of Chaos ..... *10 pts*
- A different Plaguebearer may take an Icon of Chaos ..... *10 pts*
  - The Icon of Chaos may be upgraded to a plague banner ..... *10 pts*

TROOPS

DAEMONETTES OF SLAANESH — 90 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Daemonette	5	4	3	3	1	5	2	7	-	Infantry	10 Daemonettes	54
Alluress	5	4	3	3	1	5	3	7	-	Infantry (Character)		

Special Rules:
- Daemon of Slaanesh
- Daemonic Instability
- Deep Strike

Options:
- May include up to ten additional Daemonettes ..... *9 pts/model*
- One Daemonette may be upgraded to an Alluress ..... *5 pts*
- An Alluress may take up to 20 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards** ..... *10 pts each*
  - **Greater Rewards** ..... *20 pts each*
- One Daemonette may take an Instrument of Chaos ..... *10 pts*
- A different Daemonette may take an Icon of Chaos ..... *10 pts*
  - The Icon of Chaos may be upgraded to a rapturous standard ..... *10 pts*

NURGLINGS — 45 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Nurgling swarm	3	3	3	3	4	3	4	7	-	Infantry	3 Nurgling swarms	50

Special Rules:
- Daemon of Nurgle
- Daemonic Instability
- Deep Strike
- Infiltrate
- Swarms

Options:
- May include up to six additional Nurgling bases ..... *15 pts/base*

DEDICATED TRANSPORT

BLOOD THRONE OF KHORNE — 75 Points

	Armour						
	BS	F	S	R	HP	Unit Type	Unit Composition	Page
Blood Throne	0	12	12	10	3	Vehicle (Chariot, Open-topped)	1 Blood Throne	32

Transport Capacity:
1 Herald of Khorne

Special Rules:
- Bloodletter Crew
- Daemon of Khorne
- Deep Strike
- Gorefeast
- Totem of Endless Bloodletting

ELITES

BLOODCRUSHERS OF KHORNE — 135 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Bloodcrusher	5	5	5	4	3	4	3	7	6+	Cavalry	3 Bloodcrushers	30
Bloodhunter	5	5	5	4	3	4	4	7	6+	Cavalry (Character)		

Daemonic Gifts:
- Hellblade

Special Rules:
- Daemon of Khorne
- Daemonic Instability
- Deep Strike

Options:
- May include up to six additional Bloodcrushers ..... *45 pts/model*
- One Bloodcrusher may be upgraded to Bloodhunter ..... *5 pts*
- A Bloodhunter may take up to 20 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards** ..... *10 pts each*
  - **Greater Rewards** ..... *20 pts each*
- One Bloodcrusher may take an Instrument of Chaos ..... *10 pts*
- A different Bloodcrusher may take an Icon of Chaos ..... *10 pts*
  - The Icon of Chaos may be upgraded to a banner of blood ..... *10 pts*

FLAMERS OF TZEENTCH — 69 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Flamer of Tzeentch	2	4	4	4	2	4	2	7	-	Jump Infantry	3 Flamers of Tzeentch	39
Pyrocaster	2	5	4	4	2	4	2	7	-	Jump Infantry (Character)		

Daemonic Gifts:
- Flames of Tzeentch

Special Rules:
- Daemon of Tzeentch
- Daemonic Instability
- Deep Strike
- Warpflame

Options:
- May include up to six additional Flamers of Tzeentch ..... *23 pts/model*
- One Flamer may be upgraded to a Pyrocaster ..... *5 pts*
- A Pyrocaster may take up to 20 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards** ..... *10 pts each*
  - **Greater Rewards** ..... *20 pts each*

BEAST OF NURGLE — 52 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Beast of Nurgle	3	0	4	5	4	2	D6+1	7	-	Beast	1 Beast of Nurgle	48

Special Rules:
- Attention Seeker
- Daemon of Nurgle
- Daemonic Instability
- Deep Strike
- It Will Not Die
- Poisoned (4+)
- Slime Trail
- Very Bulky

Options:
- May include up to eight additional Beasts of Nurgle ..... *52 pts/model*

FIENDS OF SLAANESH — 105 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Fiend of Slaanesh	4	0	4	4	3	6	3	7	-	Beast	3 Fiends of Slaanesh	57

Special Rules:
- Daemon of Slaanesh
- Daemonic Instability
- Deep Strike
- Disruptive Song
- Soporific Musk
- Very Bulky

Options:
- May include up to six additional Fiends of Slaanesh ..... *35 pts/model*

FAST ATTACK

FLESH HOUNDS OF KHORNE — 80 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Flesh Hound	5	0	4	4	2	4	2	7	6+	Beast	5 Flesh Hounds	31

Daemonic Gifts:
- Collar of Khorne

Special Rules:
- Daemon of Khorne
- Daemonic Instability
- Deep Strike
- Scout

Options:
- May include up to fifteen additional Flesh Hounds ..... *16 pts/model*

SCREAMERS OF TZEENTCH — 75 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Screamer	3	0	4	4	2	4	3	7	-	Jetbike	3 Screamers	41

Special Rules:
- Daemon of Tzeentch
- Daemonic Instability
- Deep Strike
- Lamprey's Bite
- Slashing Attack

Options:
- May include up to six additional Screamers ..... *25 pts/model*

PLAGUE DRONES OF NURGLE — 126 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Plague Drone	3	3	4	5	3	2	3	7	-	Jet Pack Cavalry	3 Plague Drones	49
Plaguebringer	3	3	4	5	3	2	4	7	-	Jet Pack Cavalry (Character)		

Daemonic Gifts:
- Plaguesword

Special Rules:
- Daemon of Nurgle
- Daemonic Instability
- Deep Strike
- Very Bulky

Options:
- May include up to six additional Plague Drones ..... *42 pts/model*
- One Plague Drone may be upgraded to a Plaguebringer ..... *5 pts*
- A Plaguebringer may take up to 20 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards** ..... *10 pts each*
  - **Greater Rewards** ..... *20 pts each*
- One Plague Drone may take an Instrument of Chaos ..... *10 pts*
- A different Plague Drone may take an Icon of Chaos ..... *15 pts*
  - The Icon of Chaos may be upgraded to a plague banner ..... *25 pts*
- The entire unit may take death's heads ..... *5 pts/model*
- The entire unit may take one of the following:
  - Rot proboscis ..... *5 pts/model*
  - Venom sting ..... *5 pts/model*

CHAOS FURIES — 35 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Chaos Fury	3	0	4	3	1	4	1	2	-	Jump Infantry	5 Chaos Furies	59

Special Rules:
- Daemon
- Daemonic Instability
- Deep Strike

Options:
- May include up to fifteen additional Chaos Furies ..... *6 pts/model*
- The entire unit may be upgraded to one of the following:
  - Daemons of Khorne ..... *2 pts/model*
  - Daemons of Tzeentch ..... *1 pt/model*
  - Daemons of Nurgle ..... *2 pts/model*
  - Daemons of Slaanesh ..... *2 pts/model*

FAST ATTACK

SEEKERS OF SLAANESH — 60 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Seeker of Slaanesh	5	4	3	3	1	5	3	7	-	Cavalry	5 Seekers of Slaanesh	55
Heartseeker	5	4	3	3	1	5	4	7	-	Cavalry (Character)		

Special Rules:
- Acute Senses
- Daemon of Slaanesh
- Daemonic Instability
- Deep Strike
- Outflank

Options:
- May include up to fifteen additional Seekers of Slaanesh ..... *12 pts/model*
- One Seeker of Slaanesh may be upgraded to a Heartseeker ..... *5 pts*
- A Heartseeker may take up to 20 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards** ..... *10 pts each*
  - **Greater Rewards** ..... *20 pts each*
- One Seeker of Slaanesh may take an Instrument of Chaos ..... *10 pts*
- A different Seeker of Slaanesh may take an Icon of Chaos ..... *10 pts*
  - The Icon of Chaos may be upgraded to a rapturous standard ..... *20 pts*

HELLFLAYER OF SLAANESH — 60 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Exalted Alluress	5	4	3	3	1	5	4	7	-	Infantry (Character)	1 Exalted Alluress	56

	Armour						
	BS	F	S	R	HP	Unit Type	Unit Composition	Page
Hellflayer Chariot	4	11	11	10	2	Vehicle (Chariot, Fast, Open-topped)	1 Hellflayer Chariot	56

Special Rules:
- Daemon of Slaanesh
- Daemonic Instability (Exalted Alluress only)
- Deep Strike
- Fleshshredder (Hellflayer Chariot only)
- Soulscent (Exalted Alluress only)

Transport Capacity:
1 Exalted Alluress

Designer's note: *An Exalted Alluress cannot disembark from a Hellflayer Chariot. When a Hellflayer Chariot is destroyed, the Exalted Alluress is also removed from play as a casualty.*

HEAVY SUPPORT

SOUL GRINDER — 135 Points + options

	Armour WS	BS	S	F	S	R	I	A	HP	Unit Type	Unit Composition	Page
Soul Grinder	3	3	6	13	13	11	3	4	4	Vehicle (Walker)	1 Soul Grinder	60

Daemonic Gifts:
- Harvester cannon
- Iron claw

Special Rules:
- Daemonic Resilience
- Deep Strike

Options:
- **Must** be one of the following:
  - Daemon of Khorne ..... *free*
  - Daemon of Tzeentch ..... *5 pts*
  - Daemon of Nurgle ..... *15 pts*
  - Daemon of Slaanesh ..... *15 pts*
- May take one of the following:
  - Baleful torrent ..... *20 pts*
  - Warp gaze ..... *25 pts*
  - Phlegm bombardment ..... *30 pts*
- May take a warpsword ..... *25 pts*

SKULL CANNON OF KHORNE — 125 Points

	Armour BS	F	S	R	HP	Unit Type	Unit Composition	Page
Skull Cannon of Khorne	5	12	12	10	3	Vehicle (Chariot, Open-topped)	1 Skull Cannon of Khorne	33

Daemonic Gifts:
- Skull cannon

Special Rules:
- Bloodletter Crew
- Daemon of Khorne
- Deep Strike
- Gorefeast

Designer's note: *Unlike other chariots, a Skull Cannon has a Transport Capacity of 0 and so does not have a rider. The Skull Cannon and its crew otherwise follow all the normal rules for a chariot.*

BURNING CHARIOT OF TZEENTCH — 100 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Exalted Flamer	4	4	4	4	3	4	3	7	-	Infantry (Character)	1 Exalted Flamer	40

	Armour BS	F	S	R	HP	Unit Type	Unit Composition	Page
Burning Chariot	3	10	10	10	3	Vehicle (Chariot, Fast, Open-topped, Skimmer)	1 Burning Chariot	40

Special Rules:
- Aura of Change (Burning Chariot only)
- Daemon of Tzeentch
- Daemonic Instability (Exalted Flamer only)
- Deep Strike
- Warpflame (Exalted Flamer only)

Daemonic Gifts
(Exalted Flamer only):
- Blue Fire of Tzeentch
- Pink Fire of Tzeentch

Transport Capacity:
1 (Exalted Flamer or Herald of Tzeentch only)

Options:
- The Burning Chariot may have Blue Horror Crew ..... *10 pts*
- An Exalted Flamer may take up to 20 points of Daemonic Rewards, in any combination:
  - **Lesser Rewards** ..... *10 pts each*
  - **Greater Rewards** ..... *20 pts each*

Designer's note: *An Exalted Flamer cannot disembark from a Burning Chariot. When a Burning Chariot being ridden by an Exalted Flamer is destroyed, the Exalted Flamer is also removed from play as a casualty.*

HEAVY SUPPORT

SEEKER CAVALCADE

Each Seeker Cavalcade is a squadron of 1-3 models composed of Seeker Chariots of Slaanesh or Exalted Seeker Chariots of Slaanesh chosen in any combination.

SEEKER CHARIOT OF SLAANESH — 40 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Exalted Alluress	5	4	3	3	1	5	4	7	-	Infantry (Character)	1 Exalted Alluress	55

	Armour						
	BS	F	S	R	HP	Unit Type	Unit Composition	Page
Seeker Chariot of Slaanesh	4	11	11	10	2	Vehicle (Chariot, Fast, Open-topped)	1 Seeker Chariot	55

Special Rules:
- Daemon of Slaanesh
- Daemonic Instability (Exalted Alluress only)
- Deep Strike
- Fleshshredder (Seeker Chariot only)

Transport Capacity:
1 (Exalted Alluress or Herald of Slaanesh only)

Options:
- An Exalted Alluress may take up to 20 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards** ..... *10 pts each*
  - **Greater Rewards** ..... *20 pts each*

Designer's note: *An Exalted Alluress cannot disembark from a Seeker Chariot. When a Seeker Chariot being ridden by an Exalted Alluress is destroyed, the Exalted Alluress is also removed from play as a casualty.*

EXALTED SEEKER CHARIOT OF SLAANESH — 75 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Exalted Alluress	5	4	3	3	1	5	4	7	-	Infantry (Character)	1 Exalted Alluress	55

	Armour						
	BS	F	S	R	HP	Unit Type	Unit Composition	Page
Exalted Seeker Chariot of Slaanesh	4	11	11	10	4	Vehicle (Chariot, Fast, Open-topped)	1 Exalted Seeker Chariot of Slaanesh	55

Special Rules:
- Daemon of Slaanesh
- Daemonic Instability (Exalted Alluress only)
- Deep Strike
- Fleshshredder (Exalted Seeker Chariot only)

Transport Capacity:
1 (Exalted Alluress or Herald of Slaanesh only)

Options:
- An Exalted Alluress may take up to 20 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards** ..... *10 pts each*
  - **Greater Rewards** ..... *20 pts each*

Designer's note: *An Exalted Alluress cannot disembark from an Exalted Seeker Chariot. When an Exalted Seeker Chariot being ridden by an Exalted Alluress is destroyed, the Exalted Alluress is also removed from play as a casualty.*

REFERENCE

All of the rules and tables here are condensed for ease of reference. If you need the full rule, see its entry in the main pages of the book.

ARMY SPECIAL RULES (PG 26-27)

Daemons can only join units that are composed entirely of Daemons of the same alignment as themselves.

Daemon of Khorne: Daemon, Furious Charge,
Hatred (Daemons of Slaanesh). Chariot Hammer of Wrath attacks are Strength 7 instead.
Daemon of Tzeentch: Daemon, Hatred (Daemons of Nurgle); +3 Leadership when manifesting psychic powers; re-roll all saving throw results of 1.
Daemon of Nurgle: Daemon, Hatred (Daemons of Tzeentch), Shrouded, Slow and Purposeful, defensive grenades.
Daemon of Slaanesh: Daemon, Fleet, Hatred (Daemons of Khorne), Rending. Units with this special rule Run or move
Flat Out +3" (Cavalry Run +6" instead).
Daemonic Instability: Cannot join (or be joined by) models without this special rule; automatically pass Fear, Pinning and Morale tests.

When a unit with the Daemonic Instability special rule loses an assault, it takes a Daemonic Instability test at the Check Morale step of the Fight sub-phase. This uses the following procedure:

1) Take a Leadership test. If the dice roll is a double 1 or double 6, the Daemons' presence fluctuates:

   Double 1 – Reality Blinks: All Wounds suffered by the unit this phase are restored. Any models from this unit killed this phase return, in coherency, at least 1" from enemy models. If the returning model's unit is locked in combat, the model Piles In.

   Double 6 – Banished!: Remove the entire unit from play as casualties. If locked in combat, the enemy consolidates.

2) Now, if a double 1 or double 6 wasn't rolled, compare the roll to the Daemons' Leadership, including modifiers. For each point they fail by, the unit suffers an additional Wound, with no saves of any kind.

WARLORD TRAITS (PG 26)

D6	Result
1	**Death Incarnate.** Warlord's Melee weapons have Instant Death.
2	**Destroyer of Mortals.** Warlord, and his unit, have Hatred.
3	**Herald of Doom.** Whilst Warlord is alive, all enemies have -1 Leadership for Fear tests.
4	**Immortal Commander.** Friendly units within 12" of Warlord may re-roll Daemonic Instability tests.
5	**Lord of Unreality.** Whilst Warlord is alive, you may re-roll Warp Storm table result.
6	**Warp Beacon.** Friendly Daemons deep striking within 6" of Warlord do not scatter.

DAEMONIC ATTRIBUTES (PG 63)

Collar of Khorne: +2 to Deny the Witch rolls.
Rot proboscis: Close combat attacks have Poisoned (3+).
Venom sting: One of this model's Attacks has Instant Death.
Warp-forged armour: 3+ Armour Save.

WARP STORM TABLE (PG 27)

Roll 2D6 at the start of each of your Shooting phases.

2D6	Result
2	**The Storm Abates.** Units with Daemonic Instability (friend or foe) immediately take a Daemonic Instability test.
3	**Punished by the Gods.** A randomly selected character (friend or foe) with Daemonic Instability immediately takes a Daemonic Instability test on 3D6. If there are no such characters this result is The Warp is Calm instead.
4	**Warp Ebb.** All Daemons suffer -1 invulnerable save until next roll on the Warp Storm table.
5	**Storm of Fire.** Roll a D6 for each unengaged friendly unit with one or more Daemons of Nurgle (or Marks of Nurgle) and each unengaged enemy unit. On a 6, place a large blast marker over any model in the unit, then scatter it. Each unit (friend or foe) under the final position of the blast marker takes a number of Strength 4 AP5 hits equal to the number of models from their unit under the template. This hit has the Barrage and Ignores Cover special rules.
6	**Rot, Glorious Rot.** Roll a D6 for each unengaged friendly unit with one or more Daemons of Tzeentch (or Marks of Tzeentch) and each unengaged enemy unit. On a 6, they take D6 Strength 4 AP3 hits that are Poisoned (4+) and Ignores Cover. Vehicles are hit on side armour.
7	**The Warp is Calm.** Nothing happens.
8	**The Dark Prince Thirsts.** Roll a D6 for each unengaged friendly unit with one or more Daemons of Khorne (or Marks of Khorne) and each unengaged enemy unit. On a 6, they take D6 Strength 6 AP- hits with Rending and Ignores Cover. Vehicles are hit on side armour.
9	**Khorne's Wrath.** Roll a D6 for each unengaged friendly unit with one or more Daemons of Slaanesh (or Marks of Slaanesh) and each unengaged enemy unit. On a 6, place a small blast marker over any model in the unit, then scatter it. Each unit (friend or foe) under the final position of the blast marker takes a number of Strength 8 AP3 hits equal to the number of models from their unit under the template. This hit is Barrage.
10	**Warp Surge.** All Daemons gain +1 to invulnerable saves until the next roll on the Warp Storm table.
11	**Daemonic Possession*.** A randomly selected non-vehicle enemy Psyker without the Daemon special rule must pass a Leadership test on 3D6 or be removed as a casualty with no saves of any kind allowed. If the test is failed, then place a Herald of Khorne, Tzeentch, Nurgle or Slaanesh (you choose) anywhere within 6" of the slain Psyker, more than 1" from any unit and more than 1" from impassable terrain. This Herald cannot charge this turn, but otherwise acts normally and is under your control. If there are no eligible Psykers, this result is The Warp is Calm instead.
12	**Summoned from the Warp*.** 2D6+3 Bloodletters, Pink Horrors, Plaguebearers or Daemonettes (you choose) immediately Deep Strikes onto the table under your control.

** These units have no upgrades and award Victory Points as normal.*

DAEMONIC STEEDS (PG 63)

Juggernaut of Khorne: +1 Toughness, +1 Wound, +1 Attack; becomes Cavalry.
Disc of Tzeentch: +1 Attack; becomes Jetbike.
Palanquin of Nurgle: +2 Wounds, +1 Attack, Very Bulky.
Steed of Slaanesh: +1 Attack, Acute Senses, Outflank; becomes Cavalry.

Scions
of the Warp

SCIONS OF THE WARP

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FORCES OF THE CHAOS DAEMONS

This book contains new Formations, the terrifying Daemonic Incursion Detachment and datasheets for units previously only available in White Dwarf or as Games Workshop Digital Editions. Also included are new Tactical Objectives, as well as Hellforged Artefacts, Warlord Traits and expanded psychic disciplines for each of the Ruinous Powers.

Since *Codex: Chaos Daemons* was published there have been several new miniatures released into the Chaos Daemons range. This book has been designed to provide players with all the rules needed to play games of Warhammer 40,000 with the entire range of Chaos Daemons miniatures. The rules here – where relevant – update, replace or supplement the rules in your codex.

The Bloodthirster of Unfettered Fury, Bloodthirster of Insensate Rage and Wrath of Khorne Bloodthirster datasheets (pg 111-113) replace the Bloodthirster Army List Entry found on pg 28. Also included are two datasheets which contain rules for the Exalted Flamer of Tzeentch and Be'lakor, first of the Daemon Princes.

DAEMONIC OVERLORDS

This book includes four sets of Warlord traits for the infernal commanders of a Chaos Daemons army – one for each of the Gods of Chaos, based on your Warlord's allegiance. You will also find four sets of Hellforged Artefacts that can be borne into battle by the daemonic champions of each Chaos God in addition to those featured on pg 65. The daemonic sorcerers of Tzeentch, Nurgle and Slaanesh can also make use of the expanded psychic disciplines of their god, each boasting new and terrifying powers.

The Daemonic Incursion Detachment presented in this book enables players to field an army based upon a daemonic invasion of realspace. This Detachment follows all the Detachment rules presented in *Warhammer 40,000: The Rules*.

When the daemonic legions breach the veil of the Warp to invade realspace, they rarely do so without purpose. Though their aims may seem unfathomable to the mortal armies that muster to face them, even the scions of the Dark Gods will seek strategic advantage in battle. This book therefore presents six new tactical objectives that represent the will of the Chaos Gods on the battlefield.

DATASHEETS

Each Chaos Daemons unit in this book has a datasheet. These detail either Army List Entries or Formations, providing all the rules information that you will need to use these models in your games of Warhammer 40,000.

1 Faction: *The unit's Faction is shown here by a symbol. All units that have this symbol, which includes all the units described on the following pages, have the Chaos Daemons Faction.*

2 Battlefield Role: *The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: HQ or Elites. The symbols for these Battlefield Roles are defined in* Warhammer 40,000: The Rules.

3 Unit Name: *Here you will find the name of the unit.*

4 Unit Description: *This section provides a background description of the unit, detailing their particular strengths and weaknesses along with the tactics and methods they employ to wage war in the grim darkness of the 41st Millennium.*

5 Points Cost: *This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.*

6 Unit Profile: *This section will show the profiles of any models the unit can include.*

7 Unit Type: *This refers to the unit type rules in* Warhammer 40,000: The Rules. *For example, a unit may be classed as Infantry or Monstrous Creature, which will subject it to a number of rules regarding movement, shooting, assaults, etc.*

8 Unit Composition: *This section shows the number and type of models that form the basic unit, before any upgrades are taken.*

9 Daemonic Gifts: *This section details the weapons and equipment the models in the unit are armed with. The cost for all the unit's basic equipment is included in its points cost.*

10 Special Rules: *Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are detailed in the Special Rules section of* Warhammer 40,000: The Rules.

11 Options: *This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'.*

12 Warlord Traits: *Sometimes a character's datasheet will have a specific Warlord Trait, in which case it will be listed here.*

13 Hellforged Artefacts: *Some entries have unique items of wargear, the description and rules for which will be listed here.*

FORMATIONS

Formation datasheets are identified by this symbol. The rules for Formations can be found in *Warhammer 40,000: The Rules*. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain.

ARMIES OF UNREASON

The following section details background and rules that describe the forces used by the Chaos Daemons. Used in conjunction with *Codex: Chaos Daemons*, this section will enable you to forge your collection of Chaos Daemons miniatures into an army ready to bring death and ruin to your foes in your games of Warhammer 40,000.

CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets that correspond to the models in your collection. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments. Note that you can also include any of the Formations presented in this section as part of a Battle-forged army.

A Daemonic Incursion is a special type of Detachment that can be included in any Battle-forged army. Unlike the Detachments shown in *Warhammer 40,000: The Rules*, it has a Force Organisation Chart whose slots are a combination of specific Formations and Army List Entries instead of Battlefield Roles. However, it still has compulsory and optional elements, as well as Restrictions and Command Benefits, just like any other Detachment.

Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Daemonic Incursion are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your Warlord is part of a Formation or an Army List Entry that makes up part of a Daemonic Incursion, that entire Daemonic Incursion is your Primary Detachment.

RESTRICTIONS:

This Detachment must include at least one Core choice and one Auxiliary choice. It may include up to four Command choices and any number of additional Core or Auxiliary choices, in any combination. Only the datasheets listed here can be included in this Detachment.

COMMAND BENEFITS:

Daemonic Corruption: Objective Markers controlled by units from this Detachment count as controlled for the rest of the game, even if the controlling player has no units within 3" of them. This effect lasts until an enemy scoring unit cleanses the objective by controlling it.

Unearthly Power: When rolling on the Warp Storm table (see pg 27), you can choose to add or subtract 1 from the result.

The Warp Unleashed: You can choose to re-roll any Daemonic Instability tests for units from this Detachment.

MURDERHORDE (pg 117)

- Skulltaker or 1 Herald of Khorne
- 8 units chosen in any combination from the following list:
  - Bloodletters of Khorne
  - Flesh Hounds of Khorne
  - Bloodcrushers of Khorne

WARPFLAME HOST (pg 119)

- The Changeling or 1 Herald of Tzeentch
- 9 units chosen in any combination from the following list:
  - Pink Horrors of Tzeentch
  - Flamers of Tzeentch
  - Exalted Flamer of Tzeentch

TALLYBAND (pg 121)

- Epidemius or 1 Herald of Nurgle
- 7 units chosen in any combination from the following list:
  - Plaguebearers of Nurgle
  - Nurglings

FLAYERTROUPE (pg 123)

- The Masque of Slaanesh or 1 Herald of Slaanesh
- 6 units chosen in any combination from the following list:
  - Daemonettes of Slaanesh
  - Fiends of Slaanesh

Core 1+ | Command 0-4 | Auxiliary 1+

DAEMONIC INCURSION

A Daemonic Incursion allows you to represent the typical structure of a Chaos Daemons army on the Warhammer 40,000 battlefield. Whether you wish to represent a full-scale daemonic invasion or a more localised Warp breach, the choices below offer a great way to pick your army.

For example, Emma's Chaos Daemons collection consists of a Bloodthirster of Unfettered Fury, a Bloodthirster of Insensate Rage, a Wrath of Khorne Bloodthirster, Be'lakor, Skulltaker, Karanak, eight units of Bloodletters of Khorne, and two units each of Flesh Hounds of Khorne and Bloodcrushers of Khorne.

If Emma wishes to organise her collection using the Battle-forged method – as described in Warhammer 40,000: The Rules *– all of her units need to be part of a Detachment or a Formation. Emma achieves this by choosing one Daemonic Incursion Detachment and one Combined Arms Detachment from* Warhammer 40,000: The Rules.

The Daemonic Incursion in Emma's army consists of one Core choice, three Command choices and one Auxiliary choice. Specifically, it consists of a Murderhorde (Skulltaker, six units of Bloodletters and both units of Bloodcrushers), three Daemon Lords (the Bloodthirster of Unfettered Fury, the Bloodthirster of Insensate Rage and the Wrath of Khorne Bloodthirster), and the Hunter of Khorne (Karanak).

Emma's remaining two units of Bloodletters (Troops), Be'lakor (HQ) and her two units of Flesh Hounds of Khorne (Fast Attack) form a Combined Arms Detachment. As all of her units belong to a Detachment or a Formation, Emma's army is a Battle-forged army. The units that are part of the Daemonic Incursion therefore have the Daemonic Corruption, Unearthly Power and Warp Unleashed Command Benefits, whilst those that are part of the Combined Arms Detachment have the Objective Secured Command Benefit. Finally, Emma chooses her Wrath of Khorne Bloodthirster to be her Warlord – the Daemonic Incursion is therefore her Primary Detachment.

DAEMON LORD
- 1 of the following:
  - Bloodthirster of Unfettered Fury
  - Bloodthirster of Insensate Rage
  - Wrath of Khorne Bloodthirster
  - Skarbrand
  - Kairos Fateweaver
  - Ku'gath Plaguefather
  - Lord of Change
  - Great Unclean One
  - Keeper of Secrets
  - Be'lakor
  - Daemon Prince

GORETHUNDER BATTERY (pg 118)
- 1 Herald of Khorne
- 3 Skull Cannons of Khorne

BURNING SKYHOST (pg 120)
- The Blue Scribes or 1 Herald of Tzeentch
- 9 units chosen in any combination from the following list:
  - Screamers of Tzeentch
  - Burning Chariot of Tzeentch

INFERNAL TETRAD (pg 125)
- 4 Daemon Princes

ROTSWARM (pg 122)
- 1 Herald of Nurgle
- 7 units chosen in any combination from the following list:
  - Plague Drones of Nurgle
  - Beasts of Nurgle

GRAND CAVALCADE (pg 124)
- 1 Herald of Slaanesh
- 6 units chosen in any combination from the following list:
  - Seekers of Slaanesh
  - Hellflayer of Slaanesh
  - Seeker Cavalcade

FORGEHOST (pg 126)
- 3 Soul Grinders of Chaos

DAEMON FLOCK
- 1 unit of Chaos Furies

THE HUNTER OF KHORNE
- Karanak

BLOODTHIRSTER OF UNFETTERED FURY

250 POINTS

Ferocious killing machines capable of hacking apart whole armies, the Bloodthirsters of Unfettered Fury are the most numerous of Khorne's Greater Daemons. In one fist, these colossal, sulphur-wreathed fiends carry a massive axe of Khorne. This daemonforged blade hungers for hot blood, and a single swing of its smouldering edge can carve a battle-tank in two or behead even the largest monster. In its other hand, the Bloodthirster wields a vicious lash of Khorne. Immense whips studded with brass spikes, these weapons slice through the air with a thunderous crack, breaking necks, entangling limbs, or ripping flesh from bone.

Clad in baroque armour and bellowing their wrath to the sky, Bloodthirsters of Unfettered Fury strike abject terror into all who witness them in battle. Too swift to outrun, too resilient to gun down, and far too strong to outfight, these godlike Daemons are the death of all who face them in battle. It is no surprise then that the servants of Khorne worship these monstrous entities as deities of war.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Bloodthirster of Unfettered Fury	10	10	6	6	5	9	6	9	3+	Flying Monstrous Creature (Character)	1 Bloodthirster of Unfettered Fury

SPECIAL RULES:

- **Daemon of Khorne**
- **Daemonic Instability**
- **Deep Strike**

DAEMONIC GIFTS:

Lash of Khorne: *These long whips are tipped with barbs of fire. In the hands of a Bloodthirster they can split a man in two, and even the thickest armour offers no protection.*

Range	S	AP	Type
12"	6	2	Assault 1

Axe of Khorne: *Weapons of Khorne are etched with burning runes of slaughter, and each screams with the power of the Daemon bound inside it.*

Range	S	AP	Type
-	User	2	Melee, Decapitating Blow, Specialist Weapon

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

OPTIONS:

- May take up to 50 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards**.....*10 pts each*
  - **Greater Rewards**.....*20 pts each*
  - **Exalted Rewards**.....*30 pts each*

BLOODTHIRSTER OF INSENSATE RAGE

275 POINTS

Bloodthirsters of Insensate Rage are the most savage of their kind. The fires of Khorne's forge fill their chests, stoking their fury to such maddening heights that it renders them utterly incoherent with anger. So great is their ire-fuelled strength that these Daemons are able to heft massive brass axes – weapons as tall as the horrifying creatures that bear them. With these great axes of Khorne, Bloodthirsters of Insensate Rage are more than capable of hacking the leg from a Warhound Titan with a single swing, or splitting the greatest mortal heroes in two from head to toe.

The arrival of such an entity on the battlefield heralds the coming of the end. The beat of their wings shudders through mortal minds, causing waves of terror to roll before them. Those who fall beneath the Bloodthirsters' night-black shadow taste the sudden tang of ash and sulphur in their throats, and feel their will to live evaporate like mist. As the beast roars its endless fury, the weak-minded simply collapse dead, their hearts stilled by terror.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Bloodthirster of Insensate Rage	10	10	6	6	5	9	6	9	3+	Flying Monstrous Creature (Character)	1 Bloodthirster of Insensate Rage

SPECIAL RULES:

- **Daemon of Khorne**
- **Daemonic Instability**
- **Deep Strike**
- **Rage**

OPTIONS:

- May take up to 50 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards** ..... *10 pts each*
  - **Greater Rewards** ..... *20 pts each*
  - **Exalted Rewards** ..... *30 pts each*

DAEMONIC GIFTS:

Great Axe of Khorne: *Weapons of Khorne are etched with burning runes of slaughter, and each screams with the power of the Daemon bound inside it.*

Range	S	AP	Type
-	D	2	Melee, Colossal

Colossal: A model with this weapon Piles In and fights at Initiative step 1.

WRATH OF KHORNE BLOODTHIRSTER

300 POINTS

Wrath of Khorne Bloodthirsters are arrogant huntsmen of the third host, charged by Khorne with a sacred duty. Each is given a quarry to track down, some braggart or hero who has earned the ire of the Blood God himself. Upon locating their prey, the Bloodthirster humbles them in battle; he slaughters those who follow them, crushes them in body and spirit, and finally drags their soul back to Khorne's realm for punishment by the Blood God himself. These Bloodthirsters have many tools to aid them in their hunt. Each is armed with a mighty axe of Khorne and a bloodflail, a weapon that combines the reach of a lash with the crushing force of a warhammer. The Wrath of Khorne wear runic crowns upon their brows that ward off sorcery, each crackling barrage of energies dissipating like smoke on the wind. These Bloodthirsters can even breathe great gouts of hellfire upon their foes at will, vomiting forth the searing heat of Khorne's own forge to melt armour and blacken flesh. Against such terrifying, otherworldly abilities, the Wrath of Khorne's prey can neither stand firm, nor flee for their lives.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Wrath of Khorne Bloodthirster	10	10	6	6	5	9	6	9	3+	Flying Monstrous Creature (Character)	1 Wrath of Khorne Bloodthirster

SPECIAL RULES:

- **Adamantium Will**
- **Daemon of Khorne**
- **Daemonic Instability**
- **Deep Strike**
- **Hatred** (**Characters**)

OPTIONS:

- May take up to 50 points of **Daemonic Rewards**, in any combination:
  - **Lesser Rewards**.....*10 pts each*
  - **Greater Rewards** .....*20 pts each*
  - **Exalted Rewards** .....*30 pts each*

DAEMONIC GIFTS:

- **Axe of Khorne** (pg 111)

Hellfire: *Bloodthirsters of the third host can breathe great gouts of daemonic flame.*

Hellfire is a Flamer weapon for the purposes of any special rules that interact with Flamer weapons as described in *Warhammer 40,000: The Rules.*

Range	S	AP	Type
Template	5	4	Assault 1, Soul Blaze

Bloodflail: *Bloodflails smash heroes and cowards alike into the same gory pulp.*

Range	S	AP	Type
12"	7	2	Assault D3
-	User	2	Melee, Specialist Weapon

SKARBRAND

THE EXILED ONE

225 POINTS

Skarbrand's coming is heralded by a frenzied insanity that seizes every living thing. Blood roars in the ears of friend and foe alike. Hearts pound. Hands shake, curling into white-knuckled claws around any weapon that comes to hand. Even the meekest coward becomes a homicidal maniac in the exiled Daemon lord's presence, as all thoughts of self preservation and fear are smothered by Skarbrand's malefic aura of rage. Seasoned warriors are transformed into mindless berserkers, abandoning their posts to charge into battle wielding firearms as crude clubs in their desperation to kill. Disciplined armies become blood-hungry mobs. Ordered battle becomes deranged slaughter. Through it all storms Skarbrand himself, tattered wings trailing as he hacks down everything in his path. There is no joy for Skarbrand in this slaughter – his own endless rage eclipses all else. Some part of Skarbrand hopes to erase Khorne's disdain of him with an endless tally of skulls. In the meantime, the banished Daemon serves his god more wholly than ever.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Skarbrand	10	10	6	6	5	10	6	9	3+	Monstrous Creature (Character)	1 (Unique)

SPECIAL RULES:

- **Daemon of Khorne**
- **Daemonic Instability**
- **Deep Strike**

WARLORD TRAIT:

- **Death Incarnate**

Bellow of Endless Fury: *So ridden with boundless rage is Skarbrand's roar that it can burst the hearts of those nearby.*

Range	S	AP	Type
Template	5	-	Assault 1

Rage Embodied: Skarbrand and all units (friend or foe) within 12" of him have the Rage and Hatred special rules.

HELLFORGED ARTEFACTS

Slaughter and Carnage: *Each of Skarbrand's two axes contains the essence of an enraged Greater Daemon.*

	Range	S	AP	Type
Slaughter	-	User	2	Melee, Fleshbane
Carnage	-	User	2	Melee, Armourbane

EXALTED FLAMER OF TZEENTCH

50 POINTS

Exalted Flamers bound into battle hurling gouts of warpfire like horrific living flamethrowers. Stranger and more powerful than their smaller kin, these bizarre beings are lodestones for sorcerous energy. Every inch of an Exalted Flamer's body is infused with the infernal power of change, an unnatural reservoir of power that the Daemon can draw upon at will. So empowered, the crude and hateful entity hurls the fires of change in jetting blasts, mutating enemy warriors into living glass, dribbling tallow or shrieking heaps of multicoloured flesh. Those who seek safety within bunkers or armoured vehicles stand no better chance of survival, for the Exalted Flamer can also fling comets of raw change that obliterate the largest war engines in spectacular blasts of mutagenic flame.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Exalted Flamer of Tzeentch	4	4	4	4	3	4	3	7	-	Infantry (Character)	1 Exalted Flamer of Tzeentch

SPECIAL RULES:

- **Daemon of Tzeentch**
- **Daemonic Instability**
- **Deep Strike**
- **Independent Character**
- **Warpflame**

DAEMONIC GIFTS:

- **Blue Fire of Tzeentch**
- **Pink Fire of Tzeentch**

TZEENTCHIAN FLAME WEAPONS

The Flames of Tzeentch are nothing less than wild magic; their effects are as unpredictable as they are spectacular.

	Range	S	AP	Type
Blue Fire of Tzeentch	18"	9	2	Heavy D3, Warpflame
Pink Fire of Tzeentch	Template	5	3	Heavy 1, Torrent, Warpflame

Warpflame: At the end of each phase, any unit that suffered one or more unsaved Wounds during the phase from an attack with this special rule (or from an attack made by a model with this special rule), must take a Toughness test. If the test is failed, the unit immediately suffers D3 Wounds with no armour or cover saves allowed. If the test is passed, all models in the unit gain the Feel No Pain (6+) special rule for the rest of the game. Any models in the unit that already have the Feel No Pain special rule instead gain +1 to all Feel No Pain rolls for the rest of the game. Chaos is Fickle!

BE'LAKOR

THE DARK MASTER

350 POINTS

Be'lakor flickers across the battlefield like smoke and shadow given form. His is an ominous and foreboding presence, a formless terror in the minds of men that saps resolve and spawns unreasoning panic. This terrible entity takes great pleasure in manipulating others to their eventual ruin, insinuating and manipulating from amid veils of secrecy and shadow. Only when the moment is right does Be'lakor manifest his true and terrible form, striking down his enemies with the Blade of Shadows even as he rakes claws of psychic energy through the meat of their minds. The first and greatest of all Daemon Princes, Be'lakor has ruled as a demigod over galactic empires beyond count. He is a being of infinite cunning and absolute cruelty who destroys all that he touches, and jealously covets the favour of the Ruinous Powers. All these qualities make Be'lakor a capricious being, whose only constants are the malice with which he destroys those who oppose him, and his endless jealousy towards those who successfully court the favour of the Gods of Chaos.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Be'lakor	9	5	6	5	4	8	5	10	-	Flying Monstrous Creature (Character)	1 (Unique)

WARLORD TRAIT:

- **Herald of Doom**

SPECIAL RULES:

- **Daemon**
- **Eternal Warrior**
- **Fearless**
- **Psyker** (**Mastery Level 3**)

Shadow Form: Be'lakor has a 4+ invulnerable save and the Shrouded special rule.

Lord of Torment: If any enemy unit fails a Morale check, Be'lakor generates an additional D3 Warp Charge points in his next Psychic phase.

PSYKER:

Be'lakor knows all of the powers from the **Telepathy** discipline.

HELLFORGED ARTEFACT

The Blade of Shadows: *Be'lakor wields a unique etherblade, its ghostly form in eternal transience between shape and shadow; solidarity and silhouette. Mastery of this weapon enables Be'lakor to scythe through armour, scale, flesh and bone without resistance, its essence changing in an instant from formless shadow to murderous edge at its master's whim.*

Range	S	AP	Type
-	+1	2	Melee, Armourbane, Fleshbane, Master-crafted, Specialist Weapon

MURDERHORDE

The ravening Daemons of the Murderhorde spill into reality with frenzied howls, hungry for blood and slaughter. Gore-skinned Bloodletters fall upon their foes, hellblades whirling and hacking as they reap skulls for the Blood God. Bloodcrushers trample and smash, thundering like living battering rams through the press of battle. Wherever they go, enemy fire is turned harmlessly from their ironclad hides while victims are reduced to mangled carcasses in their wake. Leading the madness, a Herald of Khorne leaps and slashes, stabs and slays, moving like a crimson blur even as he hisses orders to his kin. Meanwhile, prowling through the fight with low, blood-wet growls, packs of Flesh Hounds savage the unwary, tearing them apart with horrifying brutality.

FORMATION:

- Skulltaker or 1 Herald of Khorne
- 8 units chosen in any combination from the following list:
  - Bloodletters of Khorne
  - Flesh Hounds of Khorne
  - Bloodcrushers of Khorne

RESTRICTIONS:

None.

SPECIAL RULES:

Escalating Bloodlust: Units from a Murderhorde add 1 to their Attacks in close combat whilst they are within 6" of any other unit from their Formation.

Harbinger of Khorne: If the Herald of Khorne from this Formation is a Lesser Locus of Abjuration, Greater Locus of Fury or an Exalted Locus of Wrath, the special rules associated with that locus affect all units from this Formation within 12" of him. If such a unit is also affected by another locus, they will receive both benefits.

GORETHUNDER BATTERY

The air is rent by a hellish cacophony as the Gorethunder Battery opens fire. Every brimstone-belching shot fills the sky with screaming, flaming skulls that plummet down upon their targets to explode with shocking force. Even a single such barrage is enough to tear enemy soldiers apart by the score. When directed by a Herald of Khorne, the massed fire of the Daemon cannons is nothing short of apocalyptic. Staring out from atop the dais of its Blood Throne, the sharp-eyed Herald singles out those targets whose destruction will please Khorne the greatest. Victims have just enough time to scream in terror before a rain of explosive skulls hammers down upon them. Those not slaughtered by the explosion find themselves buried in gnashing skulls, their deaths truly horrific as they are gnawed to a bloody pulp.

FORMATION:

- 1 Herald of Khorne
- 3 Skull Cannons of Khorne

RESTRICTIONS:

The Herald of Khorne must take a Blood Throne of Khorne as a Dedicated Transport.

SPECIAL RULES:

- **Harbinger of Khorne** (pg 117)

Skullrain Salvo: All of the Skull Cannons in a Gorethunder Battery must be fielded as a single vehicle squadron. Whilst this Formation includes three Skull Cannons that can fire, the squadron can fire a single Skullrain Salvo instead of firing normally. To do so, nominate one model in the squadron as the firer and use the following profile:

Range	S	AP	Type
36"	8	3	Heavy 1, Dreadskulls, Ignores Cover, Apocalyptic Blast

Dreadskulls: Place a marker next to each unit that takes one or more hits from this attack. Friendly Daemon units that charge a unit so marked do not suffer an Initiative penalty if charging through difficult terrain. Remove any Dreadskulls markers at the end of the Assault phase.

WARPFLAME HOST

Reality twists and buckles around the capering Daemons of the Warpflame Host. Horrors and Flamers surge towards the enemy in a kaleidoscopic mass, their leaping, bounding forms dazzling the foe with their lurid hues. Men are driven mad by the cacophonous babbling and shrieking of the Daemons, every gibbered riddle a strand of truth twisted into a knot of lies. All this is but a prelude to the true horror. As they draw near their victims, the Daemons of Tzeentch gather the energies of the Warp to them, glowing all the brighter as sorcerous power infuses them. Led by their Herald, the Daemons unleash a monstrous storm of daemonic fire, a hurricane of change that mutates its victims into howling abominations of twisted flesh or else blasts them to glowing dust on the wind.

FORMATION:

- The Changeling or 1 Herald of Tzeentch
- 9 units chosen in any combination from the following list:
  - Pink Horrors of Tzeentch
  - Flamers of Tzeentch
  - Exalted Flamer of Tzeentch

RESTRICTIONS:

None.

SPECIAL RULES:

Harbinger of Tzeentch: If the Herald of Tzeentch from this Formation is a Lesser Locus of Transmogrification, Greater Locus of Change or an Exalted Locus of Conjuration, the special rules associated with that locus affect all units from this Formation that are within 12" of him. If such a unit is also affected by another locus, they will receive both benefits.

Storm of Daemonic Fire: Add 1 to the Strength value of any Tzeentchian Flame Weapons (pg 61) or psychic powers from the **Discipline of Change** (pg 132) unleashed by units from a Warpflame Host.

BURNING SKYHOST

The Daemons of the Burning Skyhost descend upon their victims wreathed in the fires of change. Forming the host's core are Tzeentch's Burning Chariots, slicing through the air at incredible speeds as their daemonic passengers hurl coruscating warpflame to explode among the foe. Around these hurtling engines of destruction swoop the Screamers, arcing gracefully through the enemy's fire to lop off heads and sever limbs with their bladed bodies. Even those who survive an attack by the Burning Skyhost cannot think themselves safe, for mutating flames trail in the Daemons' wake, transmuting anything they do not butcher into flaming glass or molten lead with their terrible empyric energies.

FORMATION:

- The Blue Scribes or 1 Herald of Tzeentch
- 9 units chosen in any combination from the following list:
  - Screamers of Tzeentch
  - Burning Chariot of Tzeentch

RESTRICTIONS:

The Herald of Tzeentch must take a Disc of Tzeentch or Burning Chariot of Tzeentch.

SPECIAL RULES:

- **Warpflame** (pg 115)
- **Harbinger of Tzeentch** (pg 119)

Trail of Transmuting Flame: If a Burning Chariot of Tzeentch from a Burning Skyhost moves Flat Out, pick an unengaged enemy unit it moved over. That unit suffers D6 Strength 5 AP4 hits with the Soul Blaze and Warpflame special rules. Use the final position of the Burning Chariot for the purposes of determining Wound allocation; vehicles are always hit on their side armour.

Furthermore, Screamers from a Burning Skyhost cause D3+1 Strength 4 AP- hits when making a Slashing Attack (pg 41) rather than D3 hits. These attacks also have the Soul Blaze and Warpflame special rules.

TALLYBAND

The suppurating Daemons of the Tallyband trudge into battle, surrounded by the drone of a billion flies. A squelching flood of Nurglings spills across the battlefield at the host's fore, giggling and squealing as they nip and scratch the enemy. Behind these stench-ridden hell-mites shamble rank upon rank of dour Plaguebearers, their incessant counting interspersed with fatalistic grumbles and the odd phlegmy retch. The stink of the Tallyband is a weapon in its own right, a metaphysical foulness that seeps through every barrier to leave its victims weak and nauseated. Worse are the swirling clouds of flies that swarm blizzard-thick around the Daemons, blanketing the enemy in the crawling horror of their rot-fat bodies until they can barely fight back against the muttering killers in their midst.

FORMATION:

- Epidemius or 1 Herald of Nurgle
- 7 units chosen in any combination from the following list:
  - Plaguebearers of Nurgle
  - Nurglings

RESTRICTIONS:

None.

SPECIAL RULES:

Distracting Swarm of Flies: Enemy units cannot fire Overwatch against units from a Tallyband.

Enfeebling Nausea: At the start of each Assault phase, enemy units that are locked in combat with any units from a Tallyband must pass a Leadership test or reduce their Strength and Toughness characteristics by 1 for the duration of that phase.

Harbinger of Nurgle: If the Herald of Nurgle from this Formation is a Lesser Locus of Virulence, Greater Locus of Fecundity or an Exalted Locus of Contagion, the special rules associated with that locus affect all units from this Formation that are within 12" of him. If such a unit is also affected by another locus, they will receive both benefits.

ROTSWARM

Bounding and buzzing, flopping and flapping, the bestial Daemons of Nurgle lurch awkwardly to war. They are herded by a Herald of Nurgle bearing the dubious title of Mouldsire of the Rotswarm, whose task is far from an enviable one. While they can impale a man with every proboscis stab, Plague Drones are spiteful, wilful Daemons that wish only to hurt other living things. The Beasts of Nurgle are all but impossible to herd, being lolloping simpletons whose joy at the sight of new playmates deafens them to even the most desperately bellowed commands. Despite these challenges, when the Mouldsire succeeds in herding the Rotswarm into the enemy's ranks the Daemons become a foul wall of corrosive slime and crushing bodies that swiftly reduces its victims to bubbling corpse-sludge.

FORMATION:

- 1 Herald of Nurgle
- 7 units chosen in any combination from the following list:
  - Plague Drones of Nurgle
  - Beasts of Nurgle

RESTRICTIONS:

None.

SPECIAL RULES:

- **Harbinger of Nurgle** (pg 121)

Corrosive Slime: All units in a Rotswarm have the Hammer of Wrath special rule, and these attacks have the Poisoned (4+) special rule.

Dubious Command: At the start of each of the controlling player's Assault phases, the Herald of Nurgle from a Rotswarm can attempt to direct a single unit from his Formation that is within 12" of him. To do so, he must take a Leadership test. If the test is passed, the directed unit can re-roll failed charge rolls and all models in the unit can make 3 additional Attacks until the end of the turn; if the test is failed, the directed unit must attempt to charge the nearest enemy unit in this Charge sub-phase, but is otherwise unaffected.

FLAYERTROUPE

As the Daemons of the Flayertroupe step gracefully into battle, the air fills with the intoxicating aroma of delightful corruption. Silvered bells tinkle in the cloying, perfumed breeze, their every chime setting nerves afire and teeth on edge. The trilling cries of hideously beautiful beings drive the enemy to scream and convulse, pleasure and pain at war within their overloaded senses. Shuddering limbs can barely raise weapons to fight back as these visions of glittering revulsion dance lightly through the enemy ranks, gifting each victim in turn with the silky caress of jagged, ripping claws. Blood sprays in arcs, falling as a warm, sweet rain upon upturned daemonic faces, and the last of their victims beg to join the slain in a final moment of agonised bliss.

FORMATION:

- The Masque of Slaanesh or 1 Herald of Slaanesh
- 6 units chosen in any combination from the following list:
  - Daemonettes of Slaanesh
  - Fiends of Slaanesh

RESTRICTIONS:

None.

SPECIAL RULES:

Beguiling Chimes: Enemy units that are locked in combat with any units from a Flayertroupe reduce their Weapon Skill and Initiative characteristics by 1 (to a minimum of 1).

Harbinger of Slaanesh: If the Herald of Slaanesh from this Formation is a Lesser Locus of Grace, Greater Locus of Swiftness or an Exalted Locus of Beguilement, the special rules associated with that locus affect all units from this Formation that are within 12" of her. If such a unit is also affected by another locus, they will receive both benefits.

GRAND CAVALCADE

Loosed from the Warp with squeals of glee, the Grand Cavalcade surges out to hunt. They lust after the intoxicating draught of pain and fear, wishing only to rip and squeeze every last drop of overwrought emotion from their prey. Riding sleek Steeds of Slaanesh, or perched lithely atop their thresher-bladed chariots, these cruel beings know nothing of mercy nor restraint. The Daemons hurtle to war at breakneck pace, urging each other to ever greater efforts as they close in upon their victims. They slam into the enemy lines with horrible force, blood spraying and severed limbs flying as scythes and spikes do their terrible work. The worse the bloodshed and the more terrified the foe, the more empowered the Grand Cavalcade become, until they rampage unstoppable as avatars of self-gratifying slaughter.

FORMATION:

- 1 Herald of Slaanesh
- 6 units chosen in any combination from the following list:
  - Seekers of Slaanesh
  - Hellflayer of Slaanesh
  - Seeker Cavalcade

RESTRICTIONS:

The Herald of Slaanesh must take a Steed of Slaanesh, Seeker Chariot or Exalted Seeker Chariot.

SPECIAL RULES:

- **Harbinger of Slaanesh** (pg 123)

Eager for the Slaughter: All Grand Cavalcade units can move an additional 6" when moving Flat Out or making Run moves.

Murderous Impact: Chariots from a Grand Cavalcade inflict an additional D6 Strength 4 Hammer of Wrath hits.

INFERNAL TETRAD

Dark power roils and surges around the Infernal Tetrad as they advance into battle. Even a single Daemon Prince is a terrifying enemy, yet four such beings fighting as one is enough to lay whole armies low. Embodying the unified will of the Ruinous Powers, each of these immortal demigods bears the favour of one of the four Chaos Gods, and is able to share that power with its fellows to create a dark blessing of supreme might. The energies of change, disease, excess and murderous rage surge through every fibre of these abominations, shielding them from harm while lending yet more monstrous power to their onslaught. Dark and long is the shadow cast across the battlefield by the Infernal Tetrad, and beneath its choking shroud nothing can survive.

FORMATION:

- 4 Daemon Princes

RESTRICTIONS:

Each Daemon Prince must be upgraded to be a Daemon of a different Chaos God.

SPECIAL RULES:

Combined Might: The Daemon Princes of an Infernal Tetrad have the following benefits depending on how many of them are on the battlefield at the same time (the bonuses are cumulative):

No. of models	**Benefit(s)**
4 models	+1 Toughness
3 models	+1 Strength
2 models	Re-roll failed To Hit rolls of 1
1 model	No benefit

Shared Power: If your Warlord is chosen from this Formation, all of the models in the Infernal Tetrad also have that model's Warlord Trait, even if you chose to roll on one of the Warlord Trait tables in this book and they have a different daemonic alignment to your Warlord.

FORGEHOST

The monstrous Soul Grinders of the Forgehost scuttle towards the front lines in a clatter of ironclad limbs. The ground shudders beneath their daemonic tread, even as the air is rent by the howl of their mighty guns opening fire. Streams of glowing warpshot spit from the barrels of harvester cannons, crisscrossing the skies to swat down enemy aircraft like bothersome insects. Great blasts of hellish energy and sizzling orbs of daemonphlegm fly through the air, exploding amongst the foe to lethal effect. With terrifying rapidity, the Soul Grinders are in amongst their shell-shocked victims, hacking and smashing with frantic fury. Locked in desperate competition with their fellows, each Soul Grinder fights all the harder as it attempts to reap the most souls, and thus pay off its debt to the forge all the faster.

FORMATION:

- 3 Soul Grinders of Chaos

RESTRICTIONS:

None.

SPECIAL RULES:

Desperate Competition: Each time a Soul Grinder from a Forgehost inflicts any enemy casualties during a Shooting or Assault phase, all other models from the same Formation can re-roll all failed To Hit and To Wound rolls until the end of that phase.

DAEMONIC OVERLORDS

This section presents four new sets of Warlord Traits – one for each of the Dark Gods – that represent the dire powers wielded by their mightiest champions. If your Warlord has the Daemon of Khorne, Tzeentch, Nurgle or Slaanesh special rule, it can roll on the relevant table below instead of those on pg 27 or in *Warhammer 40,000: The Rules*.

KHORNE WARLORD TRAITS TABLE

D6	WARLORD TRAIT
1	**Aspect of Death:** *Such is the palpable aura of dread this Daemon emanates that its enemies often die of sheer terror.* Enemy units that fail a Fear test caused by your Warlord suffer 1 Wound for each point the test was failed by, with no saves of any kind allowed.
2	**Glory of Battle:** *This Daemon knows no greater pleasure than when surrounded by foes in battle.* Your Warlord has the Rampage special rule.
3	**Oblivious to Pain:** *The pain of injury does nothing to slow the advance of this Daemon. The warriors of Khorne's legions are imbued with a measure of its indomitable determination, allowing nothing to keep them from the slaughter.* Your Warlord has the Feel No Pain special rule. In addition, all friendly units with the Daemon of Khorne special rule within 8" of your Warlord have the Feel No Pain (6+) special rule.
4	**Immense Power:** *The Blood God has poured his molten fury into this Daemon, and its body is swollen with a measure of Khorne's unearthly might.* Add 1 to your Warlord's Strength characteristic.
5	**Devastating Blow:** *Khorne has granted this Daemon the strength to fell even the greatest enemies with a single, almighty blow.* When making close combat attacks, your Warlord can instead choose to make a single Devastating Blow attack. To do so, roll To Hit as normal, but resolve the attack at Strength D AP2.
6	**Rage Incarnate:** *The incandescent fury with which this Daemon hurls itself at the enemy serves as a beacon of wrath to its like-minded minions.* Your Warlord, and all friendly units with the Daemon of Khorne special rule, gain the Rage special rule whilst they are within 8" of him.

TZEENTCH WARLORD TRAITS TABLE

D6	WARLORD TRAIT
1	**Born of Sorcery:** *Tapping into the infinite power of the Warp comes as easily to this Daemon as breathing air does to a mortal.* Your Warlord harnesses Warp Charge points on the result of 3+.
2	**Incorporeal Form:** *This Daemon's body flickers in and out of reality, making it difficult for adversaries to land a telling blow.* Enemy models must reduce their Weapon Skill and Ballistic Skill characteristics by 1 (to a minimum of 1) when targeting your Warlord or his unit.
3	**Warp Tether:** *This Daemon is blessed with an iron grip on the mortal world, sustaining those in its presence with the power of the Warp.* Add 1 to the invulnerable save of your Warlord and all friendly units with the Daemon of Tzeentch special rule within 9" of him.
4	**Lorekeeper of Tzeentch:** *The Changer of the Ways has gifted this Daemon with stewardship of the Hidden Library within the Impossible Fortress. Intimate knowledge of the mystical lore that lies inside is his reward for performing such a duty.* Add 1 to your Warlord's Mastery Level. If your Warlord is not a Psyker, he instead has the Psyker (Mastery Level 1) special rule and generates his powers from the **Discipline of Change** (pg 132).
5	**Tyrant of the Warp:** *The invasive attentions of Warp-spawned horrors – so often fatal to mortal psykers – are as nothing to this Daemon, for they cower in fear before his psychic might.* Your Warlord ignores the first Perils of the Warp he suffers during each Psychic phase.
6	**Daemonspark:** *This Daemon bears the mark of the Daemonspark, causing nearby Tzeentchian Daemons to blaze with deadly flames.* The close combat attacks of your Warlord, and all friendly units with the Daemon of Tzeentch special rule whilst they are within 9" of him, gain the Soul Blaze special rule.

'UNDERSTAND, MORTALS, THAT EVERY ONE OF YOU, EACH OF YOUR SO-CALLED CHAMPIONS WITH THEIR PETTY PLOYS, IS JUST A PIECE IN THE GREAT GAME OF MY MASTER.'

- Mith'an'driarkh, Greater Daemon of Tzeentch

NURGLE WARLORD TRAITS TABLE

D6	WARLORD TRAIT
1	**Blessed with Corpulence:** *Nurgle's blessing upon this Daemon is plain to see, for his hulking frame is hideously bloated and riddled with corruption.* Add 1 to the Wounds characteristic of your Warlord.
2	**Acidic Ichor:** *Those that pierce this Daemon's straining flesh are sprayed with sizzling bile that swiftly sears its way through armour, flesh and bone.* Each time your Warlord suffers a Wound in the Assault phase, the unit that dealt the blow suffers a single Strength 1 AP2 hit with the Poisoned (4+) special rule.
3	**Plaguefly Hive:** *This Daemon's pockmarked hide conceals a colony of Plagueflies that swarm forth to bite and bedevil those nearby.* Enemy units within 7" of your Warlord can only fire Snap Shots when targeting your Warlord and his unit.
4	**Virulent Touch:** *So saturated with noxious poisons and toxins is this Daemon that should its concoction of diseases enter the bloodstream of a mortal, the result is as gruesome as it is deadly.* If a model suffers any unsaved Wounds from your Warlord in the Assault phase, it must pass a Toughness test at the end of the phase or suffer 1 additional Wound. Armour or cover saves cannot be taken against this Wound.
5	**Impenetrable Hide:** *Beneath this Daemon's hide are layers of rotting blubber, a dense mass that must be dug through to reach the vitals buried beneath.* Your Warlord has the Feel No Pain special rule. If your Warlord already has the Feel No Pain rule, he instead adds 1 to his Feel No Pain rolls.
6	**Miasma of Pestilence:** *Those who venture too close to this Daemon's diseased presence find their injuries blackening in seconds, their flesh swiftly turning to rot.* Enemy units within 7" of your Warlord that suffer any unsaved Wounds during the Shooting or Assault phase suffer D6 additional Strength 1 hits with the Poisoned (5+) special rule at the end of that phase. Armour or cover saves cannot be taken against Wounds suffered in this manner.

SLAANESH WARLORD TRAITS TABLE

D6	WARLORD TRAIT
1	**Celerity of Slaanesh:** *This Daemon is possessed of an incredible swiftness, and is able to close upon its prey with almost impossible speed.* Your Warlord and his unit can Run and charge in the same turn.
2	**Quicksilver Duellist:** *This Daemon exhilarates in the joy of combat, and fights with phenomenal speed and grace when confronted by another champion.* When fighting in a challenge, your Warlord re-rolls all failed To Hit rolls.
3	**The Murderdance:** *Leading its warriors in a maniacal dance of death, this Daemon hacks and cavorts its way through the enemy ranks.* Your Warlord and all friendly units with the Daemon of Slaanesh special rule re-roll failed To Hit rolls of 1 in the Assault phase.
4	**Fatal Caress:** *With a swift flick of a blade or razor-sharp claw, this Daemon can inflict agonising pleasures that drive the victim instantly insane.* Any To Wound rolls of 6 made by your Warlord in the Assault phase have the Instant Death special rule.
5	**Savage Hedonist:** *This Daemon is a glutton for pain and violence, always needing to strike faster and harder to maintain the thrill of combat.* Add 1 to the Attacks characteristic of your Warlord.
6	**Bewitching Aura:** *Even the most disciplined or zealous warriors can succumb to this Daemon's beguilements, all sense of duty abandoned as they stand slack-jawed and defenceless in a haze of hallucinatory wonder and desire.* At the start of each Fight sub-phase, each enemy unit that is locked in combat with your Warlord must pass a Leadership test or reduce its Weapon Skill characteristic by 5 (to a minimum of 1) until the end of the phase.

HELLFORGED ARTEFACTS OF KHORNE

Daemons of Khorne that have the option to take Daemonic Rewards can also take a Hellforged Artefact of Khorne, paying the points shown below. These don't count towards the points spent on Daemonic Rewards, but a model can't have more than one Hellforged Artefact (of any type). Only one of each of these items may be chosen per army.

A'RGATH, THE KING OF BLADES [1] .....15 POINTS

When a Daemon is bound within a weapon by its infernal master, it rarely submits willingly to this terrible incarceration. The same cannot be said for A'rgath. A lifetime of slaughter and zealous dedication saw this butcher granted daemonhood. Such was his devotion to Khorne that instead of accepting immortality as a Daemon Prince, he instead chose to take the form of a deadly blade so that he could spill the lifeblood of Khorne's greatest enemies. Their hand guided by A'rgath's spirit, the sword's wielder becomes nigh unstoppable. Countless are the rival champions and mortal heroes that have fallen to his power.

Range	S	AP	Type
-	+1	3	Melee, Blade King, Specialist Weapon

Blade King: When fighting in a challenge, the bearer always hits on a 2+.

DEATHDEALER [2].....15 POINTS

Those slain by this baleful Axe of Khorne explode in fountains of molten gore as the weapon's terrible energies tear them apart. The searing crimson sprays shower the victim's comrades, who soon collapse as their flesh runs like melting wax and weapons fall from disintegrating hands. No bodies are left in Deathdealer's wake, only pools of steaming gore.

Range	S	AP	Type
-	User	2	Melee, Decapitating Blow, Searing Gore, Specialist Weapon

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

Searing Gore: Each time a model is removed as the result of an attack made by this weapon, its unit immediately suffers an additional D3 Strength 3 AP4 hits. Wounds caused by these hits are allocated starting with the closest target model to the bearer.

THE CRIMSON CROWN [3].....40 POINTS

It is said that this crown was created from a single drop of Khorne's blood and forged by his withering gaze. A measure of the Blood God's endless wrath is bound within the crown, and its effect upon his daemonic servants is palpable. Fuelled by the artefact's fell presence, Khorne's Daemons are driven to ever greater heights of savagery and slaughter.

Add 1 to the Attacks characteristic of all models with the Daemon of Khorne special rule within 8" of the bearer.

SKULLREAVER [2] .....30 POINTS

Carved with evil runes of death and ruin, the edge of this ebon blade glows with barely-contained power. The Bloodthirster bound within this mighty axe channels every iota of its hate and rage into these runes until they glow with molten heat. The greater the foe the wielder faces, the hotter the runes burn with killing power as the Bloodthirster yearns to battle in the flesh.

Range	S	AP	Type
-	User	2	Melee, Anathema, Specialist Weapon

Anathema: To Hit rolls of a 6 are resolved at Strength D instead of the wielder's normal Strength value.

KHARTOTH THE BLOODHUNGER [1].....25 POINTS

This legendary sword holds the power to sunder the very fabric of time itself. To decide who will wield this fabled blade, Khorne hosts a tournament. The Daemon who finds the Bloodhunger is named Lord of Slaughter and bears the blade until Khorne tires of him. A Flesh Hound is then sent to devour both the wielder and sword, and a new tournament is begun.

Range	S	AP	Type
-	+1	3	Melee, Sunderer of Time

Sunderer of Time: When a model suffers any unsaved Wounds from this weapon, it is removed from play, but make a note of where the model was. At the start of each of his turns, the controlling player rolls a dice; on the roll of a 4 or more, the model re-enters play by Deep Strike, anywhere within 12" of the point from where it was removed. If the game ends before a model returns to play in this manner, it counts as destroyed.

ARMOUR OF SCORN [4] .....30 POINTS

Though this armour was forged in the Brass Citadel, it was the Blood God's contempt for the weapons and sorceries of lesser warriors that gave it life. Aeons after its creation, it is this same burning scorn which shields its wearer in battle.

The Armour of Scorn confers a 3+ Armour Save and the Adamantium Will special rule. Reduce the Strength characteristic of any attacks that target the bearer by 1 (to a minimum of 1).

[1] Daemon Prince of Khorne or Herald of Khorne only. This item replaces the bearer's melee weapon.
[2] Bloodthirster of any type or Daemon Prince of Khorne only. This item replaces the bearer's melee weapon.
[3] Bloodthirster of any type, Daemon Prince of Khorne or Herald of Khorne only.
[4] Bloodthirster of any type or Daemon Prince of Khorne only.

HELLFORGED ARTEFACTS OF TZEENTCH

Daemons of Tzeentch that have the option to take Daemonic Rewards can also take a Hellforged Artefact of Tzeentch, paying the points shown below. These don't count towards the points spent on Daemonic Rewards, but a model can't have more than one Hellforged Artefact (of any type). Only one of each of these items may be chosen per army.

PARADOX [1] .....25 POINTS

To gaze upon this staff is to be overcome by conflicting visions. The eyes may see an elegant stave of impeccable craftsmanship, its haft glowing with runes of power. In the mind's eye, it appears as a baleful ebon rod, wreathed with dark flame and steeped in magic. The staff's wielder can draw upon its contradictory nature to reverse the unstable tides of the Warp's energies into a more reliable stream, tricking the untamed power of Chaos into helping him unleash his fell sorceries.

Range	S	AP	Type
-	User	4	Melee, Concussive, Warp Contradiction

Warp Contradiction: Once per turn, when taking a Psychic test, the bearer can pick up and turn all of the dice he has rolled to their opposite side instead. For example, if he rolled a 5, 3 and a 1, he could turn them into a 2, 4 and a 6 respectively, thereby harnessing 2 Warp Charge points.

THE ENDLESS GRIMOIRE [2] .....35 POINTS

Within the pages of this magical tome lie the secrets of every cantrip, incantation and spell ever conceived by Tzeentch. Though the bearer of this grimoire has access to the infinite knowledge bound within, only the Changer of the Ways himself could hope to master the full scope of its power.

If your Warlord generates all his powers from the **Discipline of Change**, he knows all of its powers.

SOUL BANE [3] .....15 POINTS

This incorporeal blade inflicts no harm upon its victim's physical body, instead carving its way through the stuff of his very soul. So ephemeral and unreal is this strange weapon that it is impossible to cross blades with Soul Bane, for its ghostly edge will pass straight through any guard – in evasion lies the only chance of survival. Those struck by Soul Bane collapse in agony, writhing and screaming as their lacerated souls slowly bleed away into the aether from out of their unmarked flesh and undamaged armour.

Range	S	AP	Type
-	User	*	Melee, Incorporeal, Fleshbane

Incorporeal: This weapon has an AP value equal to the target's Initiative value. Against targets with an Initiative characteristic higher than 6, resolve Attacks from this weapon at AP-. Against vehicles, hits are resolved at AP1.

THE ORACULAR DAIS [2] .....35 POINTS

Though Discs of Tzeentch display an infinite variety of form and colour, they are all bound to the same purpose – bearing their master upon the tides of sorcery according to his whim. In addition to their role as steeds, some of these weird Daemons are imbued with further powers, gifts such as those of the Oracular Dais. As soon as its master sets foot upon the Dais, his mind is all but overwhelmed by a tide of clairvoyant information. With focus, the Daemon can channel the Oracular Dais' prescient outpouring into valuable knowledge that can direct the outcome of a battle.

The Oracular Dais is a Disc of Tzeentch. At the start of each of your turns, you can choose one friendly unit with the Chaos Daemons Faction that is in Reserve to automatically pass its Reserve Roll (there is no need to roll).

THE IMPOSSIBLE ROBE [4] .....25 POINTS

The wearer of this robe exists between several realities at once. Thus can a daemonic commander potentially control Tzeentch's interests in multiple times and places at once to further several aspects of the Great Plan. This effect makes it hard for foes to truly harm the wearer, who flickers in and out of reality in an unpredictable fashion. However, the robe is capricious, and has been known to rip its wearer out of reality altogether should he lose control of its powers.

The Impossible Robe confers a 3+ invulnerable save. However, each time the wearer suffers an unsaved Wound, he must pass a Leadership test or fade from reality and be removed from play.

THE EVERSTAVE [1] .....20 POINTS

This staff blazes with vibrant warpflame. As soon as its master takes up this staff, he too is wreathed in the same daemonic fire, though no harm befalls him. From within this magenta inferno, the Everstave's daemonic bearer can hurl searing gouts of Tzeentch's Pink Fire, turning armour to ash and immolating or irrevocably mutating the flesh beneath with coruscating empyric flames.

Range	S	AP	Type
-	User	4	Melee, Soul Blaze, Warpflame (pg 115)
Template	5	3	Heavy 1, Soul Blaze, Warpflame

[1] Lord of Change or Herald of Tzeentch only.
[2] Herald of Tzeentch only.
[3] Daemon Prince of Tzeentch or Herald of Tzeentch only.
[4] Lord of Change, Daemon Prince of Tzeentch or Herald of Tzeentch only.

DISCIPLINE OF CHANGE

Almost all of Tzeentch's Daemons harness the power of the aether in some way or another to incinerate and destroy, yet their immortal commanders can unleash its full power to immolate whole swathes of their enemies or send blazing beams of mutating energy coursing through their lines.

PRIMARIS POWER

FLICKERING FIRE OF TZEENTCH.....WARP CHARGE 1-3

The Daemon twists his hands in the air and the bodies of his enemies are suddenly consumed with coruscating flames.

Flickering Fire of Tzeentch is a **witchfire** power with the profile given below. Each time this psychic power is used, choose whether it will have a Warp Charge cost of 1, 2 or 3. *Flickering Fire of Tzeentch* fires an additional D6 shots for each point of Warp Charge after the first that it cost to manifest.

Range	S	AP	Type
24"	5	4	Assault 2D6, Soul Blaze, Warpflame

1. TZEENTCH'S FIRESTORM.....WARP CHARGE 1

The psyker conjures a writhing storm of pink and blue fire that mutates his foes, leaving capering Daemons that claw and bite in its wake.

Tzeentch's Firestorm is a **witchfire** power with the following profile:

Range	S	AP	Type
24"	D6+1	-	Assault 1, Blast, Warpflame

2. BOLT OF CHANGE.....WARP CHARGE 1

The Daemon's chanting unleashes a single devastating bolt of roiling Warp energy that wracks the foe with sickening and uncontrollable mutations.

Bolt of Change is a **beam** with the following profile:

Range	S	AP	Type
24"	D6+4	2	Assault 1, Warpflame

3. TZEENTCH'S WARPFLARE.....WARP CHARGE 1

Cackling madly, the Daemon throws his arms wide in a sudden motion, the air igniting at his touch. At his command a surge of searing warpflame erupts in all directions about him.

Tzeentch's Warpflare is a **nova** power with the following profile:

Range	S	AP	Type
9"	D6	4	Assault 2D6, Ignores Cover, Warpflame

4. BOON OF FLAME.....WARP CHARGE 2-3

Spinning in wild circles, the Daemon gibbers a backwards incantation that summons a jet of warpflame into reality. From amongst the flickering flames bounds an Exalted Flamer of Tzeentch, lured to battle by the jabbered incantation.

Boon of Flame is a **conjuration** with a range of 12". If you manifest this power at Warp Charge 2, it creates 1 Exalted Flamer of Tzeentch (pg 115). Alternatively, you can attempt to manifest this power at Warp Charge 3 (decide before rolling). If you do so, you can instead choose to create one of the following units: 3 Flamers of Tzeentch or 1 Burning Chariot of Tzeentch.

5. INFERNAL GATEWAY ..WARP CHARGE 2

The psyker opens a swirling portal to the Warp itself, a magical tear in the fabric of the mortal plane that sucks nearby victims into certain oblivion.

Infernal Gateway is a **witchfire** power with the following profile:

Range	S	AP	Type
18"	D6+4	1	Assault 1, Blast, Warpflame

6. PRISMATIC GAZE.....WARP CHARGE 3

The Daemon opens his eyes and allows almighty Tzeentch to gaze through them. The link can be maintained for only the briefest of moments lest the Daemon be obliterated by the power of his patron's scrutiny. Yet for that singular moment, kaleidoscopic beams of raw change carve through reality, roaring from the Daemon's burning eye sockets to reduce its victims to writhing, mutated ruin.

Prismatic Gaze is a **witchfire** power with the following profile:

Range	S	AP	Type
18"	D	1	Assault 1

Warpflame: At the end of each phase, any unit that suffered one or more unsaved Wounds during the phase from an attack with this special rule (or from an attack made by a model with this special rule), must take a Toughness test. If the test is failed, the unit immediately suffers D3 Wounds with no armour or cover saves allowed. If the test is passed, all models in the unit gain the Feel No Pain (6+) special rule for the rest of the game. Any models in the unit that already have the Feel No Pain special rule instead gain +1 to all Feel No Pain rolls for the rest of the game. Chaos is Fickle!

HELLFORGED ARTEFACTS OF NURGLE

Daemons of Nurgle that have the option to take Daemonic Rewards can also take a Hellforged Artefact of Nurgle, paying the points shown below. These don't count towards the points spent on Daemonic Rewards, but a model can't have more than one Hellforged Artefact (of any type). Only one of each of these items may be chosen per army.

GROTTI THE NURGLING [1].....40 POINTS

Grotti was once a mortal tribesman whose dubious personal hygiene saw him shunned even by his primitive people. After an unfortunate incident in which Grotti accidentally contaminated his tribe's stew with grox dung, leading to an epidemic of crippling gut-rot, he was finally banished from his tribe. Alone and bereft of shelter, Grotti's doom was inevitable. Yet as he slowly wasted away from starvation and fever began to take hold of his emaciated body, an otherworldly power took notice of his predicament. Nurgle gazed down upon this disgusting mortal with a sense of paternal pride and, though he chose not to save Grotti's life, spirited away his departing soul and refashioned it into a Nurgling. Ever since this unconventional apotheosis, Grotti's foetid aura has only worsened, and now has the power to wrack victims with a spectacularly messy wasting sickness.

Reduce the Toughness characteristic of all models (friend or foe) by 1 whilst they remain within 6" of a model accompanied by Grotti the Nurgling, unless they have the Daemon of Nurgle special rule.

CORRUPTION [1].....25 POINTS

This fabled weapon is the literal manifestation of corruption in its purest form. The merest scratch from its plague-ridden edge is enough to lay low the hardiest foe and can effortlessly overcome even the superhuman resilience of a Space Marine.

Range	S	AP	Type
-	*	-	Melee, Hyper-infection, Touch of Rust

Hyper-infection: Any hits inflicted by this weapon automatically cause Wounds (there is no need to roll). Use the bearer's Strength characteristic as normal for the purposes of armour penetration against vehicles or determining if a target suffers Instant Death.

Touch of Rust: Weapons with this special rule cause a glancing hit on an armour penetration roll of a 6, unless the roll would otherwise cause a penetrating hit.

HORN OF NURGLE'S ROT [2].....35 POINTS

Those slain by a Daemon crowned with the fabled Horn of Nurgle's Rot are doomed to rise once more, their altered corpse joining the shambling ranks of Nurgle's tallymen.

After resolving the bearer's close combat attacks, add 1 model to a friendly unit of Plaguebearers of Nurgle within 12" of the bearer for each enemy model that was slain. The model must be placed within unit coherency, more than 1" from any enemy models. Any models that cannot be placed in this manner are lost.

EPIDEMIA [3].....20 POINTS

So prolific are the daemon-bacteria infesting this plague-flail that the body of any foe struck down by its filth-encrusted barbs swells into a quivering, pus-bloated blister, before bursting amongst its kin in a spray of deadly contagions. Thus can dozens of foes succumb to a single swing of Epidemia.

Range	S	AP	Type
-	+1	-	Melee, Mass Contagion, Specialist Weapon

Mass Contagion: Each time a model is removed as the result of an attack made by this weapon, its unit must immediately pass a Toughness test or suffer an additional Wound with no armour or cover saves allowed.

THE DOOMSDAY BELL [4].....30 POINTS

To hear the grim tolling of this great bell upon the winds is a death sentence, for its chime heralds the arrival of Nurgle's plague hordes. Such is its dread power that a single tolling of the Doomsday Bell reverberates for long minutes, spreading dread and despair even over the clangour of battle.

The Doomsday Bell is an Instrument of Chaos. Whilst the bearer is on the battlefield, subtract 1 from the Leadership characteristic of all enemy units.

DEATH'S HEAD OF DUKE OLAKS [4].....5 POINTS

Duke Olaks was once a proud leader of an ancient people who foolishly ordered his scientists to formulate an elixir to make him immortal. It was with great delight that Nurgle bestowed upon him a terrible wasting sickness for his arrogance. So torturous was the incurable contagion's effect on the duke's undying body that Olaks demanded his scientists develop an antidote to the elixir so that death could finally free him from his eternal torment. Though they dutifully succeeded in this venture, Nurgle was far from finished with his newest plaything. Duke Olaks' head now serves as a potent weapon that can be cast amongst the Lord of Decay's enemies to spread the very same plague that once afflicted its long-dead owner.

Range	S	AP	Type
12"	1	4	Assault 1, Large Blast, One Use Only, Poisoned (2+)

[1] Great Unclean One, Daemon Prince of Nurgle or Herald of Nurgle only.
[2] Daemon Prince of Nurgle or Herald of Nurgle only.
[3] Great Unclean One only.
[4] Herald of Nurgle only.

DISCIPLINE OF PLAGUE

The source of Nurgle's strength has ever been the endless cycle of death, decay and eventual rebirth. As such, Nurgle's daemonic minions use the power of the Warp to trigger and accelerate this process with virulent plagues and debilitating afflictions in order to create a foetid existence that is more pleasing to their infernal master.

PRIMARIS POWER

STREAM OF CORRUPTION.....WARP CHARGE 1

The psyker's maw distends wide before spewing forth a noxious stream of disease and filth that chokes and suffocates his victims.

Stream of Corruption is a **witchfire** power with the following profile:

Range	S	AP	Type
Template	-	3	Assault 1, Poisoned (4+)

1. DEBILITATING DISTENTION.....WARP CHARGE 1

At the Daemon's command, the bodies of his enemies bulge with excruciatingly painful inflammation, every fibre of their being wracked by torturous swellings.

Debilitating Distention is a **malediction** that targets a single enemy unit within 24". Whilst the power is in effect, the target unit cannot Run, perform Sweeping Advances or fire Overwatch.

2. PLAGUE WIND.....WARP CHARGE 1

The Daemon belches forth a wind of plague that chokes and poisons his foes.

Plague Wind is a **witchfire** power with the profile below. It has no effect on vehicles.

Range	S	AP	Type
12"	1	2	Assault 1, Large Blast, Poisoned (4+)

3. MIASMA OF PESTILENCE.....WARP CHARGE 1

The daemonic followers of Nurgle use their Warp gifts to surround themselves with ghastly, vomit-inducing odours that cripple nearby foes.

Miasma of Pestilence is a **blessing** that targets the Psyker. At the start of each Fight sub-phase whilst this power is in effect, roll a D3. Until the end of the phase, all enemy units locked in close combat with the target or his unit suffer a penalty to their Weapon Skill and Initiative characteristics equal to the result.

4. RANCID VISITATIONS.....WARP CHARGE 2

The psyker reaches out a clawed hand from which drifts a vile cloud of Warp-spores. Enemies engulfed by this cloud are seized by a terribly contagious infection that blackens their flesh and rots their organs to sludge.

Rancid Visitations is a **nova** power with a range of 12". Each target unit must pass a Toughness test or suffer a Wound with no armour or cover saves allowed.

If a model is slain, its unit must pass another Toughness test or suffer an additional Wound with no armour or cover saves allowed. Repeat this process until a Toughness test is passed or the unit is destroyed.

5. FINAL DECOMPOSITION.....WARP CHARGE 2

The Daemon forces the energies of decay deep into his victim's body, causing internal organs to liquify and gush forth from every orifice in a revolting torrent. Only the most stalwart and resolute foe can withstand such punishing physical trauma for more than a few fleeting heartbeats.

Final Decomposition is a **focussed witchfire** power with the profile below. It has no effect on vehicles.

Range	S	AP	Type
12"	*	2	Assault 1, Ignores Cover, Instant Death, Internal Liquefaction

Internal Liquefaction: Instead of rolling To Wound normally for a model hit by this attack, its controlling player must roll a D6. If the result is higher than the number of Wounds the target has remaining, it suffers 1 Wound resolved using the profile above.

6. PUTRESCENT VITALITY.....WARP CHARGE 1-3

Beseeching Grandfather Nurgle for aid, the Daemon calls forth the blessing of the Lord of Decay to invigorate the plague-ridden bodies of his followers. Perverse vigour floods through atrophied limbs, leathery hides thicken into flabby rolls, and fresh crops of mucus-thick boils and buboes blossom.

Putrescent Vitality is a **blessing** that targets a single friendly unit with the Daemon of Nurgle special rule within 24". Each time this psychic power is used, choose whether it will have a Warp Charge cost of 1, 2 or 3. Whilst this power is in effect, add 1 to the Toughness characteristic of all models in the target unit for each point of Warp charge that it cost to manifest.

HELLFORGED ARTEFACTS OF SLAANESH

Daemons of Slaanesh that have the option to take Daemonic Rewards can also take a Hellforged Artefact of Slaanesh, paying the points shown below. These don't count towards the points spent on Daemonic Rewards, but a model can't have more than one Hellforged Artefact (of any type). Only one of each of these items may be chosen per army.

SOULSTEALER [1] .....20 POINTS

This gluttonous blade gulps down the souls of its victims before vomiting the stolen energies back into the corporeal body of its wielder. Its vile soulgreed stems from the starving and deranged Keeper of Secrets bound within – an arrogant entity that sought to devour enough Eldar souls to challenge the preeminence of Slaanesh himself. As punishment for the Daemon's monstrous hubris, Slaanesh trapped it within Soulstealer, condemning the Keeper of Secrets to an eternity of insatiable greed and the hollow existence of a starving slave.

Range	S	AP	Type
-	User	3	Melee, Soulgreed

Soulgreed: Each time a model is removed as a casualty as the result of an attack made by this weapon, the bearer immediately regains a Wound he lost earlier in the battle.

SILVERSHARD [1] .....30 POINTS

This elegant blade is formed from a single shard of purest quicksilver hewn from Slaanesh's throne. Its wielder is empowered to a near impossible level of swiftness, the sword darting, spinning and striking with a grace born of both divine perfection and murderous intent. The blade revels in bleeding its victims slowly, raking them with dozens of lightning-fast strikes and relishing the pain they cause.

Range	S	AP	Type
-	User	3	Melee, Blade Blitz

Blade Blitz: Add 2 to the bearer's Attacks characteristic.

THE SLOTHFUL CLAW [2] .....10 POINTS

Formed from the essence of a Keeper of Secrets, this claw has taken many guises and been bound to the flesh of countless of the Dark Prince's Daemons over the millennia. When the Slothful Claw strikes, the blow appears clumsy and ponderous to its victim. This is but an illusion; in truth the claw strikes like lightning while the foe reels in sluggish confusion.

When a model equipped with the Slothful Claw makes its close combat attacks, roll one of its attacks separately using the following profile:

Range	S	AP	Type
-	+2	2	Melee, Rending, Specialist Weapon

THE FORBIDDEN GEM [3] .....15 POINTS

This gem was once the purest diamond in the Eldar empire during the time before the Fall. It was a source of jealous pride to its keeper, a noble by the name of Ydrisyll, who spent ever more time transfixed by its beauty. One of Slaanesh's first deeds after his apocalyptic birth was to capture Ydrisyll's soul and cage it within the very gem he once so coveted. Gazing upon this corrupted diamond now has an even greater hypnotic effect than ever before, inspiring uncontrollable jealousy and leaving mortal senses hopelessly addled.

At the start of the Fight sub-phase, after any challenges have been issued and accepted but before any blows are struck, any model involved in a challenge with the bearer must roll 3D6 and subtract their Leadership characteristic from the total. That model suffers a penalty to its Weapon Skill and Initiative characteristics equal to the result (to a minimum of 1) for the rest of the phase.

WHIPS OF AGONY [4] .....15 POINTS

This pair of lashing whips was forged from the agonised screams of a thousand victims. Each prehensile thong is tipped with a cruel, lacerating hook and is able to deliver excruciating trauma with the slightest touch. Slaanesh grants these fiendish lashes to an Exalted Alluress whose murderous deeds have drawn his gaze. From atop her speeding chariot, this dark mistress gifts wicked torment to those unfortunate enough to know the sickening pleasure of the whips' touch.

Range	S	AP	Type
-	User	5	Melee, Agonising

Agonising: The bearer of the Whips of Agony can re-roll all failed To Wound rolls with this weapon. Any model that suffers any unsaved Wounds from this weapon cannot make attacks for the rest of the Fight sub-phase.

THE MARK OF EXCESS [5] .....15 POINTS

A Daemon favoured with Slaanesh's Mark of Excess faces an existence of constant, desperate addiction. Whenever the cursed recipient sheds the lifeblood of a worthy foe it is rewarded by a sensory explosion of bliss so all-consuming that the Daemon will fight harder than ever to feel such sensations again.

At the end of a Fight sub-phase in which the bearer slays an enemy Monster or Character, add 1 to its Attacks characteristic for the rest of the game.

1 Keeper of Secrets or Daemon Prince of Slaanesh only.
2 Keeper of Secrets or Herald of Slaanesh only.
3 Herald of Slaanesh only.
4 Exalted Alluress only.
5 Keeper of Secrets, Daemon Prince of Slaanesh or Herald of Slaanesh only.

DISCIPLINE OF EXCESS

Slaanesh draws his power from hidden pleasures and limitless excess. The androgenous Daemons of the Dark Prince therefore channel the Warp's energies to assault the senses of their victims, overwhelming all reason and logic and replacing it with the psychotic passion and depravity of the truly insane.

PRIMARIS POWER

LASH OF SLAANESH...WARP CHARGE 1

A long tongue-like whip of energy erupts from Slaanesh's vassal and slashes into the ranks of his enemies, leaving a trail of broken and convulsing corpses in its wake.

Lash of Slaanesh is a **beam** with the following profile:

Range	S	AP	Type
24"	6	-	Assault 1, Rending

1. ACQUIESCENCE.....WARP CHARGE 1

With an almost lackadaisical gesture, the Daemon engulfs his enemies in a haze of broken dreams and unattainable desires, leaving them distracted and ripe for the slaughter.

Acquiescence is a **malediction** that targets a single enemy unit within 18". The target unit suffers a -5 penalty to its Initiative (to a minimum of 1) and can neither make use of the Counter-attack special rule nor fire Overwatch whilst this power is in effect.

2. PAVANE OF SLAANESH..WARP CHARGE 1

The psyker sings out a forbidden siren song, whose lilting, invasive melody causes victims to move and jerk uncontrollably. The desperate savagery of the dance increases by the second until bones shatter, flesh tears, and blood sprays in glistening fans.

Pavane of Slaanesh is a **focussed witchfire** power with a range of 24". The target must pass a Leadership test or suffer a Wound with no armour or cover saves allowed. If the target is slain, randomly select another model in the unit. That model must also pass a Leadership test or suffer a Wound with no armour or cover saves allowed. If that model is also slain, randomly select another model in the unit and repeat the process until a model passes a Leadership test or the unit is destroyed.

3. MANIACAL FERVOUR ...WARP CHARGE 1

The Daemon taps into the darkest parts of its allies' souls, drawing forth their most fanatical desires and amplifying them until they begin to claw at their own flesh in manic fury. When commanded to strike, they become as a living tide of wild passion and rage.

Maniacal Fervour is a **blessing** that targets a single friendly unit within 24". That unit immediately suffers D6 Strength 3 AP- hits. However, whilst the power is in effect, the target unit has the Furious Charge, Rage and Zealot special rules.

4. PHANTASMAGORIA.....WARP CHARGE 1

The Daemon summons a flock of illusory creatures who flit and broil across the battlefield, their dark promises of fulfilment seducing and bewildering the hapless foe, leaving all but the most disciplined warriors unable to function.

Phantasmagoria is a **malediction** that targets a single enemy unit within 18". Whilst this power is in effect, each time the unit wishes to make one of the following actions – move, manifest psychic powers, Run, shoot, charge, make attacks in the Fight sub-phase, make a Sweeping Advance, Consolidate or fire Overwatch – it must first pass a Leadership test or be unable to do so. If the test is failed, the unit can still attempt to perform an alternative action in the same phase (for example, a unit that fails to shoot can take a separate Leadership test in an attempt to Run instead).

5. SLICING SHARDS.....WARP CHARGE 2

The psyker hurls forth a glittering cloud of razor-sharp darts, flensing the minds, bodies and souls of his victims.

Slicing Shards is a **witchfire** power with the following profile:

Range	S	AP	Type
24"	4	4	Assault 1, Large Blast, Soul Flay

Soul Flay: After resolving this attack, any units that were fully or partially beneath the blast marker must pass a Leadership test or immediately suffer a further D6 Strength 4 AP4 hits.

6. CACOPHONIC CHOIR...WARP CHARGE 2

The psyker breathes in the powers of the Warp before emitting an ear-piercing chorus of screams. A million voices spill forth from the Daemon's maw all at once, assaulting the sanity of all within earshot even as they shatter armaglass optics, burst eardrums and turn brains to gelid soup.

Cacophonic Choir is a **nova** power with a range of 12". For each target unit, roll 2D6 and subtract their Leadership. The unit suffers a number of Wounds equal to the result, with no armour or cover saves allowed. After resolving any Wounds, each target unit must take a Pinning test.

CHAOS DAEMONS TACTICAL OBJECTIVES

This book describes six Tactical Objectives to use in your games that are exclusive to Chaos Daemons players and reflect their insatiable need to corrupt and destroy during their dread incursions.

If your Warlord has the Chaos Daemons Faction, these Tactical Objectives replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules*.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when a Chaos Daemons player generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), the Chaos Daemons player instead generates the corresponding Chaos Daemons Tactical Objective, as shown in the table (right). Other Tactical Objectives (numbers 21-66) are generated normally.

D66	RESULT
11	Delight in Despair
12	The Cycle of Life
13	Touched by the Warp
14	The Glory of Khorne
15	The Dominion of Chaos
16	The Great Game

11 DELIGHT IN DESPAIR
TYPE: CHAOS DAEMONS

The Daemons of Slaanesh revel in psychological torment, breaking the spirits of their prey and drinking in their fear and dismay like a heady brew.

Score 1 Victory Point at the end of your turn if at least one enemy unit failed a Fear test or a Morale check in the Assault phase of that turn. If at least one such unit was locked in combat with a friendly unit with the Daemon of Slaanesh special rule, score 2 Victory Points instead.

12 THE CYCLE OF LIFE
TYPE: CHAOS DAEMONS

For decomposition and eventual rebirth – even in a corrupted form – to take place, death must first occur. So do Nurgle's vassals dutifully perform their part in the endless cycle of life.

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed during your turn. If at least one such unit was completely destroyed by a friendly unit with the Daemon of Nurgle special rule, score 2 Victory Points instead.

13 TOUCHED BY THE WARP
TYPE: CHAOS DAEMONS

The gift of change is Tzeentch's alone to give. When his daemonic sorcerers unleash their magic, their foes succumb to the mutagenic power of the aether.

Score 1 Victory Point at the end of your turn if at least one friendly model successfully manifested a psychic power during your turn. If at least one such model had the Daemon of Tzeentch special rule, score 2 Victory Points instead.

14 THE GLORY OF KHORNE
TYPE: CHAOS DAEMONS

Though all daemonic champions glory in slaying their rivals in personal combat, none can deny that it is Khorne's lieutenants that are the greatest proponents of this bloody art.

Score 1 Victory Point at the end of your turn if at least one of your Character models killed an enemy in a challenge during your turn. If at least one of your victorious Character models had the Daemon of Khorne special rule, score 2 Victory Points instead.

15 THE DOMINION OF CHAOS
TYPE: CHAOS DAEMONS

The ultimate goal of the Dark Gods has always been to achieve absolute victory over the races of realspace and ensure the domination of its people under the oppressive yoke of Chaos.

Score D3 Victory Points at the end of your turn if you control more Objective Markers than your opponent.

16 THE GREAT GAME
TYPE: CHAOS DAEMONS

The Chaos Gods rarely share a common purpose, and even on the occasions that they do, it is impossible to tell exactly what they intend to achieve beyond indiscriminate slaughter. Such is the unfathomable nature of the Great Game they play.

Roll a dice at the end of each of your turns after generating this objective. Score that number of Victory Points at the end of your turn if you control the number of Objective Markers equal to the number rolled that turn.

DESIGNER'S NOTE – TACTICAL OBJECTIVES CARD DECK

If you own a deck of Chaos Daemons Tactical Objective Cards, you can generate your Tactical Objectives by shuffling the deck and drawing the top card instead of rolling a D66. These should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.

WE THINK YOU'D LIKE...

ALL THE RULES FOR YOUR FAVOURITE GAME IN THE PALM OF YOUR HAND.