

The cover art depicts a massive, multi-limbed Chaos Daemon, likely a Lord of Pain, emerging from a field of fire and destruction. The creature has a central head with glowing red eyes, multiple pairs of arms and legs, and is adorned with ornate, dark armor and spikes. The background is a hazy, orange-tinted landscape with smoke and debris. The entire scene is framed by a dark, metallic border with decorative elements at the corners.

WARHAMMER

40,000

CODEX

CHAOS DAEMONS

ARMIES OF THE IMMATERIUM

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

KEYWORDS

Throughout this book you will come across a keyword that is within angular brackets, specifically <ALLEGIANCE>. This is shorthand for a keyword of your own choosing, as described below:

<ALLEGIANCE>

With the exception of Be'lakor, all Chaos Daemons owe allegiance to one of the four Chaos Gods. Most datasheets specify which Chaos God the unit owes allegiance to (e.g. a Great Unclean One has the **NURGLE** keyword, so owes allegiance to Nurgle). If a Chaos Daemons datasheet does not specify which Chaos God it owes allegiance to, it will have the <ALLEGIANCE> keyword. When you include such a unit in your army, you must choose which of the Chaos Gods it owes its allegiance

to. It then replaces its <ALLEGIANCE> keyword in every instance on its datasheet with the name of its patron Chaos God: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**.

For example, if you were to include a Daemon Prince of Chaos in your army, and you decided it owed allegiance to Khorne, its <ALLEGIANCE> Faction keyword is changed to **KHORNE** and its Prince of Chaos ability would say: 'You can re-roll hit rolls of 1 made for friendly **KHORNE DAEMON** units within 6" of this model.'



'Hear me, mortal creature. Should you dare to gaze into the eye of fate, be prepared for what shall stare back at you. You think you act of your own accord, but that is the greatest of lies. You are no more than a puppet on my strings, your destiny mine to decide.'

- T'chaz'narr,
Great Herald of
Variegated Fortune



ABILITIES

The following abilities are common to several Chaos Daemon units.

DAEMONIC

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

Units with this ability have a 5+ invulnerable save.

QUICKSILVER SWIFTNESS

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

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

DAEMONIC RITUAL

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

Instead of moving in their Movement phase, any CHAOS CHARACTER can, at the end of their Movement phase, attempt to summon a

DAEMON unit with this ability by performing a Daemonic Ritual (the character cannot do so if they arrived as reinforcements this turn, or if they were themselves summoned to the battlefield this turn).

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

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

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



THE ETERNAL HORDES

In this section you'll find rules for Battle-forged armies that include Chaos Daemons Detachments – that is, any Detachment which only includes units with both the CHAOS and DAEMON Faction keywords. These rules include the abilities below and a series of Stratagems. This section also includes the Chaos Daemons' unique Warlord Traits, Psychic Disciplines, Relics and Tactical Objectives. Together, these rules reflect the character and fighting style of Chaos Daemons in your games of Warhammer 40,000.

DAEMONIC LEGIONS

When the armies of the Ruinous Powers go to war, waves of daemonic infantry march across the battlefield, corrupting the ground itself with their very presence.

If your army is Battle-forged, all Troops units in Chaos Daemons Detachments gain this ability. Such a unit that is within range of an objective marker controls it even if there are more enemy models within range of it. If an enemy unit within range of the objective marker has a similar ability, then it is controlled by the player who has the most models within range as normal.

DAEMONIC LOCI

The champions of the Daemonic legions act as focal points for the will of the Chaos Gods themselves, infusing nearby minions with a measure of their master's power.

If your army is Battle-forged, all CHARACTERS in Chaos Daemons Detachments gain a Daemonic Locus, so long as every unit in that Detachment owes its allegiance to the same Chaos God. The Daemonic Locus gained depends upon their allegiance, as shown in the table opposite. For example, all CHARACTERS in a NURGLE Chaos Daemons Detachment gain the Locus of Virulence.

'Woe to all who hear what I hear, a baying that chills the heart and spreads icy fear through my mortal soul. More terrible are the crimson hunters that follow those howls, they who would take our skulls to lay them at the foot of their master's throne. I see deformed shapes, unnatural creatures driven by an insatiable hunger for blood, twisted bodies that lope with their heads lowered to better follow the scent of their prey's terror. They are coming... And there is no place on this world, or any other, to run.'

- Albrecht the Blind, Oracle of Denzhak, before the arrival of the Blood Crusade



DAEMONIC LOCI

SLAANESH: LOCUS OF SWIFTNESS

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

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



SLAANESH

D6 RESULT

1 CELERITY OF SLAANESH

This Daemon is possessed of an incredible swiftness, and is able to close upon its prey with impossible speed. Add 3" to your Warlord's Movement characteristic.

2 QUICKSILVER DUELLIST

This Daemon fights with phenomenal skill and grace when confronted by another champion.

You can re-roll failed hit and wound rolls for attacks made by your Warlord in the Fight phase against CHARACTERS.

3 THE MURDERDANCE

A performer of the maniacal dance of death, this Daemon hacks and cavorts its way through the enemy ranks without ever missing a step.

If your Warlord charges in the Charge phase, add D3 to their Attacks characteristic until the end of the ensuing Fight phase (roll at the end of the Charge 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.

Each time you make a wound roll of 6+ for your Warlord in the Fight phase, the target suffers a mortal wound in addition to any other damage.

5 SAVAGE HEDONIST

This Daemon is a glutton for violence, striking ever faster and harder to maintain the thrill of combat. Add 1 to your Warlord's Attacks characteristic.

6 BEWITCHING AURA

Even the most disciplined warriors can succumb to this Daemon's beguilements, all thoughts of fighting lost as they stand slack-jawed in a haze of hallucinatory desire.

Enemy models subtract 1 from their Attacks characteristic (to a minimum of 1) whilst they are within 6" of your Warlord. This does not affect enemy VEHICLES.

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following named characters is your Warlord, they must be given the associated Warlord Trait shown below.

NAMED CHARACTER	WARLORD TRAIT	NAMED CHARACTER	WARLORD TRAIT
Skarbrand	Rage Incarnate	The Blue Scribes	Daemonspark
Skulltaker	Devastating Blow	Rotigus	Pestilent Miasma
Karanak	Aspect of Death	Horticultural Slimux	Acidic Ichor
Kairos Fateweaver	Tyrant of the Warp	Epidemius	Virulent Touch
The Changeling	Incorporeal Form	The Masque of Slaanesh	The Murderdance

THE IMPOSSIBLE ROBE

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.

TZEENTCH model only. The wearer of the Impossible Robe has a 4+ invulnerable save. In addition, once per game you can re-roll a single failed saving throw for the wearer, but if the re-roll results in a 1, the wearer is immediately slain.

THE EVERSTAVE

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.

TZEENTCH model with rod of sorcery or staff of change only. Add 1 to the bearer's Psychic tests whenever it attempts to manifest *Smite*.

HORN OF NURGLE'S ROT

Those slain by a Daemon crowned with the fabled Horn of Nurgle's Rot are doomed to rise once more, their soul infected with an aggressive strain of Nurgle's Rot that decays and transforms them in a the space of a few heartbeats. The victim's altered corpse soon stands once more to join the shambling ranks of Nurgle's Plaguebearers.

NURGLE model only. Roll a D6 each time the bearer kills an enemy model in the Fight phase whilst within 7" of one or more friendly units of Plaguebearers. On a 4+ you can add a single Plaguebearer model to one of those units.

THE ENTROPIC KNEEL

To hear the grim tolling of this great bell upon the winds is a death sentence, for its sound heralds the arrival of the Plague Legions. Such is its dread power that a single peal reverberates for long minutes, spreading dread and despair even over the clangour of battle.

NURGLE model only. Enemy units must subtract 1 from their Leadership characteristic whilst they are within 7" of the bearer of the Entropic Kneel.

CORRUPTION

This fabled weapon is the literal manifestation of corruption. Constantly dripping with foul ooze, the merest scratch from its plague-ridden edge is enough to lay low the hardest foe, and its toxins can effortlessly overcome even the resilience of a Space Marine.

NURGLE model with plaguesword, balesword, bileblade or hellforged sword only. Corruption replaces the model's plaguesword, balesword, bileblade or hellforged sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Corruption	Melee	Melee	+2	-3	D3
Abilities: Re-roll all failed wound rolls made for this weapon.					

THE FORBIDDEN GEM

This gem was the purest diamond in the Aeldari empire in 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 inspires uncontrollable jealousy, leaving mortal senses hopelessly addled.

SLAANESH model only. Once per game, at the start of any enemy phase, the bearer of the Forbidden Gem can use it to hypnotise a single enemy **CHARACTER** within 12". Roll 3D6; if the total exceeds that model's Leadership characteristic, it cannot act until the end of the phase (i.e. it cannot move, manifest psychic powers, shoot, charge or fight) and it cannot use any abilities on its datasheet that affect another unit (e.g. aura abilities and abilities that heal other models).

THE MARK OF EXCESS

A Daemon favoured with Slaanesh's own 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.

SLAANESH models only. Add 1 to the bearer's Attacks characteristic. Add a further 1 each time the bearer slays a **CHARACTER** or **MONSTER**.

SOULSTEALER

This gluttonous blade gulps down the souls of its victims before invigorating body of its wielder. Its soulgreed stems from the starving Keeper of Secrets bound within – an arrogant entity that sought to devour enough Aeldari souls to challenge Slaanesh himself. As punishment for the Daemon's monstrous hubris, Slaanesh trapped it within Soulstealer, condemning the Keeper of Secrets for eternity.

SLAANESH model with witstealer sword or hellforged sword only. Soulstealer replaces the sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Soulstealer	Melee	Melee	+1	-3	3
Abilities: Each time a model is slain by this weapon, the bearer regains 1 lost wound. Re-roll all failed wound rolls made for this weapon when targeting an AELDARI unit.					

SLOTHFUL CLAWS

Formed from the essence of a Keeper of Secrets, these claws have taken many guises and been bound to the flesh of countless Heralds over the millennia. When the Slothful Claws strike, the blow appears clumsy and ponderous to its victim. This is but an illusion; in truth, these claws strike like lightning while the foe reels in sluggish confusion.

SLAANESH HERALD only. The slothful claws replace the bearer's ravaging claws and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Slothful Claws	Melee	Melee	+1	-2	2
Abilities: Each time you make a wound roll of 4+ for this weapon, that hit is resolved with a AP of -4 instead of -2.					

EXALTED KEEPERS OF SECRETS

Glamour-wreathed, stiletto-clawed and black-hearted, Exalted Keepers of Secrets are the ultimate expressions of every obsession, their sickening presence enough to drive lesser warriors to rapturous seizures. Perverse acts of tortuous intensity are committed with lightning speed and dark glee.

STRATAGEMS

If your army is Battle-forged and includes any Chaos Daemons Detachments (excluding Auxiliary Support Detachments), you can use the Stratagem below:

1CP

EXALTED KEEPER OF SECRETS

Slaanesh Daemons Stratagem

Use this Stratagem before the battle. Select one **KEEPER OF SECRETS** model from your army that is not a named character. Until the end of the battle, that model gains the **EXALTED** keyword, and you select one of the Exalted Keeper of Secrets abilities below for this model for the duration of the battle. Alternatively, you can randomly determine two abilities by rolling two D6 and applying them both to this model for the duration of the battle (if a double is rolled, roll again until two different results are rolled).

EXALTED KEEPER OF SECRETS ABILITIES

D6 Result

- 1 **Realm-racer:** Add 2" to this model's Move characteristic. When an Advance or charge roll is made for this model, add 1 to the result.
- 2 **Quicksilver Reflexes:** This model has a 4+ invulnerable save.
- 3 **Blessing of the Dark Prince:** When resolving an attack made with a ranged weapon against this model, subtract 1 from the wound roll.
- 4 **Lightning Flayer:** When resolving an attack made with a melee weapon by this model, an unmodified hit roll of 6 scores 1 additional hit.
- 5 **Fear-seeker:** Once per Morale phase, after an enemy unit fails a Morale test but before any models flee that unit, this model can move as if it were your Movement phase, so long as it ends this move closer to the unit that failed that Morale test. In addition, each time an enemy model flees from a unit whilst its unit is within 6" of this model, this model regains 1 lost wound.
- 6 **Battle Rapture:** This model can perform a Heroic Intervention if there are any enemy units within 6" of them instead of 3", and when doing so can move up to 6" instead of 3". In addition, each time this Keeper of Secrets consolidates, it can move up to D3+3" instead of 3".

ARTEFACTS OF EXCESS

If your army is led by a Warlord with the **SLAANESH DAEMON** Faction keywords, you can give one of the following Hellforged Artefacts to an **EXALTED KEEPER OF SECRETS** model from your army, instead of giving them a Hellforged Artefact from another source.

SILVERSTRIKE

The blinding speed with which this blade flicks out makes it appear as if it does not even occupy the space between thrust and strike. In a heartbeat, limbs and heads part from bodies or choice cuts suddenly appear in, marring faces which sag in blissful ignorance.

This Relic replaces a witstealer sword and has the following profile:

Silverstrike				
RANGE	TYPE	S	AP	D
Melee	Melee	+2	-3	3
Abilities: When the bearer fights, it makes 2 additional attacks with this weapon. In addition, subtract 1 from hit rolls for attacks made by a model that has lost any wounds from this weapon.				

WHIP OF AGONY

This twitching lash coils lazily and deceptively around its master's limbs, until willed into a serpentine strike. The Whip of Agony exudes a psychic poison, linking its sentience with the nerves of any it touches. With the connection made, the whip's febrile imagination pours pain and horror into the sensorium of its victims.

Model with living whip only. This Relic replaces a living whip and has the following profile:

Whip of Agony				
RANGE	TYPE	S	AP	D
6"	Assault 6	6	-3	2
Abilities: The bearer can make attacks with this weapon whilst within 1" of an enemy unit, and attacks with this weapon can target enemy units within 1" of friendly units. Attacks made with this weapon automatically wound (no wound roll is made) unless the target is a VEHICLE or TITANIC unit.				

JEWEL OF EXCESS

Seeming as one perfect ornament among many worn by the Daemon, the Jewel of Excess is in fact a tormenting prison, housing the souls of every psyker ever slain by the Keeper of Secrets, their power now the Daemon's.

When a model with this Relic takes a Psychic test whilst attempting to manifest psychic powers from the Slaanesh discipline (see *Codex: Chaos Daemons*), add 1 to the result. In addition, when a Deny the Witch test is taken for a model with this Relic, add 1 to the result.

SLAANESH

D6 RESULT

1 CACOPHONIC CHOIR

The psyker emits an ear-piercing chorus of screams that shatters the sanity of its foes.

Cacophonic Choir has a warp charge value of 6. If manifested, roll 2D6 (adding 2 to the result if the Psychic test result was more than 10). The closest enemy unit that is within 18" of the psyker and visible to it suffers a mortal wound for each point that the total exceeds their highest Leadership characteristic.

2 SYMPHONY OF PAIN

The psyker's chants unleash destructive Chaos energy.

Symphony of Pain has a warp charge value of 6. If manifested, the nearest enemy unit that is within 18" of the psyker and visible to it is struck by unbearable pain. Your opponent must subtract 1 from all hit rolls made for this unit until the start of your next Psychic phase.

3 HYSTERICAL FRENZY

The psyker sends out a psychic lash that goads its allies.

Hysterical Frenzy has a warp charge value of 8. If manifested, select a single friendly SLAANESH DAEMON unit within 18" of the psyker that is within 1" of an enemy unit. That unit can fight as if it were the Fight phase.

4 DELIGHTFUL AGONIES

The psyker manipulates the pleasure centres of its allies' minds, causing even great pain to register as sheer ecstasy.

Delightful Agonies has a warp charge value of 5. If manifested, select a single friendly SLAANESH DAEMON unit within 18" of the psyker. Until the start of your next Psychic phase, roll a D6 each time a model in that unit loses a wound – on a 6 that model does not lose a wound.

5 PAVANE OF SLAANESH

As the psyker sings, its spasming victims' flesh tears and bones snap as they dance themselves to death.

Pavane of Slaanesh has a warp charge value of 6. If manifested, select an enemy unit that is within 18" of the psyker and visible to them. Roll a D6 for each model in the unit; the unit suffers a mortal wound for each roll of 6.

6 PHANTASMAGORIA

The psyker summons illusions to terrify and entice their foes.

Phantasmagoria has a warp charge value of 6. If manifested, enemy units must subtract 1 from their Leadership characteristic until the start of your next Psychic phase whilst they are within 12" of the psyker.

STRATAGEMS

If your army is Battle-forged and includes any Chaos Daemons Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here, meaning you can spend Command Points to activate them. These help to reflect the unique strategies used by Chaos Daemons on the battlefield.

1CP/2CP

DENIZENS OF THE WARP

Chaos Daemons Stratagem

Ever lurking in the warp, Daemons will wait until the barriers between realms thin before tearing their way into realspace. Use this Stratagem during deployment. If you spent 1 CP, set up one of your DAEMON units that has a Power Rating of 8 or less in the warp instead of placing it on the battlefield. If you spent 2 CPs, you can choose a DAEMON unit that has a Power Rating of 9 or more instead. At the end of any of your Movement phases that unit can tear its way into reality – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

2CP

DAEMONIC INCURSION

Chaos Daemons Stratagem

When the Knights of Titan deploy to battle, it is often to combat a full-blown daemonic invasion.

Use this Stratagem when one of your DAEMON units (other than a named character) is destroyed by a GREY KNIGHTS unit. The destroyed unit is returned to your army at full strength, and is set up on the battlefield at the end of your next Movement phase, anywhere on the battlefield that is more than 9" from any enemy models. This does not cost you any reinforcement points in a matched play game.

2CP

SOUL SACRIFICE

Chaos Daemons Stratagem

A daemonic pact of terrible power can be assured for a price... Use this Stratagem before a CHAOS CHARACTER from your army attempts to summon a unit of DAEMONS to the battlefield using a Daemonic Ritual. That character suffers D3 mortal wounds, but you can roll up to 4 dice rather than 3 for the summoning roll. In addition, re-roll hit rolls of 1 for the summoned unit while it is within 6" of the character that performed the Daemonic Ritual.

1CP/3CP

REWARDS OF CHAOS

Chaos Daemons Stratagem

The Dark Gods sometimes bestow their daemonic lieutenants with powerful artefacts and rewards.

Use this Stratagem before the battle. Your army can have one extra Hellforged Artefact for 1 CP, or two extra Hellforged Artefacts for 3 CPs. All of the Hellforged Artefacts that you include must be different and be given to different DAEMON CHARACTERS. You can only use this Stratagem once per battle.

1CP

DAEMONIC PACT

Chaos Daemons Stratagem

Many foul champions are adept at summoning daemonic allies. Use this Stratagem after a CHAOS CHARACTER from your army summons a unit of DAEMONS to the battlefield using a Daemonic Ritual. That character can immediately attempt to summon a second unit of Daemons to the battlefield by performing another Daemonic Ritual.

1CP

DAEMONIC POSSESSION

Chaos Daemons Stratagem

Every time a psyker draws upon the warp, they disturb its flow and attract the attention of those that dwell within. Use this Stratagem when an enemy PSYKER unit suffers Perils of the Warp. That unit suffers 2D3 mortal wounds instead of D3.

2CP

WARP SURGE

Chaos Daemons Stratagem

The winds of the warp blow strong, invigorating daemonkind. Use this Stratagem at the start of any phase. Select a unit of DAEMONS; until the end of the phase, you cannot re-roll saving throws for this unit, but its invulnerable save is improved by 1 (to a maximum of 3+).

1CP

RAPTUROUS STANDARD

Slaanesh Daemons Stratagem

This icon fills all who gaze upon it with such euphoria that they lower their guard and forget to defend themselves from attack. Use this Stratagem before the battle. Choose one of your SLAANESH models with a Daemonic Icon. That icon is upgraded to a Rapturous Standard. In addition to its normal ability, the power of the banner can be used once per battle, just before the bearer's unit fights. When used, you can re-roll all failed hit rolls made for the bearer's unit until the end of the phase.

1CP

AURA OF ACQUIESCENCE

Slaanesh Daemons Stratagem

Dark whispers speak to the minds of those that oppose Slaanesh, promising pleasures should they lower their weapons. Use this Stratagem at the start of any Fight phase. Select a SLAANESH DAEMON unit from your army – enemy units within 3" of that unit reduce their Attacks characteristic by 1 (to a minimum of 1) until the end of that phase.

1CP**RAZOR-SHARP CARESS***Slaanesh Daemons Stratagem*

Gorging on their prey's emotions, Daemonettes rake their talons through the stoutest armour.

Use this Stratagem in the Fight phase. Select one **DAEMONETTE INFANTRY** unit from your army. Until the end of the phase, the Armour Penetration characteristic of melee weapons models in that unit are equipped with is improved by 1 (e.g. AP -1 becomes AP -2).

1CP**SINUOUS UNDOULATION***Slaanesh Daemons Stratagem*

Swift beyond mortal comprehension, Steeds of Slaanesh flow like a serpentine blur, near impossible to hit.

Use this Stratagem in your opponent's Shooting phase when a **DAEMONETTE CAVALRY** unit from your army is chosen as the target of an attack. Until the end of the phase, when resolving an attack made against that unit, subtract 1 from the hit roll.

1CP**SONG OF DISCORDANT DESPAIR***Slaanesh Daemons Stratagem*

The keening psychic call of hunting Fiends disturbs mental equilibrium, inducing terror and despair.

Use this Stratagem at the start of the Morale phase. Select one enemy unit within 6" of a **FIENDS** unit from your army. Until the end of the phase, subtract 2 from that enemy unit's Leadership characteristic.

1CP**FLENSING IMPACT***Slaanesh Daemons Stratagem*

Every surface of these dread pain engines is covered in a riot of blades, their merest cut inflicting agony.

Use this Stratagem in the Fight phase. Select one **DAEMONETTE CHARIOT** unit from your army that made a charge move this turn. Until the end of the phase, when resolving an attack made by a model in that unit, an unmodified hit roll of 6 scores 1 additional hit.

1CP**LOCUS OF GRACE***Slaanesh Daemons Stratagem*

Slaanesh's favoured Daemons lead their minions in an exquisite choreographed dance, every movement of which severs an enemy's limb or lops off their head.

Use this Stratagem at the start of any Fight phase. Select a **SLAANESH DAEMON CHARACTER** from your army – until the end of the phase, each time you make a wound roll of 6+ for a friendly **SLAANESH DAEMON** unit within 6" of that character, the model that made that attack can immediately make an extra attack against the same target using the same weapon. These bonus attacks cannot themselves generate any further attacks.



SHALAXI HELBANE

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	A	SNAPPING CLAWS
Shalaxi Helbane	★	2+	2+	6	7	16	★	10	6+	9-16+	14"	6	4
Shalaxi Helbane is a single model equipped with: living whip; snapping claws; Soulpiercer. You can only include one of this model in your army.										5-8	11"	5	3
										1-4	7"	4	2
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Living whip	6"	Assault 6		6	-2	2	This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units.						
Snapping claws	Melee	Melee		User	-3	3	When the bearer fights, it makes a number of additional attacks with this weapon equal to the number shown in its damage table. When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack.						
Soulpiercer	Melee	Melee		x2	-4	D6	When resolving an attack made with this weapon against a CHARACTER unit, on a wound roll of 6+ this weapon has a Damage characteristic of 6 for that attack.						
WARGEAR OPTIONS	• This model can have a shining aegis instead of being equipped with 1 living whip.												
ABILITIES	Daemonic, Quicksilver Swiftiness, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>)						Shining Aegis: If this model has a shining aegis, then when it would lose a wound, roll one D6; on a 6 that wound is not lost. If that wound would be lost as a result of a mortal wound, that wound is not lost on a 5+ instead of 6.						
	Greater Daemon: When a Morale test is taken for a friendly SLAANESH DAEMON unit within 6" of this model, you can use this model's Leadership characteristic instead of that unit's.						Monarch of the Hunt: This model can perform a Heroic Intervention if there are any enemy units within 6" of it instead of 3" if any of those enemy units is a CHARACTER , and when doing so can move up to 6" instead of 3" so long as it ends that move closer to the closest enemy CHARACTER model. In addition, when this model makes a pile-in move within 6" of any enemy CHARACTER units, it can move up to 6" instead of 3" so long as it ends that move closer to the closest enemy CHARACTER model.						
	Mesmerising Aura: When resolving an attack made with a melee weapon against this model, subtract 1 from the hit roll.												
	Cloak of Constriction: When resolving an attack made with a melee weapon against this model, subtract 1 from the wound roll.												
	Delicate Precision: When resolving an attack made by this model, re-roll a wound roll of 1.												
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows <i>Smite</i> and two psychic powers from the Slaanesh discipline (see <i>Codex: Chaos Daemons</i>).												
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON												
KEYWORDS	CHARACTER, MONSTER, PSYKER, KEEPER OF SECRETS, SHALAXI HELBANE												

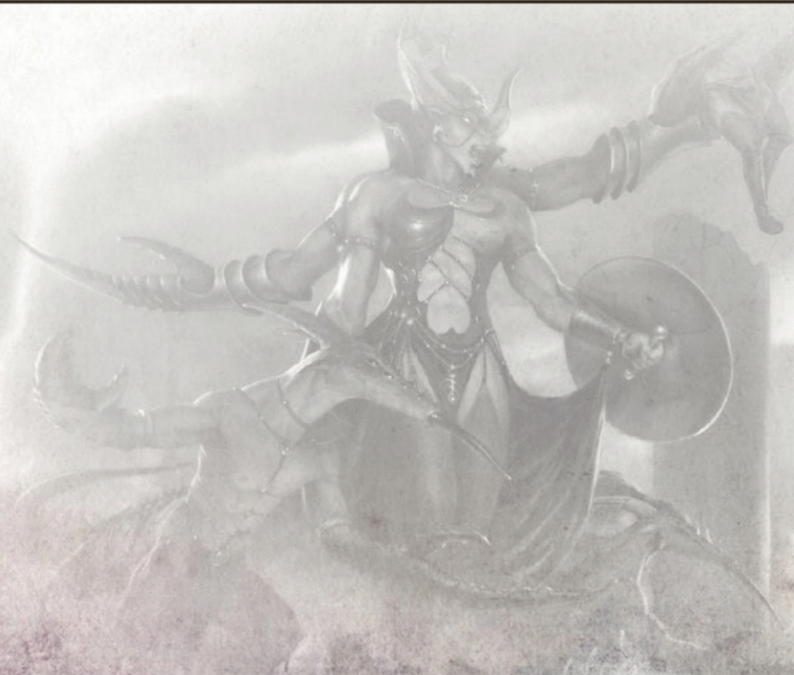


KEEPER OF SECRETS

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	A	SNAPPING CLAWS
Keeper of Secrets	*	2+	2+	6	7	16	*	10	6+	9-16+	12"	6	4
A Keeper of Secrets is a single model equipped with: snapping claws; witstealer sword. It has a ritual knife.										5-8	9"	5	3
										1-4	6"	4	2
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Living whip	6"	Assault 6		6	-2	2	This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units.						
Snapping claws	Melee	Melee		User	-3	3	When the bearer fights, it makes a number of additional attacks with this weapon equal to the number shown in its damage table. When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack.						
Witstealer sword	Melee	Melee		+2	-3	3	When resolving an attack made by a model that has lost one or more wounds from an attack made with this weapon, subtract 1 from the hit roll.						
WARGEAR OPTIONS	• This model can be equipped with 1 living whip instead of having a ritual knife. • This model can have one of the following instead of having a ritual knife: shining aegis; sinisterous hand.												
ABILITIES	Daemonic, Quicksilver Swiftness, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>)						Ritual Knife: If this model has a ritual knife, after making a consolidate move, select one enemy unit within 1" of this model and roll one D6; on a 2-5 that unit suffers 1 mortal wound, on a 6 that unit suffers D3 mortal wounds.						
	Greater Daemon: When a Morale test is taken for a friendly SLAANESH DAEMON unit within 6" of this model, you can use this model's Leadership characteristic instead of that unit's.						Mesmerising Aura: When resolving an attack made with a melee weapon against this model, subtract 1 from the hit roll.						
	Delicate Precision: When resolving an attack made by this model, re-roll a wound roll of 1.						Sinisterous Hand: If this model has a sinisterous hand, then at the end of the Fight phase, if any enemy models that are not VEHICLES were destroyed as a result of an attack made with a melee weapon by this model that phase, this model regains up to D3 lost wounds.						
	Shining Aegis: If this model has a shining aegis, then when it would lose a wound, roll one D6; on a 6+ that wound is not lost. If that wound would be lost as a result of a mortal wound, that wound is not lost on a 5+ instead of 6+.												
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and two psychic powers from the Slaanesh discipline (see <i>Codex: Chaos Daemons</i>).												
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON												
KEYWORDS	CHARACTER, MONSTER, PSYKER, KEEPER OF SECRETS												





SYLL'ESSKE THE VENGEFUL ALLEGIANCE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Syll'Esske	9"	2+	2+	4	6	8	8	9	4+
Syll'Esske is a single model equipped with: scourging whip; Axe of Dominion. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Scourging whip (shooting)	6"	Assault D6		User	-2	1	This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units.		
Axe of Dominion	Melee	Melee		+3	-3	3	-		
Scourging whip (melee)	Melee	Melee		User	-1	1	Make D3 hit rolls for each attack made with this weapon, instead of 1.		
ABILITIES	Daemonic , Quicksilver Swiftness, Daemonic Ritual (see Codex: Chaos Daemons)						Deadly Symbiosis: When this model is chosen to fight with for the first time in the Fight phase, it can only make attacks with one of its equipped weapons. The first time this model finishes its Consolidation step of the Fight phase, it can immediately fight again, but when it does so all of its attacks must be made with the other weapon (if this model charged this turn, these attacks can still only target units that it declared a charge against in the previous phase).		
	Prince of Slaanesh: Re-roll hit rolls of 1 for attacks made by models in friendly SLAANESH DAEMON units whilst their unit is within 6" of this model.								
	Locus of Slaanesh: Add 1 to the Strength characteristic of models in SLAANESH DAEMON units whilst their unit is within 6" of any friendly models with this ability.								
	Regal Authority: You can re-roll Morale tests taken for friendly SLAANESH DAEMON units whilst they are within 6" of this model.								
PSYKER	This model can attempt to manifest one psychic power in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and two psychic powers from the Slaanesh discipline (see Codex: Chaos Daemons).								
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON								
KEYWORDS	CHARACTER, MONSTER, PSYKER, DAEMONETTE, HERALD OF SLAANESH, DAEMON PRINCE, SYLL'ESSKE								



DAEMON PRINCE OF CHAOS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Daemon Prince of Chaos	8"	2+	2+	7	6	8	4	9	3+
A Daemon Prince of Chaos is a single model armed with a hellforged sword and a set of malefic talons.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Daemonic axe	Melee	Melee		+1	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Hellforged sword	Melee	Melee		User	-2	3	-		
Malefic talons	Melee	Melee		User	-2	2	Each time the bearer fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.		
WARGEAR OPTIONS - This model may replace its hellforged sword with a daemonic axe or second set of malefic talons. - This model may have wings (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the FLY keyword.									
ABILITIES Daemonic, Daemonic Ritual (pg 85) Prince of Chaos: You can re-roll hit rolls of 1 made for friendly <ALLEGIANCE> DAEMON units within 6" of this model. Might over Magic: KHORNE Daemon Princes have an Attacks characteristic of 5, instead of 4.. Daemonic Rewards: KHORNE Daemon Princes have the Unstoppable Ferocity ability (pg 85). TZEENTCH Daemon Princes gain the Ephemeral Form ability (pg 85). NURGLE Daemon Princes gain the Disgustingly Resilient ability (pg 85). SLAANESH Daemon Princes gain the Quicksilver Swiftess ability (pg 85).									
PSYKER A TZEENTCH, NURGLE or SLAANESH Daemon Prince gains the PSYKER keyword. It can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and one psychic power from the appropriate Chaos Daemons discipline (pg 132-133).									
FACTION KEYWORDS CHAOS, DAEMON, <ALLEGIANCE>									
KEYWORDS CHARACTER, MONSTER, DAEMON PRINCE OF CHAOS									

'You might wonder why we left you alive while we had such sport with your comrades. I do not expect you to appreciate our artistry in producing such exquisite splatter-patterns, for only the handmaidens can truly perceive the splendour in the intricacies of such arterial paintings. Nor could we expect your brute and insensate mind to fathom the finer aural points – the hell-song chorus of sheared limbs, agonised cries and splashing disembowelments. We made you watch our play because we value your fear... your shock and terror is to us the sweetest of delicacies. We have truly feasted here. As always, it is over far too soon.'

- Ssl'tha, Herald of the 6th Cavalcade of the Xtasiacs (Courante Legion)



THE MASQUE OF SLAANESH

NAME	M	WS	BS	S	T	W	A	Ld	Sv
The Masque of Slaanesh	8"	2+	2+	4	3	4	5	8	6+
The Masque of Slaanesh is a single model that attacks with its serrated claws. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Serrated claws	Melee	Melee			User	-2	2	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -2.	
ABILITIES	Daemonic, Quicksilver Swiftiness, Daemonic Ritual(pg 85)						Locus of Beguilement: Your opponent must subtract 1 from any hit rolls in the Fight phase that target a DAEMONETTE unit within 6" of the Masque of Slaanesh.		
	The Eternal Dance: At the beginning of each Fight phase, choose an enemy unit within 1" of the Masque of Slaanesh. For the rest of the phase, add 1 to any hit rolls that target the chosen unit.						Dazzling Acrobatics: The Masque of Slaanesh can Advance and/or Fall Back and still charge in the same turn.		
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON								
KEYWORDS	CHARACTER, INFANTRY, DAEMONETTE, HERALD OF SLAANESH, THE MASQUE OF SLAANESH								



HERALD OF SLAANESH

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Herald of Slaanesh	7"	2+	2+	4	3	4	4	8	6+
A Herald of Slaanesh is a single model that attacks with its ravaging claws.									
WEAPON	RANGE	TYPE		S		AP	D	ABILITIES	
Ravaging claws	Melee	Melee		User		-1	2	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.	
ABILITIES	Daemonic, Quicksilver Swiftiness, Daemonic Ritual (pg 85)								
	Locus of Slaanesh: Add 1 to the Strength characteristic of SLAANESH DAEMON units within 6" of one or more friendly models with this ability.								
PSYKER	This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> psychic power and one psychic power from the Slaanesh discipline (pg 133).								
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON								
KEYWORDS	CHARACTER, INFANTRY, PSYKER, DAEMONETTE, HERALD OF SLAANESH								

'Hope, love, hate. All are but desire by other names. Thus it is that desire is always foremost amongst the concerns of mortals, and through their desires we shall lead them into our benighted paradise.'
- Proclamations of Elsand'daa'arai



Heralds of Slaanesh appear to mortals as figures of horrifying beauty, beguiling their minds before rending their bodies.

DATASHEETS

 4 POWER		HERALD OF SLAANESH								
ON STEED										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Herald of Slaanesh on Steed	14"	2+	2+	4	3	5	4	8	6+	
A Herald of Slaanesh on Steed is a single model equipped with: lashing tongue; ravaging claws.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Lashing tongue	Melee	Melee		4	0	1	When the bearer fights, it makes 2 additional attacks with this weapon and no more than 2 attacks can be made with this weapon.			
Ravaging claws	Melee	Melee		User	-1	2	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack.			
ABILITIES	Daemonic, Quicksilver Swiftiness, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) Locus of Slaanesh: Add 1 to the Strength characteristic of models in SLAANESH DAEMON units whilst their unit is within 6" of any friendly models with this ability. Unholy Speed: When a charge roll is made for this unit, you can re-roll the dice.									
PSYKER	This model can attempt to manifest one psychic power in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows the <i>Smite</i> psychic power and one psychic power from the Slaanesh discipline (see <i>Codex: Chaos Daemons</i>).									
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON									
KEYWORDS	CAVALRY, CHARACTER, PSYKER, DAEMONETTE, HERALD OF SLAANESH									

POINTS VALUES

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Herald of Slaanesh on Steed	1	82





HERALD OF SLAANESH

ON HELLFLAYER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Herald of Slaanesh on Hellflayer	12"	2+	2+	4	5	6	5	8	4+
A Herald of Slaanesh on Hellflayer is a single model equipped with: lashes of torment; bladed axle; lashing tongues; ravaging claws.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Lashes of torment	6"	Assault D6		4	0	1	This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units.		
Bladed axle	Melee	Melee		x2	-1	2	When the bearer fights, it makes D6 additional attacks with this weapon and no more than that number of attacks can be made with this weapon.		
Lashing tongues	Melee	Melee		4	0	1	When the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.		
Ravaging claws	Melee	Melee		User	-1	1	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack.		
ABILITIES	Daemonic, Quicksilver Swiftmess, Daemonic Ritual (see Codex: Chaos Daemons)								
	Locus of Slaanesh: Add 1 to the Strength characteristic of models in friendly SLAANESH DAEMON units whilst their unit is within 6" of any models with this ability.								
PSYKER	This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows the Smite psychic power and one psychic power from the Slaanesh discipline (see Codex: Chaos Daemons).								
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON								
KEYWORDS	CHARACTER, CHARIOT, DAEMONETTE, PSYKER, HELLFLAYER, HERALD OF SLAANESH								





HERALD OF SLAANESH

ON SEEKER CHARIOT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Herald of Slaanesh on Seeker Chariot	12"	2+	2+	4	5	7	6	8	4+
A Herald of Slaanesh on Seeker Chariot is a single model equipped with: lashes of torment; lashing tongues; ravaging claws.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Lashes of torment	6"	Assault D6		4	0	1	This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units.		
Lashing tongues	Melee	Melee		4	0	1	When the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.		
Ravaging claws	Melee	Melee		User	-1	2	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack.		
ABILITIES	Daemonic, Quicksilver Swiftmess, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>)								
	Locus of Slaanesh: Add 1 to the Strength characteristic of models in friendly SLAANESH DAEMON units whilst their unit is within 6" of any models with this ability.								
	Scything Impact: After this model finishes a charge move, roll one D6 for each enemy model that is within 1" of this model; for each roll of 6, that model's unit suffers 1 mortal wound.								
PSYKER	This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows <i>Smite</i> and one psychic power from the Slaanesh discipline (see <i>Codex: Chaos Daemons</i>).								
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON								
KEYWORDS	CHARACTER, CHARIOT, DAEMONETTE, PSYKER, SEEKER CHARIOT, HERALD OF SLAANESH								



HERALD OF SLAANESH

ON EXALTED SEEKER CHARIOT

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	A
7-12+	12"	2+	8
4-6	10"	3+	6
1-3	8"	4+	4

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Herald of Slaanesh on Exalted Seeker Chariot	*	*	2+	4	5	12	*	8	4+

A Herald of Slaanesh on Exalted Seeker Chariot is a single model equipped with: lashes of torment; ravaging claws; lashing tongues.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lashes of torment	6"	Assault D6	4	0	1	This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units.
Lashing tongues	Melee	Melee	4	0	1	When the bearer fights, it makes 8 additional attacks with this weapon and no more than 8 attacks can be made with this weapon.
Ravaging claws	Melee	Melee	User	-1	2	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack.
ABILITIES	Daemonic, Quicksilver Swiftiness, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) Locus of Slaanesh: Add 1 to the Strength characteristic of models in friendly SLAANESH DAEMON units whilst their unit is within 6" of any units with this ability. Scything Impact: After this model finishes a charge move, roll one D6 for each enemy model that is within 1" of this model; for each roll of 5+ that enemy model's unit suffers 1 mortal wound.					
PSYKER	This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows the <i>Smite</i> psychic power and one psychic power from the Slaanesh discipline (see <i>Codex: Chaos Daemons</i>).					
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON					
KEYWORDS	CHARACTER, CHARIOT, DAEMONETTE, PSYKER, EXALTED SEEKER CHARIOT, HERALD OF SLAANESH					



INFERNAL ENRAPTURESS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Infernal Enrapture	7"	2+	2+	4	3	4	2	8	6+
An Infernal Enrapture is a single model equipped with: heartstring lyre; ravaging claws.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Heartstring lyre							When you choose this weapon to shoot with, select one of the profiles below.		
- Cacophonous melody	18"	Assault 6		4	-1	1	-		
- Euphonic blast	24"	Assault 1		8	-3	3	-		
Ravaging claws	Melee	Melee		User	-1	2	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack.		
ABILITIES	Daemonic, Quicksilver Swift, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) Discordant Disruption: When a Psychic test is taken for a model within 24" of any enemy models with this ability, that model suffers Perils of the Warp on a roll that includes any doubles. Harmonic Alignment: When this model attempts to summon a SLAANESH DAEMON unit using the Daemonic Ritual ability, add 3 to the summoning roll. In addition, at the start of your turn, roll one D6 for each SLAANESH unit from your army that has the DAEMON Faction keyword and is within 6" of any friendly models with this ability; on a 6 you can return one destroyed model from that unit to the battlefield with all of its wounds remaining, placing it in unit coherency (if the model cannot be placed in this way, it is not returned to the battlefield).								
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON								
KEYWORDS	CHARACTER, INFANTRY, DAEMONETTE, HERALD OF SLAANESH, INFERNAL ENRAPTURESS								



CONTORTED EPITOME

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Contorted Epitome	12"	2+	2+	4	5	8	8	8	6+
A Contorted Epitome is a single model equipped with: coiled tentacles; ravaging claws.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Coiled tentacles	Melee	Melee		+1	-2	3	When the bearer fights, it makes 2 additional attacks with this weapon and no more than 2 attacks can be made with this weapon.		
Ravaging claws	Melee	Melee		User	-1	2	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack.		
ABILITIES	Daemonic, Quicksilver Swift, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) Locus of Slaanesh: Add 1 to the Strength characteristic of models in SLAANESH DAEMON units whilst their unit is within 6" of any friendly models with this ability. Gift of Power: When a Psychic test or Deny the Witch test is taken for this model, add 1 to the total. Swallow Energy: When this model would lose a wound as a result of a mortal wound, roll one D6; on a 2+ that wound is not lost. Horrible Fascination: When a unit within 6" of any enemy models with this ability is chosen to Fall Back, roll 3D6; if the total is greater than or equal to that unit's Leadership characteristic, that unit cannot Fall Back this turn.								
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny two psychic powers in your opponent's Psychic phase. It knows <i>Smite</i> and two psychic powers from the Slaanesh discipline (see <i>Codex: Chaos Daemons</i>).								
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON								
KEYWORDS	CHARACTER, CAVALRY, PSYKER, DAEMONETTE, HERALD OF SLAANESH, CONTORTED EPITOME								



DAEMONETTES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Daemonette	7"	3+	3+	3	3	1	2	7	6+
Alluress	7"	3+	3+	3	3	1	3	7	6+
This unit contains 1 Alluress and 9 Daemonettes. It can include up to 10 additional Daemonettes (Power Rating +4) or up to 20 additional Daemonettes (Power Rating +8). Each model attacks with its piercing claws.									
WEAPON	RANGE	TYPE	S			AP	D	ABILITIES	
Piercing claws	Melee	Melee	User			-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.	
WARGEAR OPTIONS	• For every ten models in the unit, one Daemonette may take an Instrument of Chaos. • For every ten models in the unit, one Daemonette may take a Daemonic Icon.								
ABILITIES	Daemonic, Quicksilver Swiftess, Daemonic Ritual(pg 85)							Graceful Killers: Whilst this unit contains 20 or more models, increase their Attacks characteristic by 1.	
	Daemonic Icon: If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is bolstered. No models flee and D6 slain Daemonettes are instead added to the unit.							Instrument of Chaos: A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.	
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON								
KEYWORDS	INFANTRY, DAEMONETTES								



FIENDS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fiend	14"	3+	-	4	4	4	4	7	6+
Blissbringer	14"	3+	-	4	4	4	5	7	6+
This unit contains 1 Fiend. It can additionally contain up to 8 Fiends (Power Rating +2 per model). If this unit contains at least 3 models, it can contain 1 Blissbringer instead of 1 Fiend. Every model is equipped with: dissecting claws; vicious barbed tail.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Dissecting claws	Melee	Melee		User	-1	2	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack.		
Vicious barbed tail	Melee	Melee		User	-3	D3	When the bearer fights, no more than 1 attack can be made with this weapon.		
ABILITIES	Daemonic, Quicksilver Swiftess, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>)								
	Disruptive Song: When a Psychic test is taken for a model within 12" of any enemy models with this ability, subtract 1 from the total.								
	Soporific Musk: Units within 1" of any enemy models with this ability cannot Fall Back unless they can FLY.								
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON								
KEYWORDS	BEAST, FIENDS								



SEEKERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Seeker	14"	3+	3+	3	3	2	2	7	6+
Heartseeker	14"	3+	3+	3	3	2	3	7	6+
This unit contains 1 Heartseeker and 4 Seekers. It can additionally contain up to 5 Seekers (Power Rating +4), up to 10 Seekers (Power Rating +8) or up to 15 Seekers (Power Rating +12). Every model is equipped with: lashing tongue; piercing claws.									
WEAPON	RANGE	TYPE	S			AP	D	ABILITIES	
Lashing tongue	Melee	Melee	4			0	1	When the bearer fights, it makes 2 additional attacks with this weapon and no more than 2 attacks can be made with this weapon.	
Piercing claws	Melee	Melee	User			-1	1	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack.	
WARGEAR OPTIONS	• 1 model that does not have an Instrument of Chaos can have a Daemonic Icon. • 1 model that does not have a Daemonic Icon can have an Instrument of Chaos.								
ABILITIES	Daemonic, Quicksilver Swiftess, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>)							Daemonic Icon: If this unit has a Daemonic Icon, then when a Morale test is taken for this unit, on a roll of 1 it is automatically passed and you can return up to D3 destroyed models from this unit to the battlefield with all of their wounds remaining, placing them in unit coherency (if a model cannot be placed in this way, it is not returned to the battlefield).	
	Unholy Speed: When a charge roll is made for this unit, you can re-roll the dice.								
	Instrument of Chaos: If this unit has an Instrument of Chaos, then when an Advance or charge roll is made for this unit, add 1 to the roll.								
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON								
KEYWORDS	CAVALRY, DAEMONETTE, SEEKERS								



SEEKER CHARIOT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Seeker Chariot	12"	3+	3+	4	5	6	5	8	4+
A Seeker Chariot is a single model ridden by an Exalted Alluress and a Daemonette Charioteer that attack with their lashes of torment and piercing claws. It is drawn by Steeds of Slaanesh that attack with their lashing tongues.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Chariot Riders									
Lashes of torment	6"	Assault D6		4	0	1	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.		
Piercing claws	Melee	Melee		User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.		
Steeds of Slaanesh									
Lashing tongue	Melee	Melee		4	0	1	After models riding a Seeker Chariot make their close combat attacks, you can attack with the Steeds of Slaanesh. Make 4 additional attacks, using this weapon profile.		
ABILITIES									
Daemonic, Quicksilver Swiftiness, Daemonic Ritual (pg 85)									
Scything Impact: Each time a Seeker Chariot finishes a charge move, roll a D6 for each enemy model within 1" of it; that model's unit suffers a mortal wound for each roll of 6.									
FACTION KEYWORDS									
CHAOS, SLAANESH, DAEMON									
KEYWORDS									
CHARIOT, DAEMONETTE, SEEKER CHARIOT									



EXALTED SEEKER CHARIOT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	A
Exalted Seeker Chariot	*	*	3+	4	5	12	*	8	4+	7-12+	12"	2+	8
An Exalted Seeker Chariot is a single model ridden by an Exalted Alluress armed with lashes of torment, and is crewed by three Daemonette Charioteers who attack with their piercing claws. It is drawn into battle by Steeds of Slaanesh that attack with their lashing tongues.										4-6	10"	3+	6
										1-3	8"	4+	4
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Chariot Riders													
Lashes of torment	6"	Assault D6		4	0	1	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.						
Piercing claws	Melee	Melee		User	-1	1	Each time you make a wound roll of 6+ with this weapon, that hit is resolved with an AP of -4 instead of -1.						
Steeds of Slaanesh													
Lashing tongue	Melee	Melee		4	0	1	After models riding an Exalted Seeker Chariot make their close combat attacks, you can attack with the Steeds of Slaanesh. Make 8 additional attacks, using this weapon profile.						
ABILITIES		Daemonic, Quicksilver Swiftiness, Daemonic Ritual (pg 85)											
		Scything Impact: Each time an Exalted Seeker Chariot finishes a charge move, roll a D6 for each enemy model within 1" of it; that model's unit suffers a mortal wound for each roll of 6.											
FACTION KEYWORDS		CHAOS, SLAANESH, DAEMON											
KEYWORDS		CHARIOT, DAEMONETTE, EXALTED SEEKER CHARIOT											

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	A
7-12+	12"	2+	8
4-6	10"	3+	6
1-3	8"	4+	4



HELLFLAYER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellflayer	12"	3+	3+	4	5	6	5	8	4+
A Hellflayer is a single model that attacks with its bladed axle. It is ridden by an Exalted Alluress that attacks with its piercing claws, and drawn by two Steeds of Slaanesh that attack with their lashing tongues. Each steed is ridden by Seekers that attack with their piercing claws and lashes of torment.									
WEAPON	RANGE	TYPE	S			AP	D	ABILITIES	
Riders									
Lashes of torment	6"	Assault D6	4			0	1	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.	
Piercing claws	Melee	Melee	User			-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.	
Hellflayer									
Bladed axle	Melee	Melee	x2			-1	2	After models riding a Hellflayer makes their close combat attacks, you can attack with the chariot's bladed axle. Make D6 additional attacks, using this weapon profile.	
Steeds of Slaanesh									
Lashing tongue	Melee	Melee	4			0	1	After models riding a Hellflayer make their close combat attacks, you can attack with the Steeds of Slaanesh. Make 4 additional attacks, using this weapon profile.	
ABILITIES	Daemonic, Quicksilver Swiftiness, Daemonic Ritual (pg 85)								
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON								
KEYWORDS	CHARIOT, HELLFLAYER								



FURIES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fury	12"	4+	-	4	3	1	2	6	6+
This unit contains 5 Furies. It can include up to 5 additional Furies (Power Rating +2), up to 10 additional Furies (Power Rating +5) or up to 15 additional Furies (Power Rating +7). Each model attacks with its daemonic claws.									
WEAPON	RANGE	TYPE	S		AP	D	ABILITIES		
Daemonic claws	Melee	Melee	User		0	1	-		
ABILITIES	Daemonic, Daemonic Ritual (pg 85) Daemonic Rewards: KHORNE Furies have the Unstoppable Ferocity ability (pg 85). TZEENTCH Furies gain the Ephemeral Form ability (pg 85. NURGLE Furies gain the Disgustingly Resilient ability (pg 85). SLAANESH Furies gain the Quicksilver Swiftiness ability (pg 85). Prey on the Weak: Roll a dice each time a unit fails a Morale test within 12" of any enemy Furies. On a roll of 4+ an additional model from the unit is slain.								
FACTION KEYWORDS	CHAOS, DAEMON, <ALLEGIANCE>								
KEYWORDS	INFANTRY, FLY, FURIES								



CHAOS SPAWN

There are several abilities and psychic powers available to Chaos Daemons that can transform their victims into Chaos Spawn. If such an ability or psychic power instructs you add a Chaos Spawn to your army, use the datasheet below for the model. Choose the Chaos Spawn's allegiance (pg 84) when you set it up on the battlefield. In a matched play game, you must pay reinforcement points in order to use any Chaos Spawn that are created. Each has a points value of 33 (this includes all of its weapons).



CHAOS SPAWN



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Spawn	7"	4+	-	5	5	4	D6	9	5+

A Chaos Spawn is a single model that attacks with its hideous mutations.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES								
Hideous mutations	Melee	Melee	User	-2	2	-								
ABILITIES	Fearsome: Enemy units within 1" of any Chaos Spawn must subtract 1 from their Leadership.													
	Mutated Beyond Reason: When a Chaos Spawn makes its close combat attacks, roll a D3 and consult the table below:													
	<table><tr><td>D3</td><td>Result</td></tr><tr><td>1</td><td>Razor Claws: The hideous mutations of the Chaos Spawn have an AP of -4 until the end of the Fight phase.</td></tr><tr><td>2</td><td>Grasping Pseudopods: The Chaos Spawn adds 2 to its Attacks characteristic until the end of the Fight phase.</td></tr><tr><td>3</td><td>Toxic Haemorrhage: You can re-roll failed wound rolls for this model until the end of the Fight phase.</td></tr></table>						D3	Result	1	Razor Claws: The hideous mutations of the Chaos Spawn have an AP of -4 until the end of the Fight phase.	2	Grasping Pseudopods: The Chaos Spawn adds 2 to its Attacks characteristic until the end of the Fight phase.	3	Toxic Haemorrhage: You can re-roll failed wound rolls for this model until the end of the Fight phase.
	D3	Result												
1	Razor Claws: The hideous mutations of the Chaos Spawn have an AP of -4 until the end of the Fight phase.													
2	Grasping Pseudopods: The Chaos Spawn adds 2 to its Attacks characteristic until the end of the Fight phase.													
3	Toxic Haemorrhage: You can re-roll failed wound rolls for this model until the end of the Fight phase.													
FACTION KEYWORDS	CHAOS, <ALLEGIANCE>													
KEYWORDS	BEAST, CHAOS SPAWN													



SOUL GRINDER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
8-14+	8"	4+	5
4-7	6"	5+	3
1-3	4"	5+	D3

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Soul Grinder	*	4+	*	8	7	14	*	7	3+

A Soul Grinder is a single model that attacks with a harvester cannon, phlegm bombardment, an iron claw and a warsword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Harvester cannon	48"	Heavy 3	7	-1	D3	-
Phlegm bombardment	36"	Heavy D6	8	-2	3	-
Iron claw	Melee	Melee	x2	-3	D6	-
Warpclaw	Melee	Melee	User	-2	D3	Make 2 hit rolls for each attack made with this weapon, instead of 1.
Warsword	Melee	Melee	User	-3	3	You can re-roll failed hit rolls for this weapon.

WARGEAR OPTIONS

- This model may replace its warsword with a warpclaw.

ABILITIES

Daemonic, Daemonic Ritual (pg 85)

Daemonic Rewards: **KHORNE** Soul Grinders have the Unstoppable Ferocity ability (pg 85). **TZEENTCH** Soul Grinders gain the Ephemeral Form ability (pg 85). **NURGLE** Soul Grinders gain the Disgustingly Resilient ability (pg 85). **SLAANESH** Soul Grinders gain the Quicksilver Swiftiness ability (pg 85).

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS

CHAOS, DAEMON, <ALLEGIANCE>

KEYWORDS

VEHICLE, SOUL GRINDER



In their fury to rip apart the foe, Soul Grinders dedicated to Khorne can often be found at the forefront of a Blood Legion's charge.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gnarlrod	Melee	Melee	+1	-2	3	You can re-roll failed wound rolls for this weapon.
Gore-drenched fangs	Melee	Melee	User	-1	1	-
Great axe of Khorne	When attacking with this weapon, choose one of the profiles below.					
- Mighty strike	Melee	Melee	x2	-4	D6	Each time you roll to determine how much damage this weapon inflicts, roll 2 dice and discard the lowest result.
- Sweeping blow	Melee	Melee	User	-2	1	Make 2 hit rolls instead of 1 for each attack made with this weapon.
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.
Hellforged sword	Melee	Melee	User	-2	3	-
Hideous mutations	Melee	Melee	User	-2	2	-
Iron claw	Melee	Melee	x2	-3	D6	-
Lamprey bite	Melee	Melee	+2	-3	2	-
Lopping shears	Melee	Melee	+1	-3	D3	You can re-roll failed wound rolls for this weapon.
Malefic talons	Melee	Melee	User	-2	2	Each time the bearer fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.
Marotter	Melee	Melee	User	0	1	You can re-roll wound rolls of 1 for this weapon.
Piercing claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Plaguesword	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.
Putrid appendages	Melee	Melee	User	0	2	You can re-roll failed wound rolls for this weapon.
Ravaging claws	Melee	Melee	User	-1	2	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Ritual dagger	Melee	Melee	User	-1	1	Each time this weapon slays an enemy model, the bearer regains 1 lost wound.
Serrated claws	Melee	Melee	User	-2	2	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -2.
Sharp quills	Melee	Melee	User	0	1	-
Slaughter and Carnage	When attacking with this weapon, choose one of the profiles below.					
- Mighty strike	Melee	Melee	x2	-4	D6	You can re-roll failed hit rolls for this weapon.
- Sweeping blow	Melee	Melee	User	-2	1	Make 2 hit rolls instead of 1 for each attack made with this weapon.
The Slayer Sword	Melee	Melee	User	-3	3	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of D3+3 instead of 3.
Snapping claws	Melee	Melee	User	-2	3	Each time a Keeper of Secrets fights, it can make D3 additional attacks with this weapon. Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -2.
Soul-rending fangs	Melee	Melee	User	-2	2	-
Staff of Tomorrow	Melee	Melee	+2	-3	D6	Each time a CHARACTER is slain by this weapon, you can add a Chaos Spawn model to your army. Set up the Chaos Spawn within 1" of the character before it is removed.
Staff of Tzeentch	Melee	Melee	User	-2	3	Each time a CHARACTER is slain by this weapon, you can add a Chaos Spawn model to your army. Set up the Chaos Spawn within 1" of the character before it is removed.
Tongues of flame	Melee	Melee	User	-1	1	-
The Trickster's Staff	Melee	Melee	*	*	*	When the Changeling fights, choose a melee weapon carried by any enemy INFANTRY model within 1" of it. The Trickster's Staff uses that weapon's profile until the end of the phase.
Vicious barbed tail	Melee	Melee	User	-3	D3	A model can only make a single attack with this weapon each time it fights.
Warpclaw	Melee	Melee	User	-2	D3	Make 2 hit rolls for each attack made with this weapon, instead of 1.
Warpsword	Melee	Melee	User	-3	3	You can re-roll failed hit rolls for this weapon.
Witstealer sword	Melee	Melee	+1	-3	3	Subtract 1 from hit rolls made for a model that has suffered any wounds from this weapon.

CHARIOT AND CAVALRY MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blood Throne's hellblades	Melee	Melee	4	-3	1	After a Blood Throne makes its close combat attacks, you can attack with its attendants. Make 2 additional attacks, using this weapon profile. Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2.
Disc of Tzeentch's blades	Melee	Melee	4	0	1	After a model riding a Disc of Tzeentch makes its close combat attacks, you can attack with its mount. Make 1 additional attack, using this weapon profile.
Hellflayer's bladed axle	Melee	Melee	x2	-1	2	After models riding a Hellflayer make their close combat attacks, you can attack with the chariot's bladed axle. Make D6 additional attacks, using this weapon profile.
Juggernaut's bladed horn	Melee	Melee	5	-1	1	After a model riding a Juggernaut makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.
Mulch's acidic maw	Melee	Melee	7	-4	3	After Horticultural makes his close combat attacks, you can attack with Mulch. Make 1 additional attack, using this weapon profile.
Rot Fly's prehensile proboscis	Melee	Melee	4	0	2	After a model riding a Rot Fly makes its close combat attacks, you can attack with its mount. Make 4 additional attacks, using this weapon profile. You can re-roll failed wound rolls for these attacks.
Screamer's lamprey bite	Melee	Melee	6	-3	2	After a model riding a Burning Chariot makes its close combat attacks, you can attack with its mount. Make 6 additional attacks, using this weapon profile.
Steed of Slaanesh's lashing tongue	Melee	Melee	4	0	1	After a model riding a Steed of Slaanesh makes its close combat attacks, you can attack with its mount. Make 2 additional attacks, using this weapon profile. Seeker Chariots and Hellflayers instead make 4 attacks with this weapon, and Exalted Seeker Chariots instead make 8 attacks with this weapon.

With the War in the Rift deadlocked, the Chaos Gods arranged a formal contest to end the conflict – a great gladiatorial fight between their champions. Few mortal creatures know much of that battle, save for the disturbed dreams of prophets or insane sermons spouted by sorcerous cultists.

The battlefield itself was created when Khorne, Tzeentch, Nurgle and Slaanesh each ceded part of their realms to create a hellplane all its own. So was Amalgrimm born, a prize that would be claimed by the winner.

Tzeentch sought to define the criteria by which the contest would be judged. The others, most vehemently Khorne, refused to be bound by such arbitrations, believing the last Daemon standing should decide the victor. The Blood God's only concession to the long list of Tzeentch's stipulations was to agree to limit the number of combatants, believing martial honour to be paramount. It is unknown exactly how many took part in that battle; some claim every god chose one hundred champions, each supported by a legion, while others suggest the size of the forces were based around each power's sacred number.

It was Slaanesh that attacked first, his Lashscourge Host led to battle by Ssi'lsh the Dominator, and it was they that swept away the vanguard of both Tzeentch and Khorne. However, Blothar, the most hulking of all Great Unclean Ones, deployed alongside his legion, and their advance could not be halted. More of Slaanesh's Legions of Excess took

to the field, each of the Dark Prince's Daemons scoring a hundred blows for every one the diseased followers of Nurgle dealt, yet still it was not enough.

Back and forth the contest swayed, growing in scale and intensity. Upon heaving waves of fire, Skarbrand and Ghorgrax led the Rage Legions to annihilate Gol'grul and his seven Great Unclean One bodyguards. The Feathered Lord Tzax'lan-tar was struck from the skies by the Exalted Keeper of Secrets Prr-fra, and scores of individual duels erupted amidst the clash of legions. Bolts of change-magic felled Skulltaker, but Karanak, the Hound of Vengeance, reaped revenge, leading a charge that tore apart a coven of Lords of Change.

On it went, a swirling maelstrom for which each of the Chaos Gods cursed his brothers while channelling titanic energies to aid their embattled minions. Strange beasts were unleashed and powers of such magnitude unleashed that the warp itself shuddered. As the hellish attrition took its toll, it seemed that Khorne's champions would stand triumphant, until final trickery by Kairos Fateweaver stole the victory for his master. With victory slipping away due to his Tzeentch's deceptions, Khorne intervened, his bellow of rage sundering the Amalgrimm.

Thus concluded the War in the Rift, with each god declaring victory and disputing the claims of their brothers. The Great Game resumed, and realspace once more thundered to the sound of battle.

CHAOS DAEMONS

HQ	MODELS/UNIT	POINTS/MODEL***
Be'lakor	1	220
Bloodmaster	1	60
Bloodthirster of Insensate Rage	1	250
Bloodthirster of Unfettered Fury	1	240
Blood Throne	1	115
The Blue Scribes	1	90
Changecaster	1	85
The Changeling	1	105
Contorted Epitome	1	210
Epidemius	1	105
Fateskimmer	1	160
Fluxmaster	1	105
Great Unclean one with:		
- Bilesword and bileblade	1	260
- Bilesword and plague flail	1	270
- Doomsday bell and bileblade	1	270
- Doomsday bell and plague flail	1	280
Herald of Slaanesh	1	55
Herald of Slaanesh on Exalted	1	130
Seeker Chariot		
Herald of Slaanesh on Hellflayer	1	105
Herald of Slaanesh on Seeker Chariot	1	95
Horticultural Slimux	1	160
Infernal Enraptureess	1	75
Kairos Fateweaver	1	270
Karanak	1	75
Keeper of Secrets with:		
- Living whip	1	230
- Ritual knife	1	230
- Shining aegis	1	240
- Sinistrous hand	1	230
Lord of Change	1	270
Lord of Change with baleful sword	1	275
The Masque of Slaanesh	1	85
Poxbringer	1	75
Rotigus	1	270
Shalaxi Helbane with:		
- Living whip	1	240
- Shining aegis	1	250
Skarbrand	1	310
Skullmaster	1	95
Skulltaker	1	90
Sloppity Bilepiper	1	65
Spoilpox Scrivener	1	100
Syll'Esske, the Vengeful Allegiance	1	230
Wrath of Khorne Bloodthirster	1	230

DAEMON PRINCES	POINTS/MODEL*
Daemon Prince of Chaos	150
Daemon Prince with Wings	185

TROOPS	MODELS/UNIT	POINTS/MODEL***
Bloodletters	10-30	8
Daemonettes	10-30	7
Horrors	10-30	
- Blue Horrors		7
- Pairs of Brimstone Horrors		5
- Pink Horrors		8
- Iridescent Horror		8
Nurglings	3-9	18
Plaguebearers	10-30	9

FAST ATTACK	MODELS/UNIT	POINTS/MODEL***
Chaos Spawn	1	23
Furies	5-20	9
Flesh Hounds	5-20	18 (Gore Hounds are 28)
Hellflayer	1	80
Plague Drones	3-9	40
Screamers	3-9	26
Seekers	5-20	18

ELITES	MODELS/UNIT	POINTS/MODEL***
Beasts of Nurgle	1-9	35
Bloodcrushers	3-12	45
Exalted Flamer	1	60
Fiends	1-9	40 (Blissbringer is 45)
Flamers	3-9	23

HEAVY SUPPORT	MODELS/UNIT	POINTS/MODEL***
Burning Chariot	1	110
Exalted Seeker Chariot	1	80
Seeker Chariot	1	60
Skull Altar	1	110
Skull Cannon	1	90
Soul Grinder	1	190

FORTIFICATIONS	MODELS/UNIT	POINTS/MODEL***
Feculent Gnarlmaaws	1-3	95

MELEE WEAPONS	POINTS/WEAPON
Daemonic axe	10
Hellforged sword	10
Malefic talons (one set/two sets)	0/15

OTHER WARGEAR	POINTS/ITEM
Chanting Horrors (for Burning Chariot and Fateskimmer)	5
Daemonic Icon	15
Instrument of Chaos	10
Rod of sorcery (for Lord of Change)	10
Staff of change	5

* Excluding wargear

** Including wargear

*** Including weapons, but not other wargear