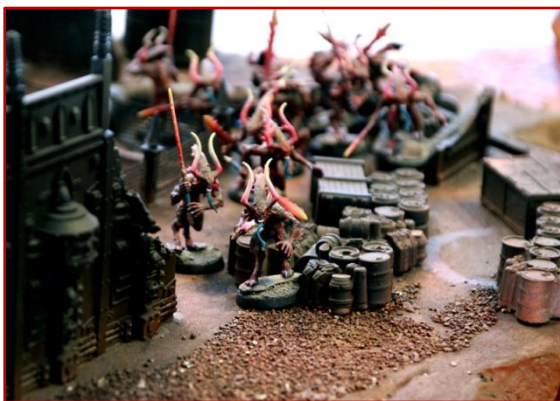


KILL TEAM LIST

CHAOS DAEMONS

CODEX: CHAOS DAEMONS

This Team List uses the special rules and wargear found in Codex: Chaos Daemons. If a rule differs from the Codex, it will be clearly stated. Please note that a lot of changes have had to be created to make Chaos Daemons work in Kill Team.



MODEL AVAILABILITY

You must adhere to the following model requirements when building your team:

- 1 Team Leader model
- 1-25 Core models
- 0-3 Special models

WARP ASSAULT

Models with the Deep Strike special rule in this list may Deep Strike as normal (see the Built-up Area rule in the Kill Team rules).

WARP STORM

Ignore all rules and references to the Warp Storm table.

DAEMONIC INSTABILITY

Change the Daemonic Instability rule listed in the codex to the following: Models with this special rule automatically pass Fear, Pinning and Morale tests. When a model with the Daemonic Instability special rule is part of a side that loses an Assault it must take a Daemonic Instability test at the Check Morale step. Each model that loses the combat with the Daemonic Instability special rule must make a Leadership test – this will include modifiers

from combat result in the same way as a Morale test. If the test is passed, nothing further happens. If the test is failed, the model takes a Wound with no armour or cover saves allowed (invulnerable saves may be taken as normal). If the model survives, it remains locked in combat.

INSTRUMENTS OF CHAOS

Change the rules for Instruments of Chaos to the following: When a model with an Instrument of Chaos successfully passes its Reserve Roll, you may choose up to D6 other models to automatically arrive from reserve too. These additional models must still be in Deep Strike reserve and yet to make a Reserve Roll this turn.

STANDARD AND BANNERS

All Banners of Blood, Blasted Standards, Plague Banners and Rapturous Standards count as 'banners' when determining combat results and have a 6" area of effect. I.e. every friendly model within 6" of the bearer counts as being within its unit for the purposes of the banner/standard rules. Only models with the same daemonic alignment as the bearer may be affected by its banner/standard. For example, only models with the Daemon of Khorne special rule may benefit from being within range of a Banner of Blood. The effects of Banners and Standards are not cumulative.

REWARDS OF CHAOS

All team leaders in a Chaos Daemons team have access to the **Rewards of Chaos** options list below. The model's entry will dictate how many rewards you may take:

- Burning Blood	10 pts
- Cleaving Strike	10 pts
- Corrosive Breath	10 pts
- Spell Breaker	10 pts
- Warp Breath	10 pts
- Warp Strider	10 pts
- Corpulescence	20 pts
- Daemonic Resilience	20 pts
- Dark Blessing	20 pts
- Hellfire Gaze	20 pts
- Touch of Uncreation	20 pts
- Unbreakable Hide	20 pts

TEAM LEADERS

BLOODREAPER											17 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Bloodreaper	5	5	4	3	2	4	2	8	6+	Infantry (Character)	

WARGEAR:

- Hellblade

SPECIAL RULES:

- Inspiring Presence
- Daemonic Instability
- Daemon of Khorne
- Deep Strike

OPTIONS:

- May replace Hellblade with
 - Etherblade *10 pts*
 - Axe of Khorne *10 pts*
 - Greater Etherblade *20 pts*
 - Blade of Blood *20 pts*
- May take a Juggernaut of Khorne for *35 pts*.
- May have up to two **Rewards of Chaos**.
- May take items from the **Chaos Daemons Armoury**, including Leader items.



IRIDESCENT HORROR											16 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Iridescent Horror	3	3	3	3	2	3	2	8	-	Infantry (Character)	

WARGEAR:

- Close Combat Weapon

SPECIAL RULES:

- Inspiring Presence
- Daemonic Instability
- Daemon of Tzeentch
- Deep Strike
- Blue Horrors
- Psyker (Mastery Level 1)

OPTIONS:

- May replace Close Combat Weapon with
 - Etherblade *10 pts*
 - Staff of Change *10 pts*
 - Greater Etherblade *20 pts*
 - Mutating Warpblade *20 pts*
- May have up to two **Rewards of Chaos**.
- May take items from the **Chaos Daemons Armoury**, including Leader items.

PSYKER:

At the start of the battle the model generates a single Psychic Power from the following list: Flickering Fire of Tzeentch (**Change** Discipline), Tzeentch's Firestorm (**Change** Discipline) or Prescience (**Divination** Discipline).

ALLURESS											16 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Alluress	5	4	3	3	2	5	3	8	-	Infantry (Character)	

WARGEAR:

- Close Combat Weapon

SPECIAL RULES:

- Inspiring Presence
- Daemonic Instability
- Daemon of Slaanesh
- Deep Strike

OPTIONS:

- May replace Close Combat Weapon with:
 - Etherblade *10 pts*
 - Witstealer Sword *10 pts*
 - Greater Etherblade *20 pts*
 - Lash of Despair *20 pts*
- May take a Steed of Slaanesh for *5 pts*.
- May have up to two **Rewards of Chaos**.
- May take items from the **Chaos Daemons Armoury**, including Leader items.

PSYKER UPGRADE:

The model may upgrade to a Psyker (Mastery Level 1) for *15 pts*. If you do this, it always only generates Lash of Slaanesh from the **Excess** Discipline.

PLAGUERIDDEN										16 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Plagueridden	3	3	4	4	2	3	2	8	-	Infantry (Character)
Plaguebringer (upgrade)	3	3	4	5	3	3	3	8	-	Jet Pack Cavalry (Character)

WARGEAR:

- Plaguesword

SPECIAL RULES:

- Inspiring Presence
- Daemonic Instability
- Daemon of Nurgle
- Deep Strike

OPTIONS:

- May replace Plaguesword with:
 - Etherblade 10 pts
 - Plague Flail 10 pts
 - Greater Etherblade 20 pts
 - Balesword 20 pts
- May upgrade to a *Plaguebringer* for 30 pts. A *Plaguebringer* rides a Rot Fly.
- A *Plaguebringer* may take the following:
 - Death's Heads 5 pts
 - Rot Proboscis 5 pts
 - Venom Sting 5 pts
- May have up to two **Rewards of Chaos**.
- May take items from the **Chaos Daemons Armoury**, including Leader items.

PSYKER UPGRADE:

The model may upgrade to a Psyker (Mastery Level 1) for 15 pts. If you do this, it always only generates Stream of Corruption from the **Plague** Discipline.

PYROCASTER										30 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Pyrocaster	2	5	4	4	3	4	2	8	-	Jump Infantry (Character)

WARGEAR:

- Flames of Tzeentch
- Close Combat Weapon

SPECIAL RULES:

- Inspiring Presence
- Daemonic Instability
- Daemon of Tzeentch
- Deep Strike
- Warpflame

OPTIONS:

- May replace Close Combat Weapon with
 - Etherblade 10 pts
 - Staff of Change 10 pts
 - Greater Etherblade 20 pts
 - Mutating Warpblade 20 pts
- May have up to two **Rewards of Chaos**.
- May take items from the **Chaos Daemons Armoury**, including Leader items.

CORE

BLOODLETTER										10 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Bloodletter	5	5	4	3	1	4	1	7	6+	Infantry

WARGEAR:

- Hellblade

SPECIAL RULES:

- Daemonic Instability
- Daemon of Khorne
- Deep Strike

OPTIONS:

- For every five Bloodletters you take in your team, one model may take one of the following:
 - Instrument of Chaos 10 pts
 - Icon of Chaos 10 pts
 - Banner of Blood 20 pts

PINK HORROR											9 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Pink Horror	3	3	3	3	1	3	1	7	-	Infantry	

WARGEAR:

- None

SPECIAL RULES:

- Daemonic Instability
- Daemon of Tzeentch
- Deep Strike
- Blue Horrors
- Magic Manifestations*

the Psyker special rule, with a Master Level equal to the number of Manifestation tokens it has. A Pink Horror Psyker may use the Flickering Fire of Tzeentch (Change) Psychic Power. All Manifestation tokens are removed at the end of the Psychic phase.

Magic Manifestations: At the start of every one of the owning player's Psychic phases place a single Manifestation token on one of the Pink Horrors in your team. For every five Pink Horrors you take in your team after the first you may assign an additional Manifestation token (this may be assigned to the same model). A Pink Horror with a Manifestation token gains

OPTIONS:

- For every five Pink Horrors you take in your team, one model may take one of the following:
 - Instrument of Chaos *10 pts*
 - Icon of Chaos *10 pts*
 - Blasted Standard *20 pts*

PLAGUEBEARER											9 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Plaguebearer	3	3	4	4	1	2	1	7	-	Infantry	

WARGEAR:

- Plaguesword

SPECIAL RULES:

- Daemonic Instability
- Daemon of Nurgle
- Deep Strike

OPTIONS:

- For every five Plaguebearers you take in your team, one model may take one of the following:
 - Instrument of Chaos *10 pts*
 - Icon of Chaos *10 pts*
 - Plague Banner *20 pts*

DAEMONETTE											9 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Daemonette	5	4	3	3	1	5	2	7	-	Infantry	

WARGEAR:

- Close Combat Weapon

SPECIAL RULES:

- Daemonic Instability
- Daemon of Slaanesh
- Deep Strike

OPTIONS:

- For every five Daemonettes you take in your team, one model may take one of the following:
 - Instrument of Chaos *10 pts*
 - Icon of Chaos *10 pts*
 - Rapturous Standard *20 pts*

NURGLING SWARM											15 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Nurpling Swarm	3	3	3	3	4	3	4	7	-	Infantry	

WARGEAR:

- Close Combat Weapon

SPECIAL RULES:

- Daemonic Instability
- Daemon of Nurgle
- Deep Strike
- Infiltrate
- Swarms
- Non-learning

CHAOS FURY HORDE											30 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Chaos Fury	3	0	4	3	1	4	1	2	-	Jump Infantry	

WARGEAR:

- Close Combat Weapon

SPECIAL RULES:

- Squad (5 Chaos Furies)
- Daemonic Instability
- Daemon
- Deep Strike

OPTIONS:

- The entire Squad may take one of the following:
 - Daemons of Tzeentch *5 pts*
 - Daemons of Khorne *10 pts*
 - Daemons of Nurgle *10 pts*
 - Daemons of Slaanesh *10 pts*

SPECIAL

SCREAMER											25 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Screamer	3	0	4	4	2	4	3	7	-	Jetbike	

WARGEAR:

- Close Combat Weapon

SPECIAL RULES:

- Daemonic Instability
- Daemon of Tzeentch
- Deep Strike
- Lamprey's Bite
- Slashing Attack

FLAMER OF TZEENTCH											23 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Flamer of Tzeentch	2	4	4	4	2	4	2	7	-	Jump Infantry	

WARGEAR:

- Flames of Tzeentch

SPECIAL RULES:

- Daemonic Instability
- Daemon of Tzeentch
- Deep Strike
- Warpflame

BEAST OF NURGLE											52 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Beast of Nurgle	3	0	4	5	4	2	D6+1	7	-	Beast	

WARGEAR:

- Close Combat Weapon

SPECIAL RULES:

- Daemonic Instability
- Daemon of Nurgle
- Deep Strike
- Attention Seeker
- It Will Not Die
- Poisoned (4+)
- Slime Trail
- Very Bulky

FIEND OF SLAANESH											35 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Fiend of Slaanesh	4	0	4	4	3	6	3	7	-	Beast	

WARGEAR:

- Close Combat Weapon

SPECIAL RULES:

- Daemonic Instability
- Daemon of Slaanesh
- Deep Strike
- Disruptive Song
- Soporific Musk
- Very Bulky

FLESH HOUND											16 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Flesh Hound	5	0	4	4	2	4	2	7	6+	Beast	

WARGEAR:

- Collar of Khorne

SPECIAL RULES:

- Daemonic Instability
- Daemon of Khorne
- Deep Strike
- Scout
- Hounds of Khorne*

Hounds of Khorne: If a Bloodreaper is your team leader, Flesh Hounds may be taken as Core.

BLOODCRUSHER											45 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Bloodcrusher	5	5	5	4	3	4	3	7	6+	Cavalry	

WARGEAR:

- Hellblade

SPECIAL RULES:

- Daemonic Instability
- Daemon of Khorne
- Deep Strike

OPTIONS:

- One Bloodcrusher in your team may take one of the following:
 - Instrument of Chaos *10 pts*
 - Icon of Chaos *10 pts*
 - Banner of Blood *20 pts*
- May take items from the **Chaos Daemons Armoury**.

PLAGUE DRONE											42 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Plague Drone	3	3	4	5	3	2	3	7	-	Jet Pack Cavalry	

WARGEAR:

- Plaguesword

SPECIAL RULES:

- Daemonic Instability
- Daemon of Nurgle
- Deep Strike
- Very Bulky

OPTIONS:

- May take Death's Heads for *5 pts*.
- May take any one of the following:
 - Rot Proboscis *5 pts*
 - Venom Sting *5 pts*
- One Plague Drone in your team may take one of the following:
 - Instrument of Chaos *10 pts*
 - Icon of Chaos *15 pts*
 - Plague Banner *40 pts*
- May take items from the **Chaos Daemons Armoury**.



SEEKER OF SLAANESH											12 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Seeker of Slaanesh	5	4	3	3	1	5	3	7	-	Cavalry	

WARGEAR:

- Close Combat Weapon

SPECIAL RULES:

- Daemonic Instability
- Daemon of Slaanesh
- Deep Strike
- Acute Senses
- Outflank

OPTIONS:

- One Seeker of Slaanesh in your team may take one of the following:
 - Instrument of Chaos *10 pts*
 - Icon of Chaos *10 pts*
 - Rapturous Standard *30 pts*
- May take items from the **Chaos Daemons Armoury**.

EMINENT BLOODLETTER											15 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Eminent Bloodletter	5	5	4	3	1	4	2	7	6+	Infantry	

WARGEAR:

- Hellblade

SPECIAL RULES:

- Daemonic Instability
- Daemon of Khorne
- Deep Strike

OPTIONS:

- May replace Hellblade with
 - Etherblade *10 pts*
 - Axe of Khorne *10 pts*
 - Greater Etherblade *20 pts*
 - Blade of Blood *20 pts*
- May take items from the **Chaos Daemons Armoury**.

EMINENT PLAGUEBEARER											14 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Eminent Plaguebearer	3	3	4	4	1	2	2	7	-	Infantry	

WARGEAR:

- Plaguesword

SPECIAL RULES:

- Daemonic Instability
- Daemon of Nurgle
- Deep Strike

OPTIONS:

- May replace Plaguesword with:
 - Etherblade *10 pts*
 - Plague Flail *10 pts*
 - Greater Etherblade *20 pts*
 - Balesword *20 pts*
- May take items from the **Chaos Daemons Armoury**.

EMINENT DAEMONETTE											14 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Eminent Daemonette	5	4	3	3	1	5	3	7	-	Infantry	

WARGEAR:

- Close Combat Weapon

SPECIAL RULES:

- Daemonic Instability
- Daemon of Slaanesh
- Deep Strike

OPTIONS:

- May replace Close Combat Weapon with:
 - Etherblade *10 pts*
 - Witstealer Sword *10 pts*
 - Greater Etherblade *20 pts*
 - Lash of Despair *20 pts*
- May take items from the **Chaos Daemons Armoury**.

CHAOS DAEMONS ARMOURY

Some of the items in this armoury have either the *Khorne, Slaanesh, Nurgle or Tzeentch Only requirements*. This indicates that only models with the relevant 'Daemon of' special rule may choose that option.

KHORNE'S RULING (Khorne, Leader Only) – 25 pts
Replaces one weapon of your choice.

Khorne's Ruling is an axe that is gifted to only the most worthy of Khorne's champions. The weapon has the following profile:

	Range	S	AP	Type
Khorne's Ruling	-	+1	2	Melee, Two-handed, Unwieldy, Worthy*

*Worthy: If the wielder is in base contact with three or more enemies, it gains +3 Attacks.

WAND OF WHIMSY (Tzeentch, Leader Only) – 15 pts

This stave was carved from the bones of a Lord of Change that dared to steal a portion of Tzeentch's magic, but the bones still sing with power for those who dare to tap in to it. At the start of the Psychic phase, the bearer of the Wand of Whimsy may roll a D6 on the following chart:

1. Suffer Perils of the Warp.
- 2-3. Nothing happens.
- 4-5. May re-roll one Warp Charge dice this phase.
6. Gains an additional Mastery Level and Psychic Power during this phase (choose from those available).

PLAGUE CASKET (Nurgle, Leader Only) – 30 pts

One Use Only. The model may open the Plague Casket at any time (even in their opponents turn). When opened, every model (friend or foe) within 6" of the bearer must pass a Toughness Test or suffer a single Wound with no saves of any kind allowed. This does not affect models with the Daemon of Nurgle or Mark of Nurgle rules.

SHRIEKING LASH (Slaanesh, Leader Only) – 10 pts
Replaces one weapon of your choice.

The cords of this whip are made of the shrieking souls of its victims. The weapon has the following profile:

	Range	S	AP	Type
Shrieking Lash	-	-	-	Melee, Shriek*

*Shriek: If the target of this weapon has a Leadership value of 7 or under, the AP of the weapon increases to 2.

WARP COALESCENCE (Leader Only) – 20 pts

One Use Only. The model may use Warp Coalescence at the start of a single friendly movement phase. When used, roll a D6. That many friendly unengaged models on the table may be picked up and placed within 6" of the bearer of this item. This does not count as moving.

WARP BEACON (Leader Only) – 15 pts

The model is a beacon for those traveling through the warp. Friendly models do not scatter when they Deep Strike, as long as the model is placed within 6" of the Warp Beacon's bearer. For this to work, the bearer of the Warp Beacon must have been on the battlefield at the start of the turn.

LESSER CORPULESCENCE (Nurgle Only) – 15 pts

Grandfather Nurgle has blessed the model with a bloated girth and potent resilience. The model gains the It Will Not Die special rule.

UNBREAKABLE SKIN (Khorne Only) – 10 pts

The model's hide is thickened with scales and increases its armour save to 4+.

SOUL DEVOURER – 10 pts

When the model causes a casualty either by shooting or combat (not sweeping advance) roll a D6. On a 6 the model regains a single Wound lost during the battle.

CRUSHING MASS – 10 pts

The model gains the Hammer of Wrath special rule.

AURA OF DISRUPTION – 10 pts

The model gains the Adamantium Will special rule.

ALLURE OF SLAANESH (Slaanesh Only) – 5 pts

Any enemy models charged by this model must immediately make a Leadership test or have their Attacks reduced by 1 (to a minimum of 1) for the rest of the phase.

VIRULENCE (Nurgle Only) – 5 pts

To Hit rolls of a 6 made in close combat by this model have the Poisoned (2+) special rule.

WARP BLINK – 5 pts

Instead of moving, a model with Warp Blink may move through the warp. Roll 2d6, the model may then move up to this amount in any direction, ignoring all terrain and models. If it does this it cannot assault this turn.