

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
- 0-5 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.

FLICKERING FIRE OF TZEENTCH AMENDMENT

The codex effect of this Psychic power is amended as follows:

	Range	S	AP	Type
Flickering Fire Of Tzeentch	24"	5	4	Assault D3+2/4/6*

**The + bonus depends on the number of Warp Charges harnessed for this spell (1/2/3).*

WARPFIRE & WARBOLT

To compensate their nerfed psychic potential Pink Horrors now have ranged attacks options with the following profiles that can be used during the Shooting Phase (take note Warpbolt should be purchased in the unit entry):

	Range	S	AP	Type
Warpfire*	18"	3	-	Assault 2
Warpbolt*	24"	6	3	Heavy 1, Warpflame

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.

WARPFLAME

Attacks with this special rule have the "Flamer" special rule, found in Kill Team rules. Codex effect is ignored.

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.

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 15 pts
- Corrosive Breath 10 pts
- Spell Breaker 5 pts
- Warp Breath 10 pts
- Warp Strider 5 pts
- Corpulescence 25 pts
- Daemonic Resilience 25 pts
- Dark Blessing 20 pts
- Hellfire Gaze 15 pts
- Touch of Uncreation 15 pts
- Unbreakable Hide 15 pts

SWORN ALLEGIANCE

If all the models in your team share the allegiance to the same Chaos God, you gain the following benefits:



KHORNE: BLOODLUST

All models in your team gain Rage special rule.



NURGLE: FOUL ENDURANCE

All models in your team gain Feel No Pain (6+) special rule. In case the model already has Feel No Pain rule from another source, it gains +1 modifier to it.



SLAANESH: DAEMONIC GRACE

All models in your team gain Move Through Cover special rule.



TZEENTCH: SONG OF THE WARP

You may reroll the dice results of 1 during the Psychic test and Deny the Witch test.

TEAM LEADERS

BLOODREAPER

15 Points

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

WARGEAR:

- Hellblade

SPECIAL RULES:

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

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.

BLOODHUNTER UPGRADE:

If a Juggernaut of Khorne is taken, Bloodreaper may upgrade to **Bloodhunter** for 15 pts (bonuses for Juggernaut are already applied to the profile).

HERALD OF KHORNE

55 Points

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

WARGEAR:

- Hellblade

SPECIAL RULES:

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

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
- Warpfire*

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.
- May take a Disc of Tzeentch for 15 pts.

PSYKER: At the start of the battle the model generates a single Psychic Power from the following list: Smite (**Biomancy**), Prescience (**Divination**), Cursed Earth (**Daemonology Malefic**), Flame Breath (**Pyromancy**), Crush (**Telekinesis**), Psychic Shriek (**Telepathy**), Flickering Fire of Tzeentch (**Change**) or Tzeentch's Firestorm (**Change**).

HERALD OF TZEENTCH

30 Points

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

WARGEAR:

- Close combat weapon

SPECIAL RULES:

- Inspiring Presence
- Daemon of Tzeentch
- Deep Strike
- Daemonic Instability
- 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.
- May take a Disc of Tzeentch for 15 pts.
- May upgrade to Psyker (Mastery Level 2) and generate an additional Psychic power for 25 pts.

PSYKER: At the start of the battle the model generates a single Psychic Power from the following list: Smite (**Biomancy**), Prescience (**Divination**), Cursed Earth (**Daemonology Malefic**), Flame Breath (**Pyromancy**), Crush (**Telekinesis**), Psychic Shriek (**Telepathy**), Flickering Fire of Tzeentch (**Change**) or Tzeentch's Firestorm (**Change**).

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

WARGEAR:

- Close Combat Weapon
- Flames of Tzeentch

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.

PLAGUERIDDEN											16 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Plagueridden	3	3	4	4	2	2	2	8	-	Infantry (Character)	
Plaguebringer	3	3	4	5	3	2	4	8	-	Jetpack 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 Psyker (Mastery Level 1) for 15 pts. Model can only generate Stream of Corruption from **Plague** discipline.
- May have up to two **Rewards of Chaos**.
- May take items from the **Chaos Daemons Armoury**, including Leader items.

PLAGUEBRINGER UPGRADE:

Plagueridden may upgrade to Plaguebringer for 35 pts. The Plaguebringer rides a Rot Fly.

Plaguebringer may take the following:

- Death's Heads *5 pts*
- Rot Proboscis *5 pts*
- Venom Sting *5 pts*

HERALD OF NURGLE	45 Points									
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Herald of Nurgle	5	5	5	5	2	4	3	8	-	Infantry (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 have up to two **Rewards of Chaos**.
- May take items from the **Chaos Daemons Armoury**, including Leader items.

PSYKER UPGRADE:

Herald of Nurgle may upgrade to Psyker (Mastery Level 1) for 25 pts. Model can only generate either Smite from **Biomancy** discipline or Corruption from **Plague** 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)
Heartseeker	5	4	3	3	2	5	4	8	-	Cavalry (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.

HEARTSEEKER UPGRADE:

If a Steed of Slaanesh is taken, Alluress may upgrade to Heartseeker for 5 pts.

PSYKER UPGRADE:

Alluress may upgrade to Psyker (Mastery Level 1) for 15 pts. The model can only generate Lash of Slaanesh from **Excess** discipline.

HERALD OF SLAANESH											45 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Herald of Slaanesh	7	6	4	3	2	7	4	8	-	Infantry (Character)	

WARGEAR:

- Close Combat weapon

SPECIAL RULES:

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

OPTIONS:

- May replace Plaguesword with
 - Etherblade *10 pts*
 - Witstealer Sword *10 pts*
 - Greater Etherblade *20 pts*
 - Lash of Despair *20 pts*
- May take a Steed of Slaanesh for 15 pts.
- May have up to two **Rewards of Chaos**.
- May take items from the **Chaos Daemons Armoury**, including Leader items.

PSYKER UPGRADE:

Herald of Slaanesh may upgrade to Psyker (Mastery Level 1) for 25 pts. Model can only generate either Psychic Shriek from **Telepathy** discipline or Lash of Slaanesh from **Excess** discipline.

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:

- Daemon of Khorne
- Deep Strike
- Daemonic Instability

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*

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:

- Daemon of Nurgle
- Deep Strike
- Daemonic Instability

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*

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:

- Warpfire*

SPECIAL RULES:

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

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*
 - Warpbolt* *10 pts*

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(or Eminent Pink Horrors) in your team. For every five Pink Horrors(or Eminent 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 the Psyker special rule, with a Mastery 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.

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:

- Daemon of Slaanesh
- Deep Strike
- Daemonic Instability

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
Nurgling Swarm	3	3	3	3	4	3	4	7	-	Infantry

WARGEAR:

- Close Combat Weapon

SPECIAL RULES:

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

Restriction: You may take no more than three Chaos Furies Hordes in your Team.

CHAOS FURIES HORDE

18 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:

- Daemon
- Deep Strike
- Daemonic Instability
- Squad (3 Chaos Furies)

OPTIONS:

- May add up to 2 Chaos Furies in squad for 6 pts\model.
- The entire squad may take one of the following:
 - Daemons of Tzeentch 1 pt\model
 - Daemons of Khorne 2 pts\model
 - Daemons of Nurgle 2 pts\model
 - Daemons of Slaanesh 2 pts\model

SPECIAL

SCREAMER OF TZEENTCH

25 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Screamer of Tzeentch	3	0	4	4	2	4	3	7	-	Jetbike

WARGEAR:

- Close combat weapon

SPECIAL RULES:

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

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

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

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:

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

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:

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

HOUNDS OF KHORNE:

If a Bloodreaper or Herald of Khorne is your Team Leader, up to five 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:

- Daemon of Khorne
- Deep Strike
- Daemonic Instability

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	-	Jetpack Cavalry	

WARGEAR:

- Plaguesword

SPECIAL RULES:

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

OPTIONS:

- Any Plague Drone may take Death's Heads for *5 pts*
- Any Plague Drone may take 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

CAVALCADE OF ECSTASY:

If Alluress on a Steed or Herald of Slaanesh is your Team Leader, up to five Seekers can be taken as Core.

SPECIAL RULES:

- Daemon of Slaanesh
- Deep Strike
- Daemonic Instability
- 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 (Character)	

WARGEAR:

- Hellblade

SPECIAL RULES:

- Daemon of Khorne
- Deep Strike
- Daemonic Instability

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 (Character)

WARGEAR:

- Plaguesword

SPECIAL RULES:

- Daemon of Nurgle
- Deep Strike
- Daemonic Instability

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 PINK HORROR

14 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Eminent Pink Horror	3	4	3	3	1	3	1	7	-	Infantry (Character)

WARGEAR:

- Warpfire*

SPECIAL RULES:

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

OPTIONS:

- May take one of the following:
 - Etherblade *10 pts*
 - Staff of Change *10 pts*
 - Greater Etherblade *20 pts*
 - Mutating Warpblade *20 pts*
 - Warpbolt* *10 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 (Character)

WARGEAR:

- Close Combat Weapon

SPECIAL RULES:

- Daemon of Slaanesh
- Deep Strike
- Daemonic Instability

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) – 20 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, 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. Nothing happens.
- 3-4. The bearer gains +1 to its Invulnerable save till the beginning of its next turn.
- 5-6. Gains an additional Mastery Level and Psychic Power during this phase (choose from those available).

PLAGUE CASKET (Nurgle, Leader Only) – 25 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.

WINGS OF PESTILENCE (Nurgle, Leader Only) – 25 pts

Cannot be taken with Plaguebringer upgrade.

This wargear item counts as jump pack and it also grants an extra Wound to the model.

SHRIEKING LASH (Slaanesh, Leader Only) – 15 pts

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	-	U	-	Melee, Shriek*
Lash Bite	12"	4	-	Rending, Touch of Agony**

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

**Touch of Agony: enemy model hit by this weapon suffers a -1 penalty to its Weapon Skill, Ballistic Skill and Initiative till the end of enemy player's next turn.

WARP INFERNO (Iridescent Horror Only) – 10 pts

Warp Inferno counts as ranged weapon with the following profile:

	Range	S	AP	Type
Warp Inferno	24"	5	4	Assault 3, Warpflame

TOXIC BREATH (Nurgle, Leader Only) – 15 pts

Toxic Breath counts as ranged template weapon with the following profile:

	Range	S	AP	Type
Toxic Breath	TMP	1	-	Assault 1, Poisoned(4+), Choke*

*Choke: any model hit by this weapon must take a Toughness test in the end of the phase. If the test is failed, model halves the distance of any movement it makes and may only move for this amount till the end of its next turn.

ECSTATIC PAVANE OF SLAANESH (Slaanesh, Leader Only) – 15 pts

The daemon can emit an alluring song, forcing any who hear into an ecstatic and enraptured dance.

This item counts as ranged weapon with the following profile:

	Range	S	AP	Type
Ecstatic Pavane of Slaanesh	18"	*	-	Assault 1, Ecstatic*

*Ecstatic: Roll to hit as normal. If the target unit is hit, it will immediately begin to dance to the tune of the Lord of Excess – the firer can immediately move the target unit 2D6 inches in any direction. This movement follows the same rules as a normal move. Dangerous Terrain tests and Initiative tests for climbing and jumping are triggered as normal, victims may NOT be moved off the table, out of melee combat, into impassable terrain, or to within 1" of enemy models and so on.

UNBREAKABLE SKIN (Khorne Only) – 15 pts

The models hide is thickened with scales and increases its armour save to 3+.

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.

ALLURE OF SLAANESH (Slaanesh Only) – 10 pts

Any enemy model attempting Overwatch at the item's bearer must take a Leadership test first. If the test is failed, the model cannot Overwatch for the rest of the turn. Enemy models in base contact with the item's bearer also suffer -1 penalty to

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.

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.

Leadership. This penalty is non-stackable.

VIRULENCE (Nurgle Only) – 5 pts

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

SOUL DEVOURER – 10 pts

When the model causes a casualty either by shooting or combat (not sweeping advance) roll a D6. On a roll of 5+ the model regains a single Wound lost during the battle.

CRUSHING MASS – 10 pts

The model gains the Hammer of Wrath special rule. If the model already has this special rule from other source, it may re-roll failed To Wound rolls of Hammer of Wrath attack instead.

AURA OF DISRUPTION – 5 pts

The model gains the Adamantium Will special rule.