

CHAOS DAEMONS

HOR

CODEX: CHAOS DAEMONS

This Opus uses the special rules and wargear lists found in CODEX: CHAOS DAEMONS. If a rule differs from the Codex, it will be clearly stated as AMENDED. Amended rules are to be used exactly as presented in this Opus - parts of these rules may have been left out and this is intentional.

The points are intended for the model WITHOUT the equipment listed. You need to add the costs of the wargear you can find in the Chaos Daemons points values section of the Codex.

MODEL ALLOWANCE

1 Team Leader

1-25 Core

0-5 Special

FACTION KEYWORDS

All models in this list have the **CHAOS** and **DAEMON** keywords.

INSTRUMENT OF CHAOS, AMENDED

Add 1 to the Advance and Charge distances of any friendly CHAOS DAEMON units within 6" of a model bearing an Instrument of Chaos, if they owe allegiance to the same Chaos God as the model with the Instrument.

DAEMONIC ICON, AMENDED

Any CHAOS DAEMON model taking a Rout test within 6" of a Daemonic Icon may replace up to D6 models slain earlier in the battle if one or more dice show a 1, under certain conditions:

The model taking the test must share the same Chaos God allegiance with the model bearing the Icon.

The replacement models must share the same Chaos God allegiance as the model taking the test, and must

be Lesser Daemons (Bloodletter, Daemonette, Pink Horror or Plaguebearer). These replacement daemons must be placed within 6" of the Icon.

Similarly, if a model carrying a Daemonic Icon passes a Nerve test and one or more dice show a 1, you may replace a single Lesser Daemon slain earlier in the battle within 3" of the Icon. This replacement daemon must share the same Chaos God allegiance with the bearer of the Icon.

DAEMONIC RITUAL, AMENDED

Instead of moving in the movement phase, a team leader may attempt to summon a daemon from the immaterium. When doing so, roll a D6 and add the result to the current Battle Round number. If the total exceeds the Ritual Value of the daemon you're attempting to summon, the attempt is successful. A roll of 1 always fails! A daemon Leader can only summon a Daemon that owes allegiance to the same Chaos God as itself, with the exception of Furies, which can be summoned by any Leader.

You do not need to pay reinforcement points for these daemons, with one exception. If you want your Pink Horror (summoned or otherwise) to be able to split into Blue and Brimstone horrors, these must be paid for with reinforcement points as in WH40K.

Place the summoned daemon within 12" of your Leader and at least 9" from any enemy models. It may not move this turn but can otherwise act normally. Summoned Daemons are ignored for Rout purposes and are never added to your roster in campaign play. This applies to any daemon entering the battlefield by non-standard means (Bolt of Change, Split, etc)

Daemon	Ritual Value
Bloodletter	7
Plaguebearer	7
Daemonette	7
Pink Horror	7
Chaos Fury	8

PSYCHIC POWER AMENDMENTS

NOTE: All powers not listed below must still be altered where appropriate to fit the Heralds of Ruin psychic phase rules!

SLAANESH: *Cacophonous Choir*: Change "their Leadership" to read "the highest Leadership among them."

Pavane of Slaanesh: "A unit" here means "a single model, plus models on its team within 3" of it. Only models visible to, and within 18" of the psyker are affected."

TZEENTCH: *Bolt of Change*: Change "Chaos Spawn" to "Pink Horror."

Treason of Tzeentch: Change "choose an enemy character" to "choose a single enemy model within 18. Add 1 to the warp charge value of the power for each enemy model that is closer to the psyker than the target."

Infernal Gateway: After the first semicolon, change to read “that model suffers a mortal wound. In addition, D3 models (friend or foe) within 3” of that model also suffer a mortal wound. If the power is manifested with a Psychic test of 12+, D6 such models suffer mortal wounds instead.”

NURGLE: Shrivelling Pox, Virulent Blessing, Miasma of Pestilence, Fleshy Abundance: Unaltered

Stream of Corruption: Disregard everything after “D3 Mortal Wounds.”

Nurgle’s Rot: Change “unit” to “single model.” Change 4+ to 6+. Change D3 to 1. Change the warp charge value to 6.

TEAM LEADERS

Bloodmaster											
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts	
Herald of Khorne	6"	2+	2+	5	4	4	3	8	6+	56	
EQUIPMENT	- Hellblade										
RULES	- Daemonic - Unstoppable Ferocity - Daemonic Ritual - Locus of Khorne										
OPTIONS	- May take items from the Daemonic Armoury										
KEYWORDS	Khorne, Infantry, Character, Bloodletters, Herald of Khorne										

Bloodreaper											
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts	
Bloodreaper	6"	3+	3+	4	3	3	2	7	6+	19	
EQUIPMENT	- Hellblade										
RULES	- Daemonic - Daemonic Ritual - Unstoppable Ferocity										
OPTIONS	- May take items from the Daemonic Armoury										
KEYWORDS	Khorne, Infantry, Bloodletters										

Bloodhunter

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Bloodhunter	8"	3+	3+	5	4	4	4	7	4+	53
EQUIPMENT	- Hellblade - Bladed Horn (juggernaut)									
RULES	- Daemonic - Daemonic Ritual - Unstoppable Ferocity - Devastating Charge									
OPTIONS	- May take items from the Daemonic Armoury									
KEYWORDS	Cavalry, Khorne, Bloodcrushers									

Changecaster

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Herald of Tzeentch	7"	4+	3+	3	3	4	2	8	6+	78
EQUIPMENT	- Ritual Dagger									
RULES	- Daemonic - Ephemeral Form - Locus of Tzeentch - Daemonic Ritual									
OPTIONS	- May take a Staff of Change - May take items from the Daemonic Armoury									
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 <i>Smite</i> and two powers from the Tzeentch discipline.									
KEYWORDS	Infantry, Tzeentch, Psyker, Horrors, Herald of Tzeentch									

Pyrocaster

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Pyrocaster	12"	5+	3+	4	4	3	3	7	6+	38
EQUIPMENT	- Flickering Flames									
RULES	- Daemonic - Daemonic Ritual - Ephemeral Form									
OPTIONS	- May take items from the Daemonic Armoury									
KEYWORDS	Infantry, Fly, Flamers, Tzeentch									

Iridescent Horror

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Iridescent Horror	6"	4+	4+	3	3	3	2	8	6+	38
EQUIPMENT	- Flickering Flames									
RULES	<ul style="list-style-type: none"> - Daemonic Ritual - Ephemeral Daemons - Magic Made Manifest - Split, amended: Your opponent is considered to have slain your team leader the moment the model is removed from the table. Blue Horrors formed from the splitting of an Iridescent Horror may each retain a single Armoury item carried by the leader. These items are lost should the Blue Horror split further into Brimstone Horrors. 									
OPTIONS	- May take items from the Daemonic Armoury									
KEYWORDS	Infantry, Fly, Flamers, Tzeentch									

Poxbringer

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Herald of Nurgle	5"	2+	2+	5	5	4	3	8	6+	70
EQUIPMENT	- Plaguesword									
RULES	<ul style="list-style-type: none"> - Daemonic - Daemonic Ritual - Disgustingly Resilient - Locus of Nurgle 									
OPTIONS	- May take items from the Daemonic Armoury									
PSYKER	- This model may attempt to manifest one psychic power in each friendly psychic phase, and attempt to deny one power in each enemy psychic phase. It knows <i>Smite</i> and one other power from the Nurgle discipline.									
KEYWORDS	Infantry, Plaguebearer, Psyker, Herald of Nurgle, Nurgle									

Plageridden

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Plageridden	14"	4+	4+	4	4	3	2	7	6+	19
EQUIPMENT	- Plaguesword									

RULES	- Daemonic - Daemonic Ritual - Disgustingly Resilient
OPTIONS	- May take items from the Daemonic Armoury
KEYWORDS	Infantry, Plaguebearer, Nurgle

Plaguebringer											
NAME		M	WS	BS	S	T	W	A	Ld	Sv	Pts
Plaguebringer		10"	4+	4+	4	5	4	2	7	6+	50
EQUIPMENT	- Death's Heads - Plaguesword - Prehensile Proboscis (Plague Drone)										
RULES	- Daemonic - Daemonic Ritual - Disgustingly Resilient										
OPTIONS	- May take items from the Daemonic Armoury										
KEYWORDS	Cavalry, Fly, Plague Drones, Nurgle										

Herald of Slaanesh											
NAME		M	WS	BS	S	T	W	A	Ld	Sv	Pts
Herald of Slaanesh		7"	2+	2+	4	3	4	4	8	6+	66
EQUIPMENT	- Piercing Claws - Lashing Tongue (Steed of Slaanesh only)										
RULES	- Daemonic - Quicksilver Swiftiness - Daemonic Ritual - Locus of Slaanesh										
OPTIONS	- May take a Steed of Slaanesh, increasing its Move to 14" and gaining the <i>Unholy Speed</i> ability and an extra Wound, for 16 points. - May take items from the Craftworlds Armoury										
PSYKER	- This model may attempt to manifest one psychic power in each friendly psychic phase, and attempt to deny one power in each enemy psychic phase. It knows <i>Smite</i> and one other power from the Slaanesh discipline.										
KEYWORDS	Infantry (without Steed), Cavalry (with Steed), Slaanesh, Psyker, Herald of Slaanesh										

Alluress											
NAME		M	WS	BS	S	T	W	A	Ld	Sv	Pts

Alluress	7"	3+	3+	3	3	3	3	7	6+	19
EQUIPMENT	- Piercing Claws									
RULES	- Daemonic - Daemonic Ritual - Quicksilver Swiftiness									
OPTIONS	- May take items from the Daemonic Armoury									
KEYWORDS	Infantry, Slaanesh, Daemonettes									

Heartseeker										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Heartseeker	14"	3+	3+	3	3	4	3	7	6+	29
EQUIPMENT	- Piercing Claws - Lashing Tongue (Steed)									
RULES	- Daemonic - Daemonic Ritual - Quicksilver Swiftiness - Unholy Speed									
OPTIONS	- May take items from the Daemonic Armoury									
KEYWORDS	Infantry, Slaanesh, Daemonettes									

CORE

Bloodletter										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Bloodletter	7"	3+	3+	4	3	1	1	7	6+	7
EQUIPMENT	- Hellblade									
RULES	- Daemonic - Unstoppable Ferocity - Murderous Tide, amended: You may add 1 to Hit rolls for this model if there are at least 15 friendly models with the Bloodletter keyword on the table.									
OPTIONS	- One Bloodletter may take an Instrument of Chaos - One other Bloodletter may take a Daemonic Icon									
KEYWORDS	Infantry, Khorne, Bloodletter									

Flesh Hound										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Flesh Hound	10"	3+	-	4	4	2	2	7	6+	15
EQUIPMENT	- Gore-Drenched fangs									

RULES	- Daemonic - Unstoppable Ferocity - Collar of Khorne, amended: This model may attempt to deny one psychic power in each enemy psychic phase.
OPTIONS	- None
KEYWORDS	Beast, Flesh Hounds, Khorne

Pink Horror

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Pink Horror	7"	4+	4+	3	3	1	1	7	6+	7
EQUIPMENT	- Coruscating Flames									
RULES	- Daemonic - Ephemeral Form - Split - Magic made manifest, amended: When manifesting <i>Smite</i> this model only causes a single mortal wound on a successful manifestation, and may only ever target the closest enemy model. When using this model to manifest or deny powers, only roll a single D6.									
OPTIONS	- One Horror may take an Instrument of Chaos - One other Horror may take a Daemonic Icon									
PSYKER	- Amended: This model can attempt to manifest <i>or</i> deny one psychic power per battle round, in the appropriate Psychic phase. It knows <i>Smite</i> .									
KEYWORDS	Infantry, Tzeentch, Horrors, Psyker									

Screamer

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Screamer	16"	4+	-	4	4	2	3	7	6+	28
EQUIPMENT	- Lamprey Bite - Slashing Talons									
RULES	- Daemonic - Ephemeral Form - Slashing Attack									
OPTIONS	- None									
KEYWORDS	Cavalry, Fly, Screammers									

Plaguebearer

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Plaguebearer	5"	4+	4+	4	4	1	1	7	6+	7
EQUIPMENT	- Plaguesword									
RULES	- Daemonic - Disgustingly Resilient - Cloud of Flies, amended: If, at the beginning of any phase, you have 15 or more Plaguebearers on the table, your opponent must subtract 1 from Hit rolls against Plaguebearers until the end of that phase.									
OPTIONS	- One Plaguebearer may take an Instrument of Chaos									

	- One other Plaguebearer may take a Daemonic Icon
KEYWORDS	infantry, Nurgle, Plaguebearer

Nurgling Swarm											
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts	
Nurglings	5"	4+	4+	2	2	4	4	7	6+	18	
EQUIPMENT	- Diseased Claws and Teeth										
RULES	<ul style="list-style-type: none"> - Daemonic - Disgustingly Resilient - Mischief Makers - Squishable 										
OPTIONS	- None										
KEYWORDS	Swarm, Nurglings, Nurgle										

Daemonette											
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts	
Daemonette	7"	3+	3+	3	3	1	2	7	6+	6	
EQUIPMENT	- Piercing Claws										
RULES	<ul style="list-style-type: none"> - Daemonic - Quicksilver Swiftness - Graceful Killers, amended: Increase this model's Attacks by 1 while you have 15 or more Daemonettes on the table. 										
OPTIONS	<ul style="list-style-type: none"> - One Daemonette may take an Instrument of Chaos - One other Daemonette may take a Demonic Icon 										
KEYWORDS	Infantry, Slaanesh, Daemonettes										

Seeker											
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts	
Seeker	14"	3+	3+	3	3	2	2	7	6+	15	
EQUIPMENT	<ul style="list-style-type: none"> - Piercing Claws - Lashing Tongue (Steed) 										
RULES	<ul style="list-style-type: none"> - Daemonic - Quicksilver Swiftness - Unholy Speed 										
OPTIONS	<ul style="list-style-type: none"> - One Seeker may take an Instrument of Chaos - One other Seeker may take a Demonic Icon 										
KEYWORDS	Cavalry, Slaanesh, Seekers										

Chaos Fury

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Fury	12"	4+	-	4	3	1	2	6	6+	8
EQUIPMENT	- Daemonic Claws									
RULES	- Daemonic - Daemonic Allegiance. (Choose the allegiance of a Fury when it first enters play.) - Prey on the Weak, amended: if an enemy model fails a Nerve test within 12" of any Chaos Furies, any Chaos Furies in range may immediately attempt to charge that model as though it was the Charge phase. The target may not fire Overwatch (it is too shaken!) but other models may do so in support. Failing this charge does not prevent the Fury from charging in the Charge phase. No blows are struck until the Fight phase.									
OPTIONS	- None									
KEYWORDS	Fly, Infantry, Chaos Furies									

SPECIAL

Bloodcrusher

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Bloodcrusher	8"	3+	3+	5	4	3	3	7	4+	47
EQUIPMENT	- Hellblade - Bladed Horn (Juggernaut)									
RULES	- Daemonic - Unstoppable Ferocity - Devastating Charge									
OPTIONS	- One Bloodcrusher may take an Instrument of Chaos - One other Bloodcrusher may take a Daemonic Icon - May take items from the Daemonic Armoury									
KEYWORDS	Cavalry, Khorne, Bloodcrushers									

Flamer of Tzeentch

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Flamer	12"	5+	3+	4	4	2	2	7	6+	25
EQUIPMENT	- Flickering Flames									
RULES	- Daemonic - Ephemeral Form									
OPTIONS	- May take items from the Daemonic Armoury									
KEYWORDS	Infantry, Fly, Tzeentch, Flamers									

Beast of Nurgle

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Beast of Nurgle	6"	4+	-	4	5	4	D6	7	6+	34
EQUIPMENT	- Putrid Appendages									
RULES	- Daemonic - Disgustingly Resilient - Attention Seekers									
OPTIONS	- None									
KEYWORDS	Nurgle, Beasts of Nurgle, Beast									

Plague Drone

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Plague Drone	10"	4+	4+	4	5	3	1	7	6+	40
EQUIPMENT	- Death's Heads - Plaguesword - Prehensile Proboscis (Rot Fly)									
RULES	- Daemonic - Disgustingly Resilient									
OPTIONS	- One Plague Drone may take an Instrument of Chaos - One other Plague Drone may take a Daemonic Icon - May take items from the Daemonic Armoury									
KEYWORDS	Cavalry, Fly, Plague Drones									

Fiend of Slaanesh

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Fiend of Slaanesh	14"	3+	-	4	4	3	4	7	6+	42
EQUIPMENT	- Dissecting Claws - Vicious Barbed Tail									
RULES	- Daemonic - Quicksilver Swiftmess - Disruptive Song - Soporific Musk									
OPTIONS	- May take items from the Daemonic Armoury									

KEYWORDS	Beast, Slaanesh, Fiend of Slaanesh
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Chariots: Only one of the following units may be included in your team, and it must owe allegiance to the same Chaos God as your Team Leader. In addition, none of these units can Hide or gain the benefit of cover - they are simply too large to conceal!

Seeker Chariot											
NAME		M	WS	BS	S	T	W	A	Ld	Sv	Pts
Seeker Chariot		16"	3+	3+	4	5	6	4	8	4+	60
EQUIPMENT	<ul style="list-style-type: none"> - Lashes of Torment - Piercing Claws - Lashing Tongues (Seekers) 										
RULES	<ul style="list-style-type: none"> - Daemonic - Quicksilver Swiftess - Scything Impacts, amended: Each time a seeker chariot completes a charge move, roll a D6 for every three enemy models (or part thereof) within 1" of the chariot. For every 6, a mortal wound is assigned to an enemy model within 1" of the chariot, chosen by your opponent. 										
OPTIONS	- May take items from the Daemonic Armoury										
KEYWORDS	Chariot, Slaanesh, Daemonette, Seeker Chariot										

Burning Chariot											
NAME		M	WS	BS	S	T	W	A	Ld	Sv	Pts
Burning Chariot		14"	4+	4+	4	5	6	3	8	5+	85
EQUIPMENT	<ul style="list-style-type: none"> - Pink and Blue fire of Tzeentch (Flamer rider) - Tongues of Flame (Flamer rider) - Lamprey Bite (Screamers) - Slashing Talons (Screamers) 										
RULES	<ul style="list-style-type: none"> - Daemonic - Ephemeral Form - 										
OPTIONS	- May take items from the Daemonic Armoury										
KEYWORDS	Cavalry, Fly, Tzeentch, Flamer, Burning Chariot										

Chariot of Blood

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Chariot of Blood	6"	3+	3+	5	7	6	5	8	5+	80
EQUIPMENT	- Hellblades (Bloodletter rider and attendants)									
RULES	- Daemonic - Unstoppable Ferocity - Crushing Impact, amended: Each time a Chariot of Blood completes a charge move, roll a D6 for every three enemy models (or part thereof) within 1" of the chariot. For every result of 5+, a mortal wound is assigned to an enemy model within 1" of the chariot, chosen by your opponent. - Gorefeast (see Herald on Blood Throne)									
OPTIONS	- May take items from the Daemonic Armoury									
KEYWORDS	Khorne, Chariot, Bloodletter									

Bubonic Palanquin

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Bubonic Palanquin	5"	3+	3+	5	5	7	4	8	6+	63
EQUIPMENT	- Plaguesword (Plaguebearer rider) - Nurglings' Claws and Teeth (see Epidemius entry)									
RULES	- Daemonic - Disgustingly Resilient - Vessel of the Grandfather's Blessings: Whenever an enemy model is slain by a friendly NURGLE Daemon model, you must choose one of the dubious blessings from the table below and apply it to a friendly NURGLE Daemon model or enemy model, which must be within 6" of the Palanquin, or the Palanquin itself. You may not choose the same blessing more than once per game: once they're gone, they're gone. The effects last until the end of the game.									
<ul style="list-style-type: none"> ● The model can reroll Disgustingly Resilient rolls of 1 ● The model must reroll successful saving throws of 6+ ● The model suffers -1 Toughness ● The model gains +1 Strength ● The model gains +1 Attack ● The model must subtract 1 from all rolls to Hit in the Fight phase 										

	<ul style="list-style-type: none"> Attacks in the Shooting phase against the model suffer a -1 penalty to Hit
OPTIONS	- May take items from the Daemonic Armoury
KEYWORDS	Cavalry, Nurgle, Plaguebearer

Using Tactical Points: Chaos Daemon teams have access to some unique Philosophies and Tactical Actions, in addition to those described in the rulebook. Restrictions such as “Khorne Only” indicate that only models with the appropriate allegiance can be affected by the Action; you can target others, but nothing will happen. Remember no Leader can have more than one Philosophy!

Philosophy - Veiltearer - +1TP	Gain a further +1 TP (for a total of +2TP) when your Team Leader performs its third successful Daemonic Ritual in a game.
Philosophy - Not Of This World - +1TP	You may not use the main Rulebook Tactical Actions
Philosophy - Unnatural Exemplar - +2TP	Mono-God teams only. You may not use any Tactical Actions other than your own God’s from this book.
Action - Incursion Instigator - 1TP	Use before attempting a Daemonic Ritual. If successful, place the summoned daemon anywhere within 18” of your Leader and more than 9” from any enemies.
Action - Surge of Unreality - 2TP	Use at the beginning of your Movement phase. Your Leader, and any friendly models inside its Inspiring Presence, are not slowed by terrain this turn.
Action - Rage and Revenge - 2TP	<i>Khorne Only:</i> Use immediately after a friendly model is slain in the Fight phase. A friendly model within 3” of its final position may immediately Fight, disregarding restrictions like whose turn it is or whether that model Fought already.
Action - Gore and Glory - 1TP	<i>Khorne Only:</i> Use before a friendly model consolidates. That model may consolidate towards the nearest enemy Character, rather than the nearest enemy model, and consolidates 3+D3”.
Action - Devious Deviants - 2TP	<i>Tzeentch Only:</i> Use at the beginning of the Movement phase. Choose two models that are within 6” of your team Leader, and switch their positions. You may not choose models that are Hiding, or within 1” of an enemy.
	<i>Tzeentch Only:</i> Use after making a Psychic test. You

Action - Intention Alteration - 2TP	may change the power you were attempting to manifest to another that the psyker knows and is allowed to cast, retaining the original dice roll.
Action - Putrefaction in Action - 1TP	<i>Nurgle Only</i> - Use at the beginning of the Fight phase. Pick a friendly model. You may reduce its Toughness by 1. If you do so, all enemy models within 1" of it also have their Toughness reduced by 1. These effects last until the end of the phase.
Action - Gloat and Bloat - 2TP	<i>Nurgle Only:</i> Use when an enemy Character is slain within the Inspiring Presence of your Leader. Randomly select one of the following - your Leader heals a wound lost earlier in the game, your Leader gains +1T until the end of the game, your Leader gains +1S until the end of the game.
Action - Horrific Beguilement - 2TP	<i>Slaanesh Only:</i> Use after attacks are declared against one of your models in the Fight phase but before any rolls to Hit are made. Both players roll off. The declared attacks are not made, and cannot be reassigned, unless your opponent <u>wins</u> the roll off (you win ties)
Action -Join The Feast - 1TP	<i>Slaanesh Only:</i> Use at the beginning of any Movement phase. Your Leader may both move and attempt a Daemonic Ritual this turn.

ARMOURY

ITEM	DESCRIPTION
Well of the Warp	Leader Only - 10 points. Uttering mind-bending words, the daemonic leader brings a portal into being that leads to its dark patron's domain. Once per game, at the end of the Movement phase, the bearer can conjure the Well of the Warp into being by placing it within 3" of itself. The Well is represented by a marker that cannot move or affect gameplay in any way. From that time, any daemons arriving on the battlefield by any means may choose to do so within 6" of the Well, further than 9" from any enemy models. The bearer cannot perform a Daemonic Ritual in the same turn as conjuring the Well.
Transpicuous Orb	Leader Only - 10 points. Harvested from the bizarre glass daemon planet of Hyaloeides, the shattering of one of these crystal balls momentarily weakens the veil between worlds. In fact, they're the main reason it's unwise to invade Hyaloeides. Once per game, before attempting a Daemonic Ritual, you may choose to shatter the orb. If the ritual is successful, summon D3 daemons instead of 1.
	Herald Only - 10 points. Best described as a transdimensional spirit-conduit, this

Sceptre of Summoning	sceptre splits its bearer's essence between realspace and the warp, a dangerous state of affairs, but one which allows limited communication between the realms. Replaces a weapon of your choice. The bearer always adds 1 to Daemonic Ritual rolls, but if they fail a Daemonic Ritual attempt, they immediately take a mortal wound
Grand Blood Sacrifice	Leader Only - 10 points. Since before the dawn of civilisation, an offering of blood has been the surest way to weaken the Veil. If this model slays an enemy CHARACTER in the Fight phase, it may attempt to perform a Daemonic Ritual at the Consolidate step instead of consolidating.
The Infinity Tome	Psyker Only - 10 points. A pathetic echo of the Endless Grimoire of Tzeentch, this slim volume of arcana is, to the frustration of all who try, impossible to finish reading. The bearer knows all the psychic powers in its discipline, but cannot attempt to manifest any of them for a second time in a game until it has attempted them all once. This does not affect the number of powers the bearer can attempt to manifest in a turn.
Spell Snare	Psyker Only - 5 points. Psychic energy of any kind has a life of its own, and there are those among the natives of the Warp who have learned to entrap and devour such motes of vitality as a spider catches a fly. Once per game, after successfully denying an enemy psychic power, the bearer can unweave the web. It immediately adds that psychic power to those that it knows. This does not affect the number of powers the bearer can attempt to manifest in a turn. In campaign play the Snare must be bought again after each game this ability is used, but the bearer retains its new knowledge!
Gorewards	KHORNE model only - 5 points. The Khornate daemon's rage infects the blood of nearby sorcerers, causing them to overreach in the heat of their own hubris. An enemy psyker attempting to manifest a power within 6" of this model treats all rolls of 5 as 6.
Hellwrought Pathways	5 points. Eager to get to grips with its foes, the daemon clears a path with blood-red hellfire, corrosive bile or other esoteric means. This model is not slowed by terrain when charging. Enemy models are not slowed by terrain when charging this model.
Discorporate	3 points. Daemons are barely real at the best of times, and some can become even less so at times of sudden stress. If this model Falls, you may choose to ignore all damage taken. If you do so, this model may not attack in the next Fight phase.
Dire Agenda	12 points. Perhaps having tried its patron to the end of their patience, or out to prove its superiority, this daemon fears banishment above all things and will fight tooth and claw to stay in realspace. If, at the beginning of any Fight phase, this model has fewer Wounds than it started the game with, its Attacks characteristic is increased by the value of the difference.
Impious Misdirection	5 points. Cannot be taken by a KHORNE model. Cackling madly or counting ad nauseam, the daemon bends its will not to destroying its enemies but distracting them while larger schemes unfold. Attacks in the Fight phase made by this model and enemy models within 1" of it have a -1 penalty to hit.
Boiling Ichor	5 points (7 points for NURGLE model) ++Redacted++ If this model suffers any wounds in the Fight phase, roll a D6. On a 6, the model that caused the wound(s) takes a S4 AP-1 hit.
No Escape	8 points. With infallible instinct and lightning reflexes, daemons are not known for letting their prey escape without good reason. If any enemy models Fall Back from within 1" of this model, it may immediately make a single Attack against one of them as though it was the Fight phase, before the Fall Back move is made.
Unthinkable Fate	12 points. Taking great delight in the horror of its foes, this daemon kills from afar in the most sickening way imaginable. Victims appear to hungrily devour themselves, drown in clean air or contort with such violence that bones snap and skin rips.

	Choose one of the model's ranged weapons. Casualties caused by this weapon trigger Nerve tests within 6" of the victim instead of 3".
Localised Warp Storm	8 points. One Use Only. Firey hurricanes barely the size of a Terminator, a choking rain of pus or a shrieking, maddening mist: even tiny rips in the fabric of reality can allow a portion of the madness of the warp to bleed through. Instead of Shooting, you may choose a point within 8" of the bearer. Until the start of your next turn, all models (friend and foe) within 3" of the chosen point are targeted at -1 to hit by attacks in the Shooting phase. Models can draw line of sight into and out of the affected area, but not through it.
Balescry	4 points. <i>It's not always a positive thing, to see a few seconds into the future.</i> This model may reroll the di(c)e to determine a battlefield or mission feature, such as a potential Doomsday Device or Inscrutable Objective.
<i>The profiles for the weapons described below can be found in the table beneath this one. No model may bear more than one of these potent artefacts of the Empyrean. These foul weapons, like their bearers, take a long time to coalesce back to physicality in the Warp, and each time they leave realspace the galaxy breathes a sigh of relief. If a model carrying one of these items is removed as a casualty, the opposing player gains an extra victory point.</i>	
Herobane, The Duellist's Zweihander	Khorne Only - 15 points. Somewhat rarely amongst weapons dedicated to the Blood God, this Hellblade reflects Khorne's patronage of honourable combat to the death.
The Biting Betrayal	Slaanesh Only - 15 points. A deep chill emanates from this wickedly curved set of blades, seeping into the bones of mortals and driving them to excesses of shuddering martial frenzy.
Pestiferous, the Rotling	Nurgle Only - 15 points. Cackling and bubbling, this swollen, pulsating Nurgling excretes Death's Heads at an alarming rate, which its master hurls through the air by foul magic or prodigious strength.
The Mirror of Regrets	Tzeentch Only - 15 points. While it hardly appears dangerous, many are the would-be daemonslayers that have been laid low by this weapon. All realised an instant too late that the image of themselves swinging mightily at the Mirror's bearer was no mere reflection... This weapon assumes the exact profile and abilities of the last weapon the bearer was attacked by in the Fight phase.
The Kin-Gift	Leader Only - 15 points. A weapon capable of taking many forms, the Kin-Gift materialises at times of civil war, revolution and great change, sundering communities as it cleaves their people, and has ever been sought by the servants of each Chaos God in their endless internecine struggle.
The Herald of Ruin	Leader Only - 15 points. Under the formless, timeless music of madness, heroes are made and destroyed, and legends are forged, melted down and cast anew. This instrument of upheaval has taken countless forms over the aeons. This item counts as an Instrument of Chaos, but instead adds 2 to Advance and Charge rolls. It also has the profile shown below.

ARMOURY WEAPON PROFILES						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Herobane	Melee	Melee	+1	-3	2	In the Fight phase, if the bearer of this weapon only attacks a single enemy model, it may reroll 1s to Hit.
The Biting Betrayal	Melee	Melee Unique	User	-1	2	If an enemy model within 3" of the bearer rolls any 1s to hit in the Fight phase, those attacks hit the closest model from the same team within striking range.
Pestiferous	18"	Assault 4	4	0	1	You may reroll Wound rolls of 1 for this weapon

The Kin-Gift	Melee	Melee Unique	+1	-1	1	Revolutionary: The bearer rerolls all failed Hit and Wound rolls against CHAOS units in the Fight phase.
The Herald of Ruin (shooting)	9"	Assault D3	4	-1	1	This weapon hits its target automatically.