

DAEMONKIN OF MALICE

H:OR



Codex Heretic Astartes: Chaos Space Marines

This opus is based on *Codex Heretic Astartes: Chaos Space Marines*, which you will need to use this Kill Team as the profiles and point costs for many abilities and pieces of wargear are found within it. **Point costs are intended for each model WITHOUT the equipment listed.** The price of the wargear must be added to each model when calculating cost. Remember to always use the most recent rules updates from Chapter Approved!

FACTION KEYWORDS

All models in this list have the **CHAOS**, **MALICE** and **<WARBAND>** keywords. The **<WARBAND>** keyword works in the same way as all keywords that are highlighted in brackets.

THE CANT OF MALICE

As long as the number of models in your Kill Team currently on the battlefield is exactly 11, all models in your Kill Team gain a 3+ invulnerable save.

MODEL AVAILABILITY

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

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models

ABILITIES

The following abilities are common to several Daemonkin of Malice units:

Children of Destruction

You can re-roll failed hit and wound rolls of 1 for a model with this special rule when targeting a **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH** model in the Fight phase.

Endless Droning

Enemy models must subtract 1 from their Leadership characteristic for each unit with this ability within 3" of them (to a maximum of -3).

Daemonic Ritual (amended)

Instead of moving in the Movement phase, a Daemonkin of Malice team leader may attempt to summon a Daemon onto the battlefield. When doing so, roll a D6 and add the result to the number of the current Battle Round. If the total exceeds the Ritual Value of the daemon you're attempting to summon, the ritual is successful. A roll of a 1 always fails.

Place the summoned daemon within 12" of your Team Leader and more than 9" away from enemy models; it may not move this turn but may otherwise act normally.

You do not need to pay reinforcement points for these daemons. When playing in a campaign, models summoned in this way do not remain in your Kill Team after the battle ends. You do not pay Reinforcement points for these Daemons and they are ignored for the purpose of Rout tests. Do not add them to your roster for campaign play.

Daemonkin of Malice warbands can summon the following daemons:

- Hook Horror – Ritual Value 6
- Chaos Fury – Ritual Value 8

WARGEAR LIST

Daemonkin of Malice Kill Teams use the wargear lists found inside *Codex Heretic Astartes: Chaos Space Marines*.

PSYCHIC DISCIPLINE

Before the battle, generate the Psychic Powers for **PSYKERS** that can use powers from the *Declining discipline* using the table below. You can either roll a D3 to generate their powers randomly, or you can select the Psychic Powers you wish the Psyker to have.

Note that these Psychic Powers are worded using the general rules for all Psychic Powers, and therefore are further affected by the Heralds of Ruins rules regarding Psychic Powers.

DECLINING DISCIPLINE

D6 Psychic Power

Traitor's Mist

Traitor's Mist has a Warp Charge value of 6. If manifested, choose a friendly **<WARBAND>** unit within 11" of the Psyker. Until the end of your next Movement phase, that unit's Move characteristic is increased by 6" and it gains the ability to **FLY**.

1

Warp Eversion

Warp Eversion has a warp charge value of 5. If manifested, roll three dice. For each result of a 6, the closest enemy unit within 11" of the psyker suffers a mortal wound. Roll six dice instead if there is an enemy **PSYKER** or **DAEMON** model within 11" of the psyker.

4

Reality Mine

Reality Mine has a warp charge value of 5. If manifested, pick a point within 18" of the Psyker and more than 3" from enemy units and place a marker there. If an enemy unit moves within 3" of the marker, it suffers D3 mortal wounds and the marker is removed.

2

Soul Feast

Soul Feast has a warp charge value of 6. If manifested, the closest enemy unit within 18" of the psyker suffers a mortal wound. If a mortal wound is inflicted this way, the Psyker regains 1 wound previously lost in the battle.

5

Castigate

Castigate has a warp charge value of 5. If manifested, the closest enemy unit within 18" of the Psyker makes a Fight sequence against itself, using one of its melee weapons of your choice.

3

Light of Komus

Light of Komus has a warp charge value of 7. If manifested, choose a friendly or enemy unit within 18" of the Psyker. Until the beginning of your next Psychic phase, all models in that unit gain Hideous Mutations, but cannot use their other melee weapons to attack.

6

PHILOSOPHIES

Daemonkin of Malice kill teams have access to exclusive Philosophies, as described below, in addition to the ones found in the Kill Team rulebook. You can pick one of these philosophies for your Kill Team instead of the ones presented in the main rules (remember that your Kill Team can only have one Philosophy).

PHILOSOPHIES

Cannibal Corpses

+3 TP if, before the beginning of the battle, you declare that you will only target friendly units that are within 1" of enemy units with Tactical Actions.

Hatred Inwards

If you chose this philosophy, you can remove a friendly Core model as a casualty at the end of any of your turns. Each time you do so, gain 1 TP.

Guardians of Contradictions

If you chose this philosophy, you can skip one of your turns, with the exception of your first turn. When you do so, gain 5 TP.

Watcher of the Flux

You can only choose this Tactical Action if your Team Leader is a Psyker. +2 TP if, before the beginning of the battle, you declare that you will not attempt to deny the witch in that battle.

Null Might

+11 TP if, before the beginning of the battle, you declare that you will not use tactical actions.

TACTICAL ACTIONS

Daemonkin of Malice kill teams have access to exclusive Tactical Actions, as described below, in addition to the ones found in the Kill Team rulebook.

TACTICAL ACTIONS		
Soul Offering	1 TP	Declare you will use this action during your Movement phase. Remove a friendly core HERETIC ASTARTES INFANTRY model that is within 6" of a friendly DAEMON model with multiple wounds. That model regains D3 wound previously lost in the battle.
Counterbalance	1 TP	Declare you will use this action when attempting to Deny the Witch. Roll three dice and keep the highest two when making that Deny the Witch attempt. You can spend 3 TP instead of 1 when using this tactical action; if you do, roll four dice instead and keep the highest two.
Rend from Grace	1 TP	Declare you will use this action at the beginning of any turn. Pick D3+1 enemy models. Until the end of the next turn, those models lose the following abilities, if they have them: Unstoppable Ferocity, Ephemeral Form, Disgustingly Resilient, Quicksilver Swiftness, Endless Droning, Shield of Faith . You can spend 2 TP instead of 1 when using this stratagem; if you do, increase the amount of affected models to D3+3.
Monarchs of the Threshold	1 TP	Declare you will use this action before attacking with a SON OF MALICE in the Shooting phase. Increase the Strength of all ranged attacks made by that model by 1 and their AP by -1, until the end of that phase.
Will of Malice	1 TP	Declare you will use this action when a friendly model should be removed as a casualty. That model is returned to full Wounds and gains a 2+ invulnerable save. At the end of the turn, remove that model as a casualty.
Surreal Unison	1 TP	Declare you will use this action at the beginning of the Fight phase. Pick a friendly DAEMON and a friendly HERETIC ASTARTES models that are within 1" of each other. Add 1 to all Hit rolls made for those models this combat phase.
Parasite Nest	1 TP	Declare you will use this action at the end of your Movement phase, if the number of models in your Kill Team currently on the battlefield is less than 11. Place a Cursemite model anywhere on the battlefield that is more than 9" from enemy units. It is treated in the same way as a model summoned with Daemonic Ritual for rules purposes.
Soul Evisceration	2 TP	Declare you will use this action when an enemy model is removed as a casualty. Your opponent must roll three dice when taking Nerve tests caused by that casualty.
Abattoir	2 TP	Declare you will use this action when declaring a charge with a CAVALRY model. If that charge is succesful, that model can fight twice in the following Fight phase, instead of just once.
Mindsplitting Choir	2 TP	Declare you will use this action during the Psychic phase. Pick an enemy model that is within 11" of at least three different friendly models with the Endless Droning ability. Each time that model attempts to manifest a Psychic power or Deny the Witch in that Psychic phase, it suffers D3 mortal wounds.
Reality Shift	3 TP	Declare you will use this action after your opponent places a model on the battlefield, except during deployment. Your opponent must immediately move that model anywhere on the battlefield that is more than 9" from friendly models and more than 18" from its first location.

TEAM LEADERS

SLASHER										16
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Slasher	6"	3+	4+	4	3	3	3	7	6+	
Equipment	· Bone Sickles									
Abilities	<ul style="list-style-type: none"> · Endless Droning · Daemonic: This model has a 5+ invulnerable save. · Limb from Limb: Increase the AP of this model's Bone Sickles to -1 while you have 15 or more HOOK HORRORS on the battlefield. 									
Wargear Options	<ul style="list-style-type: none"> · If your Kill Team includes at least 10 HOOK HORROR, one may take an Instrument of Malice and another one may take an Daemonic Icon. · May take items from the Daemonkin of Malice Armoury. 									
Keywords	· DAEMON, INFANTRY, HOOK HORROR									

DOOMLASHER										27
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Doomlasher	9"	3+	4+	4	4	5	3	7	6+	
Equipment	<ul style="list-style-type: none"> · Bone Sickles · Gnashing Teeth 									
Abilities	<ul style="list-style-type: none"> · Endless Droning · Daemonic: This model has a 5+ invulnerable save. · Soul Suckle: This model regains 1 wound previously lost in the battle at the end of any Fight phase in which it killed an enemy model. 									
Wargear Options	<ul style="list-style-type: none"> · If your Kill Team includes at least 3 DOOMRIDERS, one may take an Instrument of Malice and another one may take an Daemonic Icon. · May take items from the Daemonkin of Malice Armoury. 									
Keywords	· DAEMON, CAVALRY, DOOMRIDER									

FAITHLESS ACOLYTE

27

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Faithless Acolyte	6"	3+	3+	4	4	3	2	8	3+
Equipment	· Viperstaff								
Abilities	<ul style="list-style-type: none"> · Children of Destruction · Mutant Sight: Once per battle, you can roll an extra dice when making a Psychic Test for this model. If you do so, it suffers perils of the warp if any two dice show a 1 or a 6. 								
Psyker	· A Faithless Acolyte can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one power in each enemy Psychic phase. It knows the <i>Smite</i> power and one power from the <i>Declining</i> discipline.								
Wargear Options	<ul style="list-style-type: none"> · May replace its Viperstaff with a Viperblade or a Power Maul. · May take items from the Daemonkin of Malice Armoury. 								
Keywords	· HERETIC ASTARTES, INFANTRY, FAITHLESS ACOLYTE								

MALICIOUS CHAMPION

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Malicious C.	6"	3+	3+	4	4	3	2	8	3+
Equipment	<ul style="list-style-type: none"> · Boltgun · Bolt Pistol · Frag Grenade · Krak Grenade 								
Abilities	· Children of Destruction								
Wargear Options	<ul style="list-style-type: none"> · May replace its Boltgun with a Chainsword or an item from the Champion Equipment list. · For every 5 MALICIOUS MARINES in your Kill Team, one may replace its Bolt Pistol with a Plasma Pistol, or replace its Boltgun with an item from the Combi-Weapons, Special Weapons or Heavy Weapons list, or replace its Boltgun and Bolt Pistol with two Lightning Claws. · One MALICIOUS MARINE in your Kill Team may take a Icon of Emptiness. No more than one model in your Kill Team may have a Icon of Emptiness. · May take items from the Daemonkin of Malice Armoury. 								
Keywords	· HERETIC ASTARTES, INFANTRY, MALICIOUS MARINE								

MALICIOUS BIKER CHAMPION

31

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Malicious Biker C.	14"	3+	3+	4	5	4	2	8	3+
Equipment	<ul style="list-style-type: none"> · Combi-Bolter · Bolt Pistol · Frag Grenade · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Children of Destruction · Turbo-Boost: When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a die. 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Boltgun with a Chainsword or an item from the Champion Equipment list. · For every three SON OF MALICE BIKER in your Kill Team, one may either take an item from the Special Weapons list, or replace its Combi-Bolter with an item from the Special Weapons list. · One MALICIOUS BIKER in your Kill Team may take a Icon of Emptiness. No more than one model in your Kill Team may have a Icon of Emptiness. · May take items from the Daemonkin of Malice Armoury. 								
Keywords	<ul style="list-style-type: none"> · HERETIC ASTARTES, INFANTRY, MALICIOUS BIKER 								

DREAD CHAMPION

26

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dread Rider	9"	3+	3+	4	4	4	2	8	3+
Equipment	<ul style="list-style-type: none"> · Power Axe · Bolt Pistol · Frag Grenade · Krak Grenade · Mutant Hooves and Teeth 								
Abilities	<ul style="list-style-type: none"> · Children of Destruction · Trampling Charge: This model's mount makes 4 attacks instead of 2 with its Mutant Hooves and Teeth in a turn in which it charged. 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Power Axe with a Power Lance or Power Sword. · May replace its Bolt Pistol with a Black Shield or an item from the Champion Equipment list. · One DREAD KNIGHT in your Kill Team may take a Icon of Emptiness. No more than one model in your Kill Team may have a Icon of Emptiness. · May take items from the Daemonkin of Malice Armoury. 								
Keywords	<ul style="list-style-type: none"> · HERETIC ASTARTES, CAVALRY, DREAD KNIGHT 								

HELLWING CHAMPION										25
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Hellwing	12"	3+	3+	4	4	3	2	8	3+	
Equipment	<ul style="list-style-type: none"> · Bolt Pistol · Chainsword · Frag Grenade · Krak Grenade 									
Abilities	<ul style="list-style-type: none"> · Children of Destruction · Endless Droning · Raptor Strike: <i>(Codex: Chaos Space Marines page 141)</i> 									
Wargear Options	<ul style="list-style-type: none"> · May replace its Bolt Pistol with an item from the Champion Equipment list. · One Hellwing in your Kill Team may take a Icon of Emptiness. No more than one model in your Kill Team may have a Icon of Emptiness. · May take items from the Daemonkin of Malice Armoury. 									
Keywords	<ul style="list-style-type: none"> · HERETIC ASTARTES, JUMP PACK, FLY, DAEMON, INFANTRY, HELLWING 									

FIRSTBORN										55
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Firstborn	6"	2+	3+	5	5	5	4	9	2+	
Equipment	<ul style="list-style-type: none"> · Paradox Blade · Parasite Bolter 									
Abilities	<ul style="list-style-type: none"> · Children of Destruction · Chosen of the Ungod: This model has a 5+ Invulnerable save. 									
Wargear Options	<ul style="list-style-type: none"> · One SON OF MALICE in your Kill Team may replace its Parasite Bolter with a Warp Husher or a Leech-Launcher. · May replace its Parasite Bolter with an Anti-Real Shield. · May replace its Paradox Blade with a Dreadaxe or a Dark Maul. · One SON OF MALICE in your Kill Team may take a Icon of Emptiness. No more than one model in your Kill Team may have an Icon of Emptiness. · May take items from the Daemonkin of Malice Armoury. 									
Keywords	<ul style="list-style-type: none"> · HERETIC ASTARTES, INFANTRY, SON OF MALICE 									

TALON CHAMPION

22

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Talon Champion	12"	3+	3+	4	4	3	2	8	3+
Equipment	· Two Lightning Claws								
Abilities	<ul style="list-style-type: none"> · Children of Destruction · Daemonic: This unit has a 5+ invulnerable save. · Warpflame Strike: (<i>Codex: Chaos Space Marines page 141</i>) 								
Wargear Options	· May take items from the Daemonkin of Malice Armoury.								
Keywords	· HERETIC ASTARTES, JUMP PACK, FLY, INFANTRY, TALON OF MALICE								



Hook Horror

CORE

HOOK HORROR										6
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Hook Horror	6"	3+	4+	4	3	1	2	7	6+	
Equipment	· Bone Sickles									
Abilities	<ul style="list-style-type: none"> · Daemonic Ritual, Endless Droning · Daemonic: This model has a 5+ invulnerable save. · Limb from Limb: Increase the AP of this model's Bone Sickles to -1 while you have 15 or more HOOK HORRORS on the battlefield. 									
Wargear Options	<ul style="list-style-type: none"> · If your Kill Team includes at least 10 HOOK HORROR, one may take an Instrument of Malice and another one may take an Daemonic Icon. · May take items from the Daemonkin of Malice Armoury. 									
Keywords	· DAEMON, INFANTRY, HOOK HORROR									

CANNIBAL										5
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Cannibal	6"	4+	5+	3	3	1	1	5	6+	
Cannibal C.	6"	4+	5+	3	3	1	2	6	6+	
Equipment	· Autogun									
Abilities	· Feast in the name of the God: Add 1 to the Strength characteristic of this model as long as it is within 6" of a friendly DAEMON model.									
Wargear Options	<ul style="list-style-type: none"> · May replace its Autogun with an Autopistol and Brutal Assault Weapon. · For every ten CANNIBALS in your Kill Team, one may replace its Autogun with a Heavy Stubber or a Flamer. · For every ten CANNIBALS in your Kill Team, one may be upgraded to a Cannibal Champion for free. A Cannibal Champion may replace its Autogun with a Shotgun. 									
Keywords	· HERETIC ASTARTES, INFANTRY, CANNIBAL									

CURSEMITE										3
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Cannibal	8"	4+	–	2	2	1	2	8	6+	
Equipment	· Bloodsucking Proboscis									
Abilities	<ul style="list-style-type: none"> · Mutoid Vermin: You can only include up to four of this model in your Kill Team. For each Special model in your Kill Team, up to one of this model does not take up a Core slot. · Leaping Insectoids: You can re-roll failed charge rolls for this unit. In addition, whenever this unit piles in or consolidates, it can move up to 6" instead of 3". 									
Keywords	· BEAST, MUTOID VERMIN, CURSEMITE									

MALICIOUS MARINE									
13									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Malicious Marine	6"	3+	3+	4	4	1	1	7	3+
Equipment	<ul style="list-style-type: none"> · Boltgun · Bolt Pistol · Frag Grenade · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Children of Destruction 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Boltgun with a Chainsword. · May replace its Bolt Pistol with a Black Shield. · For every 5 MALICIOUS MARINES in your Kill Team, one may replace its Bolt Pistol with a Plasma Pistol, or replace its Boltgun with an item from the Combi-Weapons, Special Weapons or Heavy Weapons list, or replace its Boltgun and Bolt Pistol with two Lightning Claws. · One MALICIOUS MARINE in your Kill Team may take a Icon of Emptiness. No more than one model in your Kill Team may have a Icon of Emptiness. · May take items from the Daemonkin of Malice Armoury. 								
Keywords	<ul style="list-style-type: none"> · HERETIC ASTARTES, INFANTRY, MALICIOUS MARINE 								

MALICIOUS BIKER									
21									
Maximum of 3 of this unit in your Kill Team.									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Malicious Biker	14"	3+	3+	4	5	2	1	7	3+
Equipment	<ul style="list-style-type: none"> · Combi-Bolter · Bolt Pistol · Frag Grenade · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Children of Destruction · Turbo-Boost: When this model Advances, add 6" to its Move characteristif for that Movement phase instead of rolling a die. 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Bolt Pistol with a Chainsword. · For every three SON OF MALICE BIKER in your Kill Team, one may either take an item from the Special Weapons list, or replace its Combi-Bolter with an item from the Special Weapons list. · One MALICIOUS BIKER in your Kill Team may take a Icon of Emptiness. No more than one model in your Kill Team may have a Icon of Emptiness. · May take items from the Daemonkin of Malice Armoury. 								
Keywords	<ul style="list-style-type: none"> · HERETIC ASTARTES, INFANTRY, MALICIOUS BIKER 								

DREAD KNIGHT

16

Maximum of 5 of this unit in your Kill Team.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dread Rider	9"	3+	3+	4	4	2	1	7	3+
Equipment	<ul style="list-style-type: none"> · Power Axe · Bolt Pistol · Frag Grenade · Krak Grenade · Mutant Hooves and Teeth 								
Abilities	<ul style="list-style-type: none"> · Children of Destruction · Trampling Charge: This model's mount makes 4 attacks instead of 2 with its Mutant Hooves and Teeth in a turn in which it charged. 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Power Axe with a Power Lance or Power Sword. · May replace its Bolt Pistol with a Black Shield. · One DREAD KNIGHT in your Kill Team may take a Icon of Emptiness. No more than one model in your Kill Team may have a Icon of Emptiness. · May take items from the Daemonkin of Malice Armoury. 								
Keywords	<ul style="list-style-type: none"> · HERETIC ASTARTES, CAVALRY, DREAD KNIGHT 								

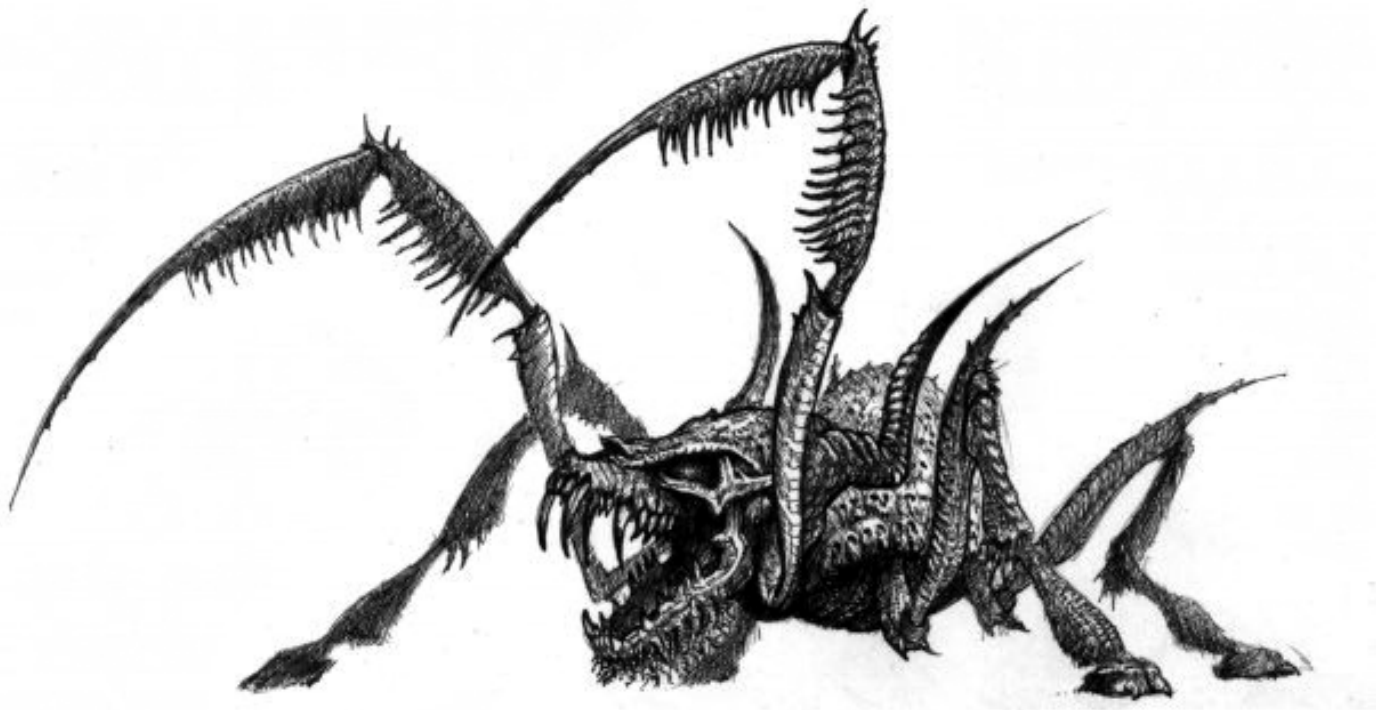
HELLWING

15

Maximum of 5 of this unit in your Kill Team.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellwing	12"	3+	3+	4	4	1	1	7	3+
Equipment	<ul style="list-style-type: none"> · Bolt Pistol · Chainsword · Frag Grenade · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Children of Destruction · Endless Droning · Raptor Strike: <i>(Codex: Chaos Space Marines page 141)</i> 								
Wargear Options	<ul style="list-style-type: none"> · One Hellwing in your Kill Team may replace its Bolt Pistol and Chainsword with a Plasma Pistol and Chainsword or an item from the Special Weapons list. If your Kill Team includes 5 Hellwings, a second one may do so. · One Hellwing in your Kill Team may take a Icon of Emptiness. No more than one model in your Kill Team may have a Icon of Emptiness. · May take items from the Daemonkin of Malice Armoury. 								
Keywords	<ul style="list-style-type: none"> · HERETIC ASTARTES, JUMP PACK, FLY, DAEMON, INFANTRY, HELLWING 								

PUNISHED										10
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Punished	7"	3+	–	4	4	1	1	7	3+	
Equipment	· Horrifying Mutations									
Abilities	· Children of Destruction · Endless Droning									
Keywords	· HERETIC ASTARTES, INFANTRY, PUNISHED									



Beast of Malice

SPECIAL

DOOMRIDER										27
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Doomrider	9"	3+	4+	4	4	3	2	7	6+	
Equipment	<ul style="list-style-type: none"> · Bone Sickles · Gnashing Teeth 									
Abilities	<ul style="list-style-type: none"> · Endless Droning · Daemonic: This model has a 5+ invulnerable save. · Soul Suckle: This model regains 1 wound previously lost in the battle at the end of any Fight phase in which it killed an enemy model. 									
Wargear Options	<ul style="list-style-type: none"> · If your Kill Team includes at least 3 DOOMRIDERS, one may take an Instrument of Malice and another one may take an Daemonic Icon. · May take items from the Daemonkin of Malice Armoury. 									
Keywords	· DAEMON, CAVALRY, DOOMRIDER									

BEAST OF MALICE										38
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Beast of Malice	10"	3+	–	5	4	4	4	7	6+	
Equipment	<ul style="list-style-type: none"> · Mantis Sickles · Dreadful Bite 									
Abilities	<ul style="list-style-type: none"> · Endless Droning · Daemonic: This model has a 5+ invulnerable save. · Soul Suckle: This model regains 1 wound previously lost in the battle at the end of any Fight phase in which it killed an enemy model. 									
Keywords	· DAEMON, BEAST, BEAST OF MALICE									

SPAWN OF MALICE										25
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Thunderer	7"	4+	–	5	5	4	D6	9	5+	
Equipment	· Hideous Mutations									
Abilities	<ul style="list-style-type: none"> · Endless Droning · Mutated Beyond Reason (<i>Codex: Chaos Space Marines page 140</i>) 									
Keywords	· DAEMON, BEAST, SPAWN OF MALICE									

CHAOS FURY										8
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Chaos Fury	12"	4+	–	4	3	1	2	6	6+	
Equipment	· Daemonic Claws									
Abilities	<ul style="list-style-type: none"> · Daemonic Ritual, Endless Droning · Daemonic: This model has a 5+ invulnerable save. · Prey on the Weak: Add +1 to Hit rolls made for this model if your opponent is on Rout Threshold 1. In addition, you can re-roll failed Hit rolls made for this model if your opponent is on Rout Threshold 2. · Doomflock: If your Team Leader is a DAEMON, up to 5 Chaos Furies may be taken as core. 									
Keywords	· DAEMON, INFANTRY, FLY, CHAOS FURY									

SON OF MALICE										40
Maximum of 3 of this unit in your Kill Team.										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Son of Malice	6"	2+	3+	5	5	3	3	8	2+	
Equipment	<ul style="list-style-type: none"> · Paradox Blade · Parasite Bolter 									
Abilities	<ul style="list-style-type: none"> · Children of Destruction · Chosen of the Ungod: This model has a 5+ Invulnerable save. · Children Kill Team: If your Team Leader is a Firstborn, Sons of Malice may be taken as core. 									
Wargear Options	<ul style="list-style-type: none"> · One Son of Malice in your Kill Team may replace its Parasite Bolter with a Warp Husher or a Leech-Launcher. · May replace its Parasite Bolter with an Anti-Real Shield. · May replace its Paradox Blade with a Dreadaxe or a Dark Maul. · One Son of Malice in your Kill Team may take a Icon of Emptiness. No more than one model in your Kill Team may have an Icon of Emptiness. · May take items from the Daemonkin of Malice Armoury. 									
Keywords	· HERETIC ASTARTES, INFANTRY, SON OF MALICE									

TALON OF MALICE

12

Maximum of 5 of this unit in your Kill Team.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Reality Slasher	12"	3+	3+	4	4	1	1	8	3+
Equipment	· Two Lightning Claws								
Abilities	<ul style="list-style-type: none"> · Children of Destruction · Daemonic: This unit has a 5+ invulnerable save. · Warpflame Strike: (<i>Codex: Chaos Space Marines page 141</i>) · Talon Kill Team: If your Team Leader is a Talon Champion, Talons of Malice may be taken as core. 								
Wargear Options	· May take items from the Daemonkin of Malice Armoury .								
Keywords	· HERETIC ASTARTES, JUMP PACK, FLY, INFANTRY, TALON OF MALICE								



Chaos Space Marine devoted to Malice, in the telltale black-and-white livery

ARMOURY

ITEM	DESCRIPTION
Swarm of Mosquitoes (8 pts)	Team Leader only. At the beginning of each Fight phase, roll a die for each enemy model within 1" of the bearer. On a 6, that model suffers 1 mortal wound and the bearer regains 1 wound previously lost in the battle
Legion of One (5 pts)	HERETIC ASTARTES Team Leader only. You can re-roll all failed Hit, Wound, and Save rolls made for the model while you are on Rout Threshold 2.
Brand of the Cannibal (4 pts)	HERETIC ASTARTES Team Leader only. The bearer is treated as a DAEMON for the purpose of the Soul Offering tactical action. Each time the bearer regains wounds using the Soul Offering tactical action, roll a die. On a 4+, you regain 1 TP.
Remnant of the True Dreadaxe (6 pts)	Dread Champion with a Power Axe only. The bearer makes an additional 2 attack with its Power Axe in each Fight phase, but if the Hit roll for any of these additional attacks is a 1, it suffers a mortal wound.
Spellstabber Blade (4 pts)	Faithless Acolyte only. Each time the model successfully makes a Deny the Witch test, roll a die. On a 5+, the enemy psyker loses the ability to cast the psychic power it just used for the remainder of the battle.
Protect Me, Minion! (10 pts)	Faithless Acolyte only. Before the beginning of the battle, pick a Spawn of Malice in your Kill Team to be the Faithless Acolyte's minion. Each time the Faithless Acolyte suffers an unsaved wound while the minion is within 3" of him, you can roll a die. On a 2+, the wound is ignored but the minion suffers a mortal wound.
Crystal Ball of Impossible Futures (6 pts)	DAEMON Team Leader only. As long as the bearer is alive and on the battlefield, you can re-roll any one die in each of your turns.
Echo of Zuvassin (2 pts)	DAEMON Team Leader only. Cannot be taken with the Song of Necoho. Each time the model makes a Hit roll of a 6+ in melee, one randomly determined model within 3" of the bearer (which can be the bearer itself) immediately suffers a mortal wound after resolving all of the bearer's attacks.
Song of Necoho (8 pts)	DAEMON Team Leader only. Cannot be taken with the Echo of Zuvassin. The bearer is unaffected by the effects of all Psychic Powers.
Wrenching Rictus (4 pts)	HERETIC ASTARTES only. Cannot be taken with a Mosquito Face. Enemy models must re-roll hit rolls of a 6+ when attacking the bearer in the Fight phase.
Tick Face (5 pts)	HERETIC ASTARTES only. Cannot be taken with a Wrenching Rictus. The model gains a Dreadful Bite (see profile in armoury).
Meat Hook (3 pts)	HERETIC ASTARTES only. Each time the bearer fights, it can attempt to disarm an enemy model within 1". If it does, roll a die: on a 5+, that model loses one of its melee weapons of your choice until the end of the phase.

ITEM	DESCRIPTION
Witch-Eater Grenade (1 pt)	HERETIC ASTARTES only. One use only. Can be bought any number of times per model. The bearer can throw a Witch-Eater Grenade at an enemy PSYKER or DAEMON iwithing 8" instead of firing its ranged weapon(s) in the Shooting phase. Make a single Hit roll. If it hits, If used against a Psyker, that model must substract D3 from all Psychic and Deny the Witch tests they make, until the beginning of your next Shooting Phase. If used against a Daemon, that model loses the invulnerable save conferred by the Daemonic special rule until the beginning of your next turn (but retains invulnerable saves from any other source).
Aura of Utter Darkness (11 pts)	SON OF MALICE only. Substract 1 from all hit rolls made for models within 3" of the bearer, friend and foe. The bearer itself is unaffected.
Unreal Engine (14 pts)	SON OF MALICE only. Only one per Kill Team. Cannot be taken with an Icon of Emptiness. At the end of each of your Movement Phases, you can roll a die. On a 2+, you can place one friendly Hook Horror previously slain in the battle within 6" of the bearer and more than 1" from enemy models. On a 1, the bearer suffers a mortal wound.
Privilege of Destruction (2 pts)	DAEMON only. The model gains the Children of Destruction ability.
Barbed Hooks (pts)	HOOK HORROR and DOOMRIDER only. Add 1 to Wound rolls made for the bearer's Bone Sickles against models with a Save characteristic of 6+ or worse.
Deafening Buzz (3 pts)	Model with the Endless Droning ability only. Enemy models must substract 1 from any Psychic and Deny the Witch tests that they make while within 3" of the bearer.

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Bone Sickles	0
Brutal Assault Weapon	
Chainaxe	
Chainfist	
Chainsword	
Dark Maul	7
Dreadaxe	7
Dreadful Bite	0
Daemonic Claws	0
Gnashing Teeth	0
Hideous Mutations	
Horrifying Mutations	
Lightning Claw (single/pair)	/
Mantis Sickles	0
Mutant Hooves and Teeth	0
Paradox Blade	8
Power Axe	
Power Fist	
Power Lance	4
Power Maul	
Power Sword	
Viperstaff	7
Viperblade	5

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Autocannon	
Autogun	
Autopistol	
Bolt Pistol	
Boltgun	
Combi-Bolter	
Combi-Flamer	
Combi-Melta	
Combi-Plasma	
Flamer	
Heavy Bolter	
Heavy Flamer	
Heavy Stubber	
Lascannon	
Leech-Launcher	20
Meltagun	
Missile Launcher	
Multi-Melta	
Parasite Bolter	2
Plasma Gun	
Shotgun	
Warp Husher	14

OTHER WARGEAR	
WARGEAR	POINTS
Anti-Real Shield	10
Black Shield	4
Daemonic Icon	15
Icon of Emptiness	10
Instrument of Malice	10

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon						
Autogun						
Autopistol						
Bolt Pistol						
Boltgun						
Combi-Bolter						
Combi-Flamer						
Combi-Melta						
Combi-Plasma						
Flamer						
Heavy Bolter						
Heavy Flamer						
Heavy Stubber						
Lascannon						
Leech-Launcher	36"	Heavy 4	7	-1	1	Each you make a Wound roll of a 6+ with this weapon, the target suffers 1 mortal wound in addition to any other damage and the bearer regains 1 wound previously lost in the battle.
Meltagun						
Missile Launcher						
- Frag						
- Krak						
Multi-Melta						
Parasite Bolter	24"	Assault 2	4	-1	1	Each time you make a Wound roll of a 6+ for this weapon, it inflicts 1 mortal wound in addition to any other damage and the bearer regains 1 wound previously lost in the battle.
Plasma Gun						
Shotgun						
Warp Husher	8"	Assault D6	5	0	1	This weapon automatically hits its target. This weapon has a Strength characteristic of 6 and an AP characterisitc of -1 if the target has the PSYKER or DAEMON keyword.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bloodsucking Proboscis	Melee	Melee	U	0	1	Each unmodified hit roll of a 6 with this weapon scores 2 hits.
Bone Sickles	Melee	Melee	U	0	2	
Brutal Assault Weapon						
Chainaxe						
Chainfist						
Chainsword						
Dark Maul	Melee	Melee	+3	0	2	A model that is hit by this weapon must subtract 1 from its Hit rolls until the end of the phase.
Dreadaxe	Melee	Melee	+1	-2	2	A model that is wounded, but not slain, by this weapon must take a Leadership test at the end of the phase. If failed, that model suffers 1 mortal wound.
Dreadful Bite	Melee	Melee	U	-2	D3	The bearer can only make one attack with this weapon each time it fights. All of its other attacks must be made using another weapon profile.
Daemonic Claws						
Gnashing Teeth	Melee	Melee	U	0	1	After a model on this mount attacks, it can attack with its mount. Make 3 additional attacks using this weapon profile.
Hideous Mutations						
Horrifying Mutations						
Lightning Claw						
Mantis Sickles	Melee	Melee	U	-2	2	A model that is wounded, but not slain, by this weapon cannot Fall Back in its next Movement phase.
Mutant Hooves and Teeth	Melee	Melee	U	0	1	After a model on this mount attacks, it can attack with its mount. Make 2 additional attacks using this weapon profile.
Paradox Blade	Melee	Melee	U	-3	2	Your opponent must subtract 1 from all invulnerable save rolls made against this weapon.
Power Axe						
Power Fist						

MELEE WEAPONS (cont.)

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Power Lance						
Power Maul						
Power Sword						
Viperstaff	Melee	Melee	*	-1	D3	This weapon wounds on a 4+, unless it targets a Vehicle, in which case it wounds on a 6+.
Viperblade	Melee	Melee	*	-3	1	This weapon wounds on a 4+, unless it targets a Vehicle, in which case it wounds on a 6+.

OTHER WARGEAR

WARGEAR	ABILITIES
Anti-Real Shield	A model with an Anti-Real Shield has a 3+ invulnerable save.
Black Shield	A model with a Black Shield has a 5+ invulnerable save.
Daemonic Icon	Each time you successfully pass a Rout test and at least one of the dice shows a 1, you can return up to D6 Hook Horrors previously slain in the battle onto the battlefield within 6" of the bearer of the icon and more than 1" away from enemy models. In addition, each time the model carrying the icon successfully passes a Nerve test and at least one of the dice shows a 1, you can return a single Hook Horror slain previously in the battle onto the battlefield within 6" of the bearer and more than 1" away from enemy models.
Icon of Emptiness	Roll three dice and discard the highest one when taking Nerve tests for HERETIC ASTARTES models within 6" of the bearer of the icon.
Instrument of Malice	Add 1" to the Advance and Charge rolls of all MALICE DAEMON models within 6" of a model with an Instrument of Malice.

RECOMMENDED BASE SIZES

The following base sizes are recommended for use with this opus:

Team Leaders

- **Slasher:** 25mm round base
- **Doomlasher:** 40mm round base
- **Faithless Acolyte:** 32mm round base
- **Malicious Champion:** 32mm round base
- **Malicious Biker Champion:** Bike base
- **Dread Champion:** 75x42mm oval base
- **Hellwing Champion:** 32mm round base
- **Firstborn:** 40mm round base
- **Talon Champion:** 32mm round base

Core

- **Hook Horror:** 25mm round base
- **Cannibal:** 25 mm round base
- **Cursemite:** 25mm round base
- **Malicious Marine:** 32mm round base
- **Malicious Biker:** Bike base
- **Dread Knight:** 74x42mm oval base
- **Hellwing:** 32mm round base
- **Punished:** 32mm round base

Special

- **Doomrider:** 40mm round base
- **Beast of Malice:** 50mm round base
- **Spawn of Malice:** 50mm round base
- **Chaos Fury:** 25mm round base
- **Son of Malice:** 40mm round base
- **Talon of Malice:** 32mm round base