



Great Crusade Chaos Rule Set

HQ

Akshub High Priestess of the Serpent Lodge 110 points

WS BS S T W I A LD SV
4 3 3 3 3 3 4 10 4+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Primaris Psyker)

Wargear: Carapace Armor, Force Weapon, Las Pistol, Frag and Krak Grenades, Psychic Hood

Special Rules

Eternal Warrior, Independent Character, Psyker, Furious Charge

Psyker: Akshub may cast the Lightning Arc and Nightshroud psychic powers exactly like a Primaris Psyker. She may be accompanied by a unit of Davinite Acolytes which are taken as a Psyker Battle Squad and count as an additional HQ unit that does not use up any slots on the Force Organization Chart.

KA'BANDHA Lord of Bloodthirsters 550 points

WS BS S T W I A LD Sv
10 4 9 6 6 5 2D6 10 3+

Unit Composition: 1 (Unique)

Unit Type: Gargantuan Creature

Daemonic Gifts:

Iron Hide, Daemonic Flight, Chaos Icon, Blessings of the Blood God, Death Strike, Axe of Khorne – Causes Instant Death

Special Rules

Daemon, Feel No Pain, Furious Charge, 3+ Invulnerable save, fleet

Lord of Bloodthirsters: An army including Ka'Bandha may take Bloodthirsters as Elite, Troops, and Heavy Support choices

Skystrike: Ka'Bandha may assault after Deep Striking.

Bloodfeeder: So ferocious are Ka'Bandha's attacks that he makes 2d6 attacks each turn. However, should he roll any double his assault is so blood crazed that he causes himself an automatic wound with no saves permitted

KYRISS THE PERVERSE 500 points

WS BS S T W I A LD Sv
9 4 7 6 6 10 7 10 3+

Unit Composition: 1 (Unique)

Unit Type: Monstrous Creature

Daemonic Gifts: Pavane of Slaanesh, Daemonic Flight, Chaos Icon, Soporific Musk, Transfixing Gaze, Soul Devourer

Special Rules

Daemon, Feel No Pain, 3+ Invulnerable save, Aura of Acquiescence, Fleet

Skystrike: Kyriass may assault after Deep Striking.

KA'LOK– SERIAL SLAUGHTERER 130 points

WS BS S T W I A LD Sv

6 3 4 4 3 5 2D6 10 5+

Unit Composition: 1 (Unique)

Unit Type: Beast

Daemonic Gifts: Iron Hide, Blessings of the Blood God, Hellblade

Special Rules

Daemon, Furious Charge, 5+ Invulnerable save, fleet

Bloodfeeder: So ferocious are Ka'Lok's attacks that he makes 2d6 attacks each turn. However, should he roll any double his assault is so blood crazed that he causes himself an automatic wound with no saves permitted.

Blood-Twins: Ka'Bandha and Ka'Lok are bloody aspects of Khorne, but uniquely seem to draw their power from each other. Should both be present in the same army; if either suffers a wound from the Bloodfeeder special rule, then both suffer the wound.

Be'lakor Greater Daemonhost 225 points

WS BS S T W I A LD SV

5 3 6 5 5 5 D6 10 4+

Unit Composition: 1 Unique

Unit Type: Infantry

Wargear: Daemonic Claws (Rending)

Special Rules

Fearless, Invulnerable 4+ Save, Deep Strike, Eternal Warrior, Psyker, Independent Character

Psyker: The Daemonhost must attempt to cast a psychic power at the start of its movement phase. If the power is successfully cast it randomly manifests one of the following powers. The Daemonhost may re-roll the random power but suffers an unsaveable wound each time it does so.

1 Terrify – All enemy units with a model within 12" immediately take a Pinning test.

2 Re-Knit Host – Regain all lost wounds.

3 Teleport – Immediately remove from the battlefield and Deep Strike anywhere on the table and may assault after arrival. Daemonhosts cannot

benefit from any ability that affects deploying via Deep Strike (such as a Locator Beacon).

4 Bloodboil – At the beginning of the Shooting Phase, place the Ordnance template over the Daemonhost. All models touched by the template

(including the Daemonhost) take an immediate Str 4 AP 3 hit.

5 Timeshift – The Daemonhost may move and assault 12" this turn and has 2D6 attacks rather than D6.

6 Warp Strength – Add +D3 to the Daemonhost's Strength and Toughness for the turn.

AMON CHAKAI, THE EYE OF TZEENTCH 1999 points

WS BS S T W I A LD SV

6 10 8 8 9 9 7 9 1+, 4++

Unit Composition: 1 Unique

Unit Type: Gargantuan Creature

SPECIAL RULES

Tzeentch Embodied: Amon Chakai counts as a special Icon of Tzeentch:

· Tzeentchian Daemons of any and all kinds and formations may Deep Strike within 54" of Amon Chakai and will not scatter,

· All ranged Daemonic Gifts belonging to all Tzeentchian daemons in play and Psychic Powers belonging to all Sorcerers with the Mark of Tzeentch in play have their Range increased by +6", or if they use the flamer template this is replaced with the Hellstorm template.

The Future Laid Bare: Amon Chakai can see his immediate future with utter clarity, as such he always strikes first in close combat, irrespective of any other rule or bonus. He also bestows the Strategic Redeployment and Recon Strategic Assets, see Apocalypse Rulebook for details.

Iron Hide: Exactly as it appears in the Chaos Daemons Codex.

The Lord of Sorcery: No other Changer of Ways can match Amon Chakai's sorcerous abilities. In battle Amon Chakai has the following Daemonic Gifts:

* Breath of Chaos: As it appears in the Chaos Daemon Codex but using the Hellstorm Template.

* Boon of Mutation: As it appears in the Chaos Daemons Codex only at a 72" Range. Any models that are changed become Changelings.

* Daemonic Gaze: As it appears in the Chaos Daemons Codex only at a 72" Range.

* Warpfire: As it appears in the Chaos Daemons Codex only at a 72" Range.

* Bolt of Tzeentch: As it appears in the Chaos Daemons Codex only at a 72" Range. Counts as Strength D against Vehicles.

* Pavane of Slaanesh: As it appears in the Chaos Daemons Codex only at a 72" Range.

* Transfixing Gaze: Exactly as it appears in the Chaos Daemons Codex.

* Soul Devourer: Exactly as it appears in the Chaos Daemons Codex.

Favoured of Tzeentch: Amon Chakai is one of Tzeentch's most favoured servants. As such he benefits from the following rules:

* May use up to 9 ranged attacks bestowed by his Gifts per shooting phase,

* He may use the same Gift up to 3 times per shooting phase,

* 3+ Daemonic Invulnerable Save against all Psychic Powers with a Strength value.

* Counts as having a Psychic Hood. For details, see Codex: Space Marines, p.56.

* Amon Chakai may force any psychic opponent to re-roll any successful Psychic Hood test.

Daemonic Flight: As it appears in the Chaos Daemons Codex except Amon Chakai may fly 48" instead of 6".

SHALNANETH, THE MERCILESS LORD 1888 points

WS BS S T W I A LD SV

10 5 10 8 8 10 10 10 1+, 3++

Unit Composition: 1 Unique

Unit Type: Gargantuan Creature

SPECIAL RULES

Khorne Embodied: Shalnaneth counts as a special Icon of Khorne:

· Khornate Daemons of any and all kinds and formations may Deep Strike within 48" of Shalnaneth and will not scatter,

· All Khornate Daemons within 24" get +2 to their combat resolutions for any Assault.

Death Strike Whip: As it appears in the Chaos Daemons Codex but with Assault 4.

The Blades of Incandescent Fury: This is an immense daemonically possessed double-headed axe.

Against all enemies with a Weapon Skill the following rules apply:

- Rending,
- Causes Instant Death.

Aura of Rage: All models in 8", friend and foe (except for Eternal Warriors, Gargantuan Creatures and vehicles), are subject to the following rules (note that Shalnaneth is always subject to these rules):

- * Rage, Fleet, Fearless and Furious Charge,
- * Note that no profile rating may be taken above 10 by this rule,
- * May Not Shoot – all models within the affected area (except Eternal Warriors, tanks and Gargantuan Creatures) must always Run towards the nearest enemy in the shooting phase and may not use grenades or Melta-bombs. Shalnaneth may choose to use his whip instead of running.

Blessing of the Blood God: Exactly as it appears in the Chaos Daemon Codex.

Daemonic Flight: As it appears in the Chaos Daemons Codex except Shalnaneth may fly 18" instead of 6".

Hell-Forged Armor: Shalnaneth wears a unique suit of daemonic armor forged from the heat of his own hatred for absolutely everything. Bestows a 2+ Armor Save in addition to his 3+ Daemonic Invulnerable Save.

Victory Bellow: Counts as an instrument of Chaos.

Ultimate Destroyer: Shalnaneth counts everything he attacks as a Preferred Enemy, including characters, vehicles and buildings of all kinds.

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N'KARI, KEEPER OF SECRETS, FIRST CONCUBINE OF SLAANESH 1,666 pts

WS BS S T W I A LD SV

9 9 8 8 7 10 8 10 1+, 3++

Unit Composition: 1 Unique

Unit Type: Gargantuan Creature

SPECIAL RULES

Slaanesh Embodied: N'kari counts as a special Icon of Slaanesh:

- Slaaneshi Daemons of any and all kinds and formations may Deep Strike within 36" of N'kari and will not scatter,

- All Slaaneshi Daemons in play get +1 to their combat resolutions for any Assault.

Aura of Acquiescence: Exactly as it appears in the Chaos Daemons Codex.

The Endless Pavane of Slaanesh: The range of this Gift is extended to 72" and moves effected units 2D6". It may be used up to 6 times in the Shooting Phase and N'kari may target the same unit every time if he/she/it wishes.

Many Armed: All enemies in base contact or close combat with N'kari lose 2 Attacks each, to a minimum of 1 Attack.

Daemonic Beauty: All enemies must pass a Leadership test at -3 before assaulting N'kari or targeting him/her/it for any kind of Attack whatsoever (this last rule does not count if the enemy model is already engaged in close combat with N'kari and nor does it apply to other Daemons, Gargantuan Creatures, Super-Heavy Walkers or models with the Eternal Warrior Special Rule). This replaces the Terrifying rule for Gargantuan Creatures

Lethal Caress: All N'Kari's attacks in close combat cause Instant Death and count as Rending.

Delight in Combat: All models except Eternal Warriors within 6" become Fearless.

Iron Hide: Exactly as it appears in the Chaos Daemons Codex.

Preferred Enemy: N'Kari counts everything and anything with a WS as a Preferred Enemy.

Fleet: N'Kari benefits from the Fleet Universal Special Rule. This means N'kari may also Run, as described in the 40K Rulebook only with 3D6 instead of 1D6.

Boon of Mutation: As it appears in the Chaos Daemons Codex only with a Range of 24". Any models

that are changed become Fiends of Slaanesh (can be upgraded).

Scream of Scouring Ecstasy: Counts as the Breath of Chaos Gift but using the Hellstorm Template.

PUZUZU THE ABHORRENT 1777 points

WS BS S T W I A LD SV
6 6 8 10 10 4 7 10 1+, 3++

Unit Composition: 1 Unique

Unit Type: Gargantuan Creature

SPECIAL RULES

Nurgle Embodied: Puzuzu counts as a special Icon of Nurgle:

- Nurglish Daemons of any and all kinds and formations may Deep Strike within 42" of Puzuzu and will not scatter,

- All Nurglish Daemons in play get +1 to their combat resolutions for any Assault.

The Sickness: Puzuzu's weapon is a manifestation of all mortal suffering due to the most debilitating sicknesses ever experienced. It takes the form of a gigantic rusting blade that weeps an unimaginably toxic slime. The Sickness grants Puzuzu the Noxious Touch Daemonic Gift and any unsaved Wound causes Instant Death.

The Walking Blight: Puzuzu is blight and decay made manifest and where he walks everything begins to rot and corrode. All models with a Toughness value within 7" lose 1 Wound on a roll of 4+. Armor Saves or Invulnerable saves may be taken as normal. This test must be taken by all models in range at the start of every round of close combat. Does not affect daemons or models bearing Nurgle's Mark.

Cloud of Flies: Exactly as it appears in the Chaos Daemon Codex.

Anti Plant Barrage Support Asset: Exactly as it appears in the Apocalypse rulebook.

Feel No Pain: Puzuzu has the Feel No Pain Universal Special Rule.

Iron Hide: Exactly as it appears in the Chaos Daemons Codex.

Immune to Poison: Poisoned Weapons of all kinds have no special affect against Puzuzu. Players must roll to Wound as normal without any special bonuses.

Boon of Mutation: As it appears in the Chaos Daemons Codex only with a Range of 24". Any models that are changed become Beasts of Nurgle (can be upgraded).

Tide of Corruption: Counts as the Breath of Chaos Gift but using the Hellstorm Template.

Plague Storm Chaos Daemon Asset: Exactly as it appears in the Apocalypse Reload rulebook, with Puzuzu being the effected daemon.

Shambling Monstrosity: Puzuzu always moves as a Gargantuan Creature in difficult terrain. This cannot be made any better or worse by any factor, although impassable terrain remains impassable.

Uraka the Warpfierd 150 points

WS BS S T W I A LD SV
7 5 7 5 4 6 5 10 3+

Unit Composition: 1 Unique

Unit Type: monstrous creature

Wargear: armor of Khorne, executioners axe (rending power weapon)

Special rules

4+ invulnerable save, mark of khorne, blessings of the blood god, daemon

Scabeiathrax the bloated 777 points

WS BS S T W I A LD SV
9 3 8 9 10 3 5 10 -

Unit Composition: 1 Unique

Unit Type: Gargantuan creature

Wargear: Blade of Decay (close combat weapon that causes double wounds)

Special rules

4+ invulnerable save, icon of nurgle, daemon

Fearsome: any units wishing to charge Scabeiathrax the bloated must pass a leadership test at -2 to their leadership value

Nurgling infestation: grants D6+3 attacks at strength 3 and initiative 3

Aura of Decay: reduces enemies attacks by 1 and toughness by 1 in base contact

Toxic Discharge: range template strength 5 AP 3 assault 2

Zarakynel 666 points

WS BS S T W I A LD SV

10 3 6 6 6 10 5 10 -

Unit Composition: 1 Unique

Unit Type: Gargantuan creature

Wargear: Souleater sword (close combat weapon that inflicts instant death on any wounds)

Special rules

3+ invulnerable save, icon of Slaanesh, daemon

Fearsome: any units wishing to charge Zarakynel must pass a leadership test at -2 to their leadership value

Deathly Rapture: range 36" strength 6 AP 3 assault D6, pinning

An'ggrath the Unbound 888 points

WS BS S T W I A LD SV

10 3 10 8 8 5 7 10 2+

Unit Composition: 1 Unique

Unit Type: Gargantuan creature

Wargear: Axe of Khorne (close combat weapon that as long as you keep rolling 4's you make additional attacks), lash of khorne (range 12" strength 8 AP 3 assault 8)

Special rules

3+ invulnerable save, independent character, icon of khorne, daemoniac flight, mark of Khorne, daemon

Fearsome: any units wishing to charge An'ggrath the Unbound must pass a leadership test at -2 to their leadership value

Rage of Khorne: gains D3 attacks for charging rather than the usual +1

Aetaos'rau'keres slayer of souls 999 points

WS BS S T W I A LD SV

9 6 8 8 9 9 5 10 3+

Unit Composition: 1 Unique

Unit Type: Gargantuan creature

Wargear: Staff of Cataclysm (range infinite strength X AP 3 apocalypse barrage 6+D3, ignores cover)

Special rules

2+ invulnerable save, independent character, icon of Tzeentch, mark of Tzeentch, daemoniac flight (20"), psychic hood, daemon

Fearsome: any units wishing to charge Aetaos'rau'keres slayer of souls must pass a leadership test at -2 to their leadership value

Render of the Veils: place 5" blast marker anywhere within 48" and place D6+3 horrors under that marker. The horrors may not shoot

Psychic powers: soul devourer, bolt of Tzeentch (5" blast), boon of mutation (use template), daemonic gaze (48" range), master of sorcery (may use 3 ranged psychic powers), we are legion, transfixing gaze

Super Mutant Overlord 175 points

WS BS S T W I A LD SV
6 4 6 6 3 4 3 7 3+

Unit Composition: 1 Super Mutant Overlord

Unit Type: Infantry

Wargear: TriBeam Laser Rifle (range 18" Strength 8 AP 1 Heavy 4)

Options: may include an additional 2 Overlords for 175 points each. Any Overlord may exchange their Tribeam laser rifle for a Super Sledge (Master crafted thunder hammer that not only strikes in initiative order but also adds +1 to initiative and +2 to attacks) for +50 points. The whole squad may take assault grenades for +5 points and/or melta bombs for +12 points.

Special Rules

3+ Feel no Pain, fearless, poison resistance (poison weapons only wound a 6+), Flame Resistance (flame weapons only wound on a 6+), Move throu cover, counter-attack, Furious Charge

Super Mutant master: makes super mutants a troop choice

Bloodthirster 200 points each

WS BS S T W I A LD SV
10 4 7 6 4 5 5 10 3+

Unit Composition: between 1 and 8 Bloodthirsters

Unit Type: monstrous creature

Wargear: daemonic flight, iron hide, axe of khorne

Options: may take any of the following; instrument of chaos for free, blessings of the blood god for +5 points per model, unholy might for +10 points per model, and/or death strike for +15 points per model.

Special rules

Daemon, fearless, furious charge, eternal warrior, 4+ invulnerable save

Skarbrand the exiled 250 points

WS BS S T W I A LD SV
10 - 8 8 4 5 6 10 3+

Unit Composition: 1 (unique)

Unit Type: monstrous creature

Wargear: iron hide, 2 axes of khorne, instrument of chaos, breath of chaos

Special rules

Daemon, fearless, furious charge, eternal warrior, 4+ invulnerable save, rage embodied, bellow of endless fury

Keeper of Secrets 150 points each

WS BS S T W I A LD SV
8 4 6 6 4 10 6 10 -

Unit Composition: between 1 and 6 Keeper of Secrets

Unit Type: monstrous creature

Wargear: Aura of acquiescence

Options: any Keeper of Secrets may take any of the following; instrument of chaos for free, transfixing gaze for +5 points per model, unholy might and/or daemonic gaze for +10 points per model, Soporific musk for +15 points per model, and/or Pavane of Slaanesh for +20 points per model

Special rules

Daemon, fearless, fleet, eternal warrior, 4+ invulnerable save

Lord of Change 200 points each

WS BS S T W I A LD SV
5 5 6 6 4 5 3 10 -

Unit Composition: between 1 and 9 Lord of Change

Unit Type: monstrous creature

Wargear: daemonic flight, daemonic gaze, bolt of Tzeentch, Soul Devourer, power weapon

Options: any Lord of Change may take any of the following; instrument of chaos for free, Master of Sorcery for +5 points per model, boon of mutation for +10 points per model, breath of chaos for +15 points per model, and/or we are legion for +20 points per model.

Special rules

Daemon, fearless, eternal warrior, 3+ invulnerable save

Fateweaver, Oracle of Tzeentch 300 points

WS BS S T W I A LD SV
5 5 6 6 4 5 3 10 -

Unit Composition: 1 (unique)

Unit Type: monstrous creature

Wargear: daemonic flight, daemonic gaze, bolt of Tzeentch, Soul Devourer, power weapon, Master of Sorcery, boon of mutation, breath of chaos, we are legion

Special rules

Daemon, fearless, eternal warrior, 3+ invulnerable save, Oracle of eternity

Great Unclean One 140 points each

WS BS S T W I A LD SV
6 4 6 6 5 2 4 10 -

Unit Composition: between 1 and 7 Great Unclean One

Unit Type: monstrous creature

Wargear: noxious touch

Options: any Great Unclean One may take any of the following; instrument of chaos for free, cloud of flies for free, unholy might for +5 points per model, aura of decay for +10 points per model, and/or breath of chaos for +15 points per model.

Special rules

Daemon, fearless, eternal warrior, 4+ invulnerable save, feel no pain (4+), slow and purposeful

Ku'gath the Plaguefather 250 points

WS BS S T W I A LD SV
6 4 6 7 6 2 5 10 -

Unit Composition: 1 (unique)

Unit Type: monstrous creature

Wargear: noxious touch, aura of decay, cloud of flies, breath of chaos

Special rules

Daemon, fearless, eternal warrior, 4+ invulnerable save, feel no pain (4+), slow and purposeful, Necrotic Missiles, Nurgiling infestation

The Masque 60 points

WS BS S T W I A LD SV
5 4 3 3 2 7 4 10 -

Unit Composition: 1 (unique)

Unit Type: infantry

Wargear: instrument of chaos, we are legion, Soporific musk, Pavane of Slaanesh, Aura of acquiescence, rending claws

Special rules

Daemon, fearless, eternal warrior, 3+ invulnerable save, hit and run, fleet, the eternal dance

Skulltaker 100 points

WS BS S T W I A LD SV
7 3 4 4 2 5 4 10 3+

Unit Composition: 1 (unique)

Unit Type: infantry

Wargear: iron hide, blessings of the blood god, fury of Khorne, Hellblade

Options: may take either a chariot of Khorne for +10 points or a Juggernaut of Khorne for +15 points

Special rules

Daemon, fearless, eternal warrior, 5+ invulnerable save, furious charge, independent character, skulls for the skull throne

Epidemius 100 points

WS BS S T W I A LD SV
4 3 4 5 3 3 3 10 -

Unit Composition: 1 (unique)

Unit Type: infantry

Wargear: noxious touch, aura of decay, cloud of flies, Plaguesword

Special rules

Daemon, fearless, eternal warrior, 5+ invulnerable save, independent character, feel no pain (4+), slow and purposeful, Tally of Pestilence

Elites

DAEMONHOSTS 95 points each

WS BS S T W I A LD SV
4 4 5 4 4 4 D6 10 4+

Unit Composition: 1 – 5 Daemonhosts (act independently)

Unit Type: Infantry

Wargear: Daemonic Claws (Rending)

Special Rules

Fearless, Invulnerable 4+ Save, Deep Strike, Eternal Warrior, Psyker

Psyker: The Daemonhost must attempt to cast a psychic power at the start of its movement phase. If the power is successfully cast it randomly manifests one of the following powers. The Daemonhost may re-roll the random power but suffers an unsaveable wound each time it does so.

1 Terrify – All enemy units with a model within 12” immediately take a Pinning test.

2 Re-Knit Host – Regain all lost wounds.

3 Teleport – Immediately remove from the battlefield and Deep Strike anywhere on the table and may assault after arrival. Daemonhosts cannot

benefit from any ability that affects deploying via Deep Strike (such as a Locator Beacon).

4 Bloodboil – At the beginning of the Shooting Phase, place the Ordnance template over the Daemonhost. All models touched by the template

(including the Daemonhost) take an immediate Str 4 AP 3 hit.

5 Timeshift – The Daemonhost may move and assault 12” this turn and has 2D6 attacks rather than D6.

6 Warp Strength – Add +D3 to the Daemonhost’s Strength and Toughness for the turn.

MERHYLL BEAST OF PHYRIA 120 points

WS BS S T W I A LD Sv

Merhyll 5 4 4 3 1 4 2 10 4+

Warhound 5 0 4 3 1 4 1 5 6+

Unit Composition(Unique): Merhyll and 3 Warhounds

Unit Type: Beasts

Wargear: Merhyll; Carapace Armor, Bolt pistol, Close Combat Weapon, Frag and Krak Grenades.

Warhounds; Teeth and claws (count as a close combat weapon)

Options: May include up to seven additional warhounds at +13 points per model.

Special Rules

Rending, Fleet, Furious Charge

Beasts of Phyrria: The terrifying product of selective breeding, torture, drug injectors and surgery, the savage fury of the warhounds can tear apart their foes in seconds. No infiltrating units may be deployed within 18" of a Warhound. Additionally, Merhyll and her Warhounds may re roll their Sweeping Advance test when pursuing a fleeing enemy. Attacks from the unit count as rending. When the last Warhound is slain, Merhyll loses these abilities.

DATA-DAEMONS 165 points

WS BS S T W I A LD Sv

4 3 5 5 2 1 2 5 3+

Cohort Composition: 3 Data-Daemons.

Unit Type: Infantry – Data-Daemons count as two models for transport purposes.

Wargear: Lightning Claw, Servo Arm

Options: The Cohort may include up to an additional 17 Data-Daemons for +55 points each. Any Data-Daemon may replace its Servo Arm with one of the following weapons: a heavy flamer at no additional points cost, an autocannon, missile launcher or multi-melta at +10 points, a lascannon at +15 points or plasma cannon at +20 points. Any Data-Daemon may purchase an additional Lightning Claw at +10 points. Any Data-Daemon may replace either Lightning Claw with a power fist at +10 points or a thunder hammer at +15 points each.

Special Rules

Fearless, Relentless

Abominable Intelligence: Possessed as they are by malign spirits, the Data-Daemons are unrelenting in their pursuit of their prey. Data Daemons may re roll failed to hit rolls in the first turn of an assault where they charged.

Scrapcode: Data Daemons in combat with a vehicle may exchange their normal close combat attacks for a single attack using the corrupting techlanguage known as scrapcode. Instead of making its normal attacks, the Data Daemon may make a single roll against the targeted vehicle on the table below: 1-3: No effect, 4-5: The Data Daemon controlling player may shoot a single functioning weapon from the targeted vehicle. 6: A single penetrating hit is caused on the target and re roll on the Scrapcode chart.

GIDA'LJAL – SPAWN OF SLAANESH 300 points

WS BS S T W I A LD Sv
D6+2 3 D6+3 6 X D6+1 2D6 10 3+

Unit Composition: 1 (Unique)

Unit Type: Monstrous Creature

Daemonic Gifts: Pavane of Slaanesh, Chaos Icon, Soporific Musk

Special Rules

Daemon, Feel No Pain, 3+ Invulnerable save, Fleet, Aura of Acquiescence

Mesh of Flesh: Do not deploy Gida'Ljal using the Demonic Assault rules. Instead, when it becomes available as a reserve, nominate a non-vehicle enemy unit anywhere on the battlefield. That unit takes 2d6 Str 4 AP 3 hits. Once casualties are resolved, add up the total number of unsaved wounds caused. Place Gida'Ljal 1" away from the targeted unit with wounds equal to one plus the number of unsaved wounds caused. Gida'Ljal may act as normal in the assault phase.

Writhing Mutation: Gida'Ljal is forever shifting to the whim of Slaanesh. Each time a characteristic is used, randomly generate it as required. That characteristic remains at that value until the end of that phase.

Super Mutants 105 points

WS BS S T W I A LD SV
5 3 6 6 2 3 3 7 4+

Unit Composition: 3 Super Mutants

Unit Type: Infantry

Wargear: Sniper Rifles, Rending Close Combat Weapons

Options: may include an additional 7 Super Mutants for 35 points each. Any super mutant may exchange their sniper rifle for a bolter for +5 points, grenade launcher for +7 points, Hot Shot multi-laser (range 36" Strength 6 AP 3 Heavy 3D6, get's hot) for +55 points, missile launcher for +10 points, Assault cannon for +35 points. The whole squad may take assault grenades for +5 points and/or melta bombs for +12 points.

Special Rules

Feel no Pain, fearless, poison resistance (poison weapons only wound a 6+), Flame Resistance (flame weapons only wound on a 6+), Move threw cover, counter-attack

Super Mutant Master 225 points

WS BS S T W I A LD SV
5 3 6 6 3 4 3 7 4+

Unit Composition: 3 Super Mutant Masters

Unit Type: Infantry

Wargear: Hot Shot multi-laser (range 36" Strength 6 AP 3 Heavy 3D6, get's hot)

Options: may include an additional 2 Master for 75 points each. May exchange Hot Shot Multi-laser for an assault or missile launcher for free, a Super Sledge (Master crafted thunder hammer that not only strikes in initiative order but also adds +1 to initiative and +2 to attacks) for +75 points. The whole squad may take assault grenades for +5 points and/or melta bombs for +12 points.

Special Rules

Feel no Pain, fearless, poison resistance (poison weapons only wound a 6+), Flame Resistance (flame weapons only wound on a 6+), Move threw cover, counter-attack

Herald of Khorne 50 points each

WS BS S T W I A LD SV
7 3 4 4 2 5 4 10 -

Unit Composition: between 1 and 8 Heralds of Khorne each operating independently from one another

Unit Type: infantry

Wargear: Hellblade

Options: may take either a chariot of Khorne for +10 points or a Juggernaut of Khorne for +15 points.

May take blessings of the blood god for free, iron hide and/or fury of Khorne for +5 points per model, unholy might and/or death strike for +10 points per model, and/or chaos icon for +15 points per model

Special rules

Daemon, fearless, eternal warrior, 5+ invulnerable save, furious charge

Herald of Nurgle 40 points each

WS BS S T W I A LD SV
4 3 4 5 3 3 3 10 -

Unit Composition: between 1 and 7 Heralds of Nurgle

Unit Type: infantry

Wargear: Plaguesword

Options: Any model may take cloud of flies for free, noxious touch and/or unholy might for +5 points per model, aura of decay for +10 points per model, chaos icon for +15 points per model, and/or breath of chaos for +20 points per model. Any model may ride a Palanquin of Nurgle for +10 points per model.

Special rules

Daemon, fearless, eternal warrior, 5+ invulnerable save, feel no pain 4+, slow and purposeful

Herald of Slaanesh 45 points each

WS BS S T W I A LD SV
5 3 3 3 2 7 4 10 -

Unit Composition: between 1 and 6 Heralds of Slaanesh each operating independently from one another

Unit Type: infantry

Wargear: rending claws, Aura of acquiescence

Options: Any model may take transfixing gaze for free, unholy might and/or daemonic gaze for +5 points per model, Soporific musk for +10 points per model, Pavane of Slaanesh for +15 points per model, and/or chaos icon for +20 points per model. Any model may take a mount of Slaanesh for +5 points per model and/or Chariot of Slaanesh for +10 points per model

Special rules

Daemon, fearless, eternal warrior, 5+ invulnerable save, fleet

Herald of Tzeentch 45 points per model

WS BS S T W I A LD SV
2 4 3 3 2 4 2 10 -

Unit Composition: between 1 and 9 Heralds of Tzeentch each operating independently from one another

Unit Type: infantry

Wargear: daemonic gaze

Options: Any model may take Master of Sorcery for free, We are Legion, Chaos Icon, and/or breath of chaos for +5 points per model, boon of mutation and/or Soul Devourer for +10 points per model,

and/or bolt of Tzeentch for +15 points per model. any model may take a Disk of Tzeentch for +5 points per model and/or Chariot of Tzeentch for +10 points per model

Special rules

Daemon, fearless, eternal warrior, 4+ invulnerable save

Blue Scribes 90 points each

WS BS S T W I A LD SV

2 4 3 3 2 4 3 10 -

Unit Composition: between 1 and 9 Blue Scribes each operating independently from one another

Unit Type: Jump infantry

Wargear: Master of Sorcery, We are Legion, daemonic gaze, bolt of Tzeentch, breath of chaos, boon of mutation, Warpfire, Pavane of Slaanesh, aura of decay

Special rules

Daemon, fearless, eternal warrior, 4+ invulnerable save, watch this

Flamers of Tzeentch 75 points

WS BS S T W I A LD SV

2 4 4 4 1 3 2 10 -

Unit Composition: 3 Flamers of Tzeentch

Unit Type: Jump infantry

Wargear: breath of chaos, Warpfire

Options: may include 15 more Flamers of Tzeentch for 25 points per model. Any Flamers of Tzeentch may take bolt of Tzeentch for +15 points per model.

Special rules

Daemon, fearless, eternal warrior, 4+ invulnerable save

Pyrocaster +9 points

WS BS S T W I A LD SV

2 4 4 4 2 4 3 10 -

Unit Composition: any Flamers of Tzeentch squad may upgrade one Flamer to a pyrocaster for +9 points

Unit Type: Jump infantry

Wargear: breath of chaos, Warpfire, bolt of Tzeentch

Special rules

Daemon, fearless, eternal warrior, 4+ invulnerable save

Troops

DAVINITE SERPENT CULT 110 points

WS BS S T W I A LD Sv

Davinite Cultists 4 2 3 4 1 3 2 5 -

Davinite Warpriest 4 2 4 4 1 3 3 10 -

Squad Composition: 1 Davinite Warpriest and 9 Davinite Cultists

Unit Type: Infantry

Wargear: Autopistol (Range 9" strength 3 AP 6 pistol), Close Combat Weapon, Frag Grenades

Options: The Cult may be joined by up to 10 additional Cultists at +10 points each. The Warpriest may replace his Close Combat Weapon with a Power Weapon at +15 points. The Warpriest may take a Demolition Charge for +15 points.

Special Rules

Furious Charge, Fearless

Marauders 45 points

	WS	BS	S	T	W	I	A	LD	SV
Marauder	3	3	3	3	1	3	1+1	6	6+
Champion	4	3	3	3	1	3	1+1	7	5+

Unit Composition: 1 Marauder Champion and 5 Marauders

Unit Type: Infantry

Wargear: Assault grenades, Close combat weapon, Autopistol (range 9" Strength 3 AP 6 pistol), Autogun (range 18" strength 3 AP 6 assault 2)

Options: may include an additional 24 Marauders for 7 points each. One Marauder may exchange it's autogun for a lascannon or plasma cannon for +20 points; autocannon, multi-melta, missile launcher, or plasma gun for +15 points; Heavy bolter, heavy flamer, multi-laser or meltagun for +10 points, grenade launcher, sniper rifle or flamer for +5 points. Any Marauder may exchange it's autogun for a Combat shotgun (range 18" Strength 4 AP 4 Assault D6) for +3 points each. For every time the squad reaches 10 marauders (IE 10, 20, or 30) one Marauder may exchange it's autogun for a lascannon or plasma cannon for +20 points; autocannon, multi-melta, missile launcher, or plasma gun for +15 points; Heavy bolter, heavy flamer, multi-laser or meltagun for +10 points, grenade launcher, sniper rifle or flamer for +5 points. The Champion may replace either autopistol or autogun for a power weapon for +10 points, power fist for +15 points or lighting claw for +20 points. The Champion may take melta bombs for +5 points. One Marauder may carry the icon of Slaanesh (+1 Initiative) for +20 points, Khorne (+1 attack, WS and strength, but rage and furious charge applied) for +30 points, Tzeentch (5+ invulnerable save for unit and +1 to BS) for +40 points or Nurgle (+2 to toughness and feel no pain added) for +50 points.

Mutants 45 points

	WS	BS	S	T	W	I	A	LD	SV
Mutant	3	2	3	3	1	3	1+1	5	-
Big Mutant	3	3	5	4	3	2	2+1	7	5+

Unit Composition: 1 Big Mutant and 5 Mutants

Unit Type: Infantry

Wargear: Close combat weapon, Autopistol (range 9" Strength 3 AP 6 pistol) or las pistol

Options: may include an additional 44 additional mutants for 5 points each. 19 mutants may be upgraded to Big Mutants for +20 points each. One Big Mutant may carry the icon of Slaanesh (+1 Initiative) for +20 points, Khorne (+1 attack, WS and strength, but rage and furious charge applied) for +30 points, Tzeentch (5+ invulnerable save for unit and +1 to BS) for +40 points or Nurgle (+2 to toughness and feel no pain added) for +50 points. Big Mutants may replace their close combat weapon for a Power Weapon for +15 points, a power fist for +25 points, or a thunder hammer for +35 points.

Plague Zombies 160 points

WS	BS	S	T	W	I	A	LD	SV
2	1	2	4	2	1	2	2	4+

Unit Composition: 20 Plague Zombies

Unit Type: Infantry

Wargear: None

Options: may include an additional 80 Plague Zombies for 7 points each. One in every Seven zombies may be given either a las pistol or Autopistol (range 9" Strength 3 AP 6 pistol) for +4 points each.

Special Rules

Fearless, feel no pain, slow and purposeful

Brain Dead: May never hold objectives but may contest, and may never sweeping advance

Eaters of flesh: for each model slain by the zombies roll a D6. On a 5+ the model is now a zombie with current stats above added but with the weapon they were using. The squad size may number over 100 in this fashion alone.

Bloodletters of Khorne 80 points

WS BS S T W I A LD SV
5 0 4 4 1 4 2 10 -

Unit Composition: 5 Bloodletters of Khorne

Unit Type: Infantry

Wargear: Hellblade

Options: may include 19 more Bloodletters of Khorne for 16 points per model. The entire squad may be given Iron Hide for +25 points and/or Blessings of the Blood God for +30 points. One Bloodletter of Khorne may be given fury of Khorne for +5 points. One Bloodletter of Khorne may be given a chaos icon for free. One Bloodletter of Khorne may be given instrument of Chaos for +10 points.

Special rules

Daemon, fearless, eternal warrior, 5+ invulnerable save, furious charge

Daemonettes of Slaanesh 66 points

WS BS S T W I A LD SV
5 0 3 3 1 4 3 10 -

Unit Composition: 5 Daemonettes of Slaanesh

Unit Type: Infantry

Wargear: rending claws, Aura of acquiescence

Options: may include 31 more Daemonettes of Slaanesh for 13 points per model. Any Daemonette of Slaanesh may be given transfixing gaze for +5 points per model. One Daemonette of Slaanesh may be given a chaos icon for +5 points. One Daemonette of Slaanesh may be given an instrument of chaos for +10 points.

Special rules

Daemon, fearless, eternal warrior, 5+ invulnerable save, fleet

Pink Horrors of Tzeentch 99 points

WS BS S T W I A LD SV
2 3 3 3 1 3 1 10 -

Unit Composition: 5 Pink Horrors of Tzeentch

Unit Type: Infantry

Wargear: Warpfire

Options: may include 22 more Pink Horrors of Tzeentch for 20 points per model. Any Pink Horror of Tzeentch may be given a bolt of Tzeentch for +5 points per model. One Pink Horror of Tzeentch may be given a chaos Icon for +5 points. Pink Horror of Tzeentch may be given an instrument of chaos for +10 points.

Special rules

Daemon, fearless, eternal warrior, 4+ invulnerable save

The Changeling +9 points

WS BS S T W I A LD SV
2 3 3 3 1 3 1 10 -

Unit Composition Unique: one squad of Pink Horrors of Tzeentch may upgrade 1 Pink Horror for +9 points

Unit Type: Infantry

Wargear: Warpfire

Special rules

Daemon, fearless, eternal warrior, 4+ invulnerable save, Glamour of Tzeentch

Plaguebearers of Nurgle 77 points

WS BS S T W I A LD SV
3 - 4 5 1 2 1 10 -

Unit Composition: 5 Plaguebearers of Nurgle

Unit Type: Infantry

Wargear: plaguesword

Options: may include 23 more Plaguebearers of Nurgle for 15 points per model. Any Plaguebearer of Nurgle may be given noxious touch for +7 points per model. One Plaguebearer of Nurgle may be given a mark of chaos for +7 points. One Plaguebearer of Nurgle may be given an instrument of chaos for +14 points.

Special rules

Daemon, fearless, eternal warrior, 5+ invulnerable save, feel no pain 4+, slow and purposeful

Nurglings 21 points

WS BS S T W I A LD SV
2 - 3 4 3 2 3 10 -

Unit Composition: 3 Nurgling bases

Unit Type: Infantry

Wargear: none

Options: may include 74 Nurgling bases for 7 points per base

Special rules

Daemon, fearless, eternal warrior, 5+ invulnerable save, feel no pain 5+, vulnerable to blasts, swarms, small targets

Fast Attack

Maulerfiend 115 points each

Front Side Rear WS BS S I A
12 12 10 3 3 6 3 2

Unit Composition: between 1 and 20 Maulerfiends

Unit type: walker, fast

Wargear: 2 power fists, 2 magma cutters (doubles strength and for each attack that's hits roll an additional attack)

Special rules

Daemonic assault, fleet. 3+ invulnerable save, move threw cover

Chaos Hounds 90 points

WS BS S T W I A LD SV
4 0 4 3 1 4 1 5 3+

Unit Composition: 10 Chaos Hounds

Unit Type: Beasts

Wargear: Close Combat weapon

Options: May Include 10 additional hounds for 9 points each.

Special Rules

Move Threw Cover

Fiends of Slaanesh 20 points each

WS BS S T W I A LD SV
4 - 5 4 2 5 5 10 -

Unit Composition: between 1 and 6 Fiends of Slaanesh each operating independently from one another

Unit Type: Beasts

Wargear: rending claws, Soporiffic musk

Options: any Fiends of Slaanesh may take unholy might for +5 points per model

Special rules

Daemon, fearless, eternal warrior, 5+ invulnerable save, hit and run

Flesh Hounds of Khorne 90 points

WS BS S T W I A LD SV
4 - 4 4 1 4 2 10 -

Unit Composition: 5 Flesh Hounds of Khorne

Unit Type: Beasts

Wargear: Blessings of The Blood God

Options: may include 19 more Flesh Hounds of Khorne for 18 points per model. any Flesh Hound of Khorne may take fury of Khorne for +5 points per model

Special rules

Daemon, fearless, eternal warrior, 5+ invulnerable save, furious charge

Karanak Hound of Vengeance +24 points

WS BS S T W I A LD SV
5 - 5 4 1 4 3 10 -

Unit Composition Unique: one unit of Flesh Hounds of Khorne may upgrade one Flesh Hound to Karanak Hound of Vengeance for +24 points.

Unit Type: Beasts

Wargear: Blessings of The Blood God, fury of Khorne, instrument of chaos

Special rules

Daemon, fearless, eternal warrior, 4+ invulnerable save, furious charge, move through cover, Prey of The Blood God

Furies of Chaos 40 points

WS BS S T W I A LD SV
3 - 4 4 1 3 2 10 -

Unit Composition: 5 Furies of Chaos

Unit Type: Jump Infantry

Wargear: Breath of Chaos, rending claws

Options: may include 15 more Furies of Chaos for 8 points per model

Special rules

Daemon, fearless, eternal warrior, 5+ invulnerable save

Beast of Nurgle 28 points each

WS BS S T W I A LD SV
3 - 4 5 2 2 D6 10 -

Unit Composition: between 1 and 7 Beast of Nurgle each operate independently for one another

Unit Type: Beasts

Wargear: none

Options: any Beast of Nurgle may take Noxious Touch for free

Special rules

Daemon, fearless, eternal warrior, 5+ invulnerable save, feel no pain 4+, slow and purposeful, random attacks

BloodCrushers of Khorne 32 points each

WS BS S T W I A LD SV
5 - 5 5 2 4 3 10 3+

Unit Composition: between 1 and 16 BloodCrusher of Khorne

Unit Type: cavalry

Wargear: Iron Hide, Hellblade, blessings of the Blood God

Options: any BloodCrusher of Khorne may be given fury of khorne and/or chaos icon for +5 points per model, and/or instrument of chaos for +10 points per model

Special rules

Daemon, fearless, eternal warrior, 5+ invulnerable save, furious charge

Seekers of Slaanesh 60 pints

WS BS S T W I A LD SV
4 - 3 3 1 6 4 10 -

Unit Composition: 5 Seekers of Slaanesh

Unit Type: cavalry

Wargear: rending claws, Aura of acquiescence

Options: may include 25 more Seekers of Slaanesh for 12 points per model. Any Seeker of Slaanesh may take transfixing gaze for +5 points per model. One seeker of Slaanesh may be given a chaos icon for +5 points. One seeker of Slaanesh may be given an instrument of chaos for +10 points.

Special rules

Daemon, fearless, eternal warrior, 5+ invulnerable save, fleet

Seeker Chariot of Slaanesh 36 points

Front Side Rear

Chariot 11 11 10

WS BS S T W I A LD SV

Alluress 5 0 3 3 1 6 4 10 -

Unit composition: 1 Seeker Chariot of Slaanesh with an Exalted Alluress riding it

Unit type Alluress: infantry

Unit type chariot: tank, fast, opened topped

Wargear: rending claws, Aura of acquiescence

Options: may include 5 more Seeker Chariot of Slaanesh with a Exalted Alluress riding each for 36

points per model

Special rules

Daemon, fearless, eternal warrior, 5+ invulnerable save, fleet, Fleshshredder (Seeker Chariot of Slaanesh only)

Exalted Seeker Chariot of Slaanesh 48 points

Front Side Rear

Chariot 12 12 10

WS BS S T W I A LD SV

Alluress 5 0 3 3 1 6 4 10 -

Unit composition: 1 Exalted Seeker Chariot of Slaanesh with an Exalted Alluress riding it

Unit type Alluress: infantry

Unit type chariot: tank, fast, opened topped

Wargear: rending claws, Aura of acquiescence

Options: may include 5 more Exalted Seeker Chariot of Slaanesh with a Exalted Alluress riding each for 48 points per model

Special rules

Daemon, fearless, eternal warrior, 5+ invulnerable save, fleet, Fleshshredder (Seeker Chariot of Slaanesh only)

Hellflayers of Slaanesh 30 points

Front Side Rear

Chariot 11 11 11

WS BS S T W I A LD SV

Alluress 5 0 3 3 1 6 4 10 -

Unit composition: 1 Hellflayer of Slaanesh with an Exalted Alluress riding it

Unit type Alluress: infantry

Unit type Hellflayer: tank, fast, opened topped

Wargear: rending claws, Aura of acquiescence

Options: may include 5 more Hellflayer of Slaanesh with a Exalted Alluress riding each for 36 points per model

Special rules

Daemon, fearless, eternal warrior, 5+ invulnerable save, fleet, Soulscent (Exalted Alluress only)

Screamers of Tzeentch 27 points

WS BS S T W I A LD SV

3 - 4 4 1 3 1 10 -

Unit Composition: 3 Screamers of Tzeentch

Unit type: Jetbikes

Wargear: melta bombs, warp jaws

Options: may include 24 more Screamers of Tzeentch for 9 points per model

Special rules

Daemon, fearless, eternal warrior, 4+ invulnerable save,

Heavy Support

'THE RED ANGEL' 200 points

WS BS S T W I A LD SV

5 3 6 5 5 5 D6 10 4+

Unit Composition: 1 'The Red Angel' (Unique)

Unit Type: Infantry

Wargear: Daemonic Claws (ignore armor saves)

Special Rules

Fearless, Invulnerable 4+ Save, Psyker, Eternal Warrior

Psyker: 'The Red Angel' must attempt to cast a psychic power at the start of its movement phase. If the power is successfully cast it randomly manifests one of the following powers. 'The Red Angel' may choose to cast additional powers after each successful power is generated. All powers are generated in the beginning of the Movement phase but some may only come into effect later that turn. Each additional power generated (re roll duplicates) causes 'The Red Angel' to suffer an unsavable wound each time.

1 Terrify – All enemy units with a model within 12" of 'The Red Angel' immediately take a Pinning test.

2 Re-Knit Host – 'The Red Angel' immediately regains d6 wounds (cannot exceed starting wounds).

3 Teleport – Immediately remove 'The Red Angel' from the battlefield and Deep Strike anywhere on the table and may assault after arrival. The 'Red Angel' cannot benefit from any ability that affects deploying via Deep Strike (such as a Locator Beacon).

4 Bloodboil – At the beginning of the Shooting Phase, place the Ordnance template over 'The Red Angel'. All models touched by the template (including 'The Red Angel') take an immediate Str 5 AP 3 hit.

5 Timeshift – 'The Red Angel' may assault 12" this turn and has 2D6 attacks rather than D6.

6 Warp Strength – Add +D3 to 'the Strength and Toughness of The Red Angel.

DARK ALTAR 100 points each

Front Side Rear BS

13 13 10 4

Unit Composition: 1 to 9 Dark Altars

Vehicle Type: Open Topped

Wargear: Pintle mounted Twin Linked Boltgun

Shrine to the Gods. In the Shooting Phase, the Dark Altar may be called on to grant a small portion of the power of

Chaos on a selected infantry unit within 18" The unit cannot be an Independent Character. Choose a unit, roll 2d6 and consult the chart.

2 The Gods Are Displeased! – d6 models immediately transform into mewling spawn things which quickly perish and are destroyed. May not be re-rolled!

3 Vorpal Blades: Rending close combat attacks

4 Hellish Vigor: +1 Str

5 Warp Speed: +1 Initiative

6 Daemonic Command: Leadership 10

7 The Gods are Busy: No Noticeable Effect

8 Tentacle limbs: +1 Attacks

9 Warp Shield: +1 to the units Invulnerable save

10 Regeneration: Feel No Pain

11 Iron Skin: +1 Toughness

12 The Gods Are Displeased! – d6 models immediately transform into mewling spawn things which quickly perish and are destroyed. May not be re rolled!

Plague hulk of Nurgle 150 points each

Front Side Rear WS BS S I A
13 13 11 3 3 10 2 4

Unit Composition: between 1 and 7 Plague hulks of Nurgle

Unit Type: walker

Wargear: 2 dreadnought close combat weapons, rancid vomit, rot cannon, searchlight, smoke launchers

Special rules

5+ invulnerable save, daemonic possession, Necrotic Fumes

Soul Grinder of chaos 100 points each

Front Side Rear WS BS S I A
13 13 11 3 3 6 3 4

Unit Composition: between 1 and 10 Soul Grinders of chaos

Unit Type: walker, fast

Wargear: 2 dreadnought close combat weapons, harvester, mawcannon vomit

Options: any Soul Grinder of chaos may upgrade their mawcannon vomit to a mawcannon tongue for +10 points per model or mawcannon phlegm for +20 points per model

Special rules

5+ invulnerable save, daemonic possession, fleet

Spawn 40 points

WS BS S T W I A LD SV
3 0 5 3 3 3 D6 10 -

Unit Composition: 1 Spawn

Unit Type: Beasts

Wargear: Close Combat weapon

Options: May Include 8 more Spawn for 40 points each

Special Rules

Fearless, Slow and Purposeful

Mindless: always move towards the enemy as far as they can, always run. Always assault nearest enemy

Super Mutant Behemoth 400 points

WS BS S T W I A LD SV
8 0 10 10 10 1 6D6 3 2+

Unit Composition: 1 Super Mutant Behemoth

Unit Type: Monstrous Creature

Wargear: Close Combat weapon

Options: May Include 4 more Super Mutant Behemoths for 400 points each. Any Behemoth may take a fat man launcher (range 72" Strength D AP 2 Ordinance 1, 10" blast, pinning creates dangerous terrain all in 10" zone for rest of game) for +250 points or a MIRV launcher (range 102" Strength D AP 2 Ordinance 2D6+4, 10" blast, pinning creates dangerous terrain all in 10" zone for rest of game) for +550 points

Special Rules

3+ Feel no Pain, fearless, poison resistance (poison weapons only wound a 6+), Flame Resistance (flame weapons only wound on a 6+), Move throu cover, counter-attack, Furious Charge

Giant Freak 80 points

WS BS S T W I A LD SV
4 1 6 5 6 1 3 4 5+

Unit Composition: 1 Giant Freak

Unit Type: Monstrous Creature

Options: May Include 2 more Giant Freaks for 80 points each.

Special Rules

Fearless

Forgefiend 150 points each

Front Side Rear WS BS S I A
12 12 10 3 3 6 3 2

Unit Composition: between 1 and 10 Forgefiends

Unit type: walker

Wargear: 2 Hades Cannons (range 40" strength 8 AP 3 heavy 2D6, pinning)

Options: may replace the Hades Cannons with ectoplasma cannons (range 24" strength 8 AP 2 heavy 1, blast, get's hot) for free. May take an additional ectoplasma cannons (range 24" strength 8 AP 2 heavy 1, blast, get's hot) for +20 points

Special rules

Daemonic assault, fleet. 4+ invulnerable save

Super Heavies

CONTAGION PLAGUE-ENGINE 350 points each

Front Side Rear BS
12 12 10 3

UNIT: 1 to 7 Contagion Plague-Engines

TYPE: Super-heavy tank

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT: 1 Plague Catapult (Range G36"-240" strength 5 AP 3 heavy 1, 7" blast) and a hull mounted Vomit Cannon (range Template strength 5 AP 3 Heavy 1)

Special Rules

Possessed: A Contagion Plague-engine ignores Gun Crew Shaken and Driver Stunned results.

Explosion of Filth: When the Contagion Plague-Engine is destroyed, its inner reservoir of of pestilant filth will flood over any close by. If the Contagion Plague-Engine suffers a Wrecked result on the Catastrophic Damage table, then models within 2d6" are hit, in exactly the same way as an "explosion" result. All Nurgle-aligned models (those with the mark of Nurgle, Nurgle Daemons, and so on) are immune to the effects of an Explosion of Filth.

CAULDRON OF BLOOD 350 points each

Front Side Rear BS
14 13 13 3

UNIT: 1 to 8 Cauldron of Bloods

TYPE: Super-heavy tank

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT: 1 Cannon of Blood (range hailstorm strength 8 AP 3 heavy 1, primary weapon)

SPECIAL RULES

Daemonic Possession: The Cauldron of Blood ignores Gun Crew Shaken and Driver Stunned results.

Runes of the Blood God: Any psyker who targets the Cauldron of Blood with a psychic power automatically suffers a *perils of the warp* attack, regardless of whether or not they pass their psychic test.

Destroyer: Any non-vehicle unit tank-shocked by the Cauldron of Blood takes D6 strength:10 hits. If they perform Death or Glory, the unit will take a further D6 Strength:10 hits. The Cauldron of Blood may reroll failed difficult terrain tests.

CANNON OF KHORNE 300 points each

Front Side Rear BS

13 12 10 3

UNIT: 1 to 8 Cannons of Khorne

TYPE: Super-heavy tank

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT: 1 Cannon of Khorne (range unlimited strength 5+D6 AP 2 ordinance 1, 7" blast Roll 5+d6 to determine the strength of the Cannon of Khorne each time it fires. A roll of 11 will count as S:D and additionally inflict a glancing hit upon itself. Cover saves are ignored by Cannons of Khorne.)

SPECIAL RULES:

Daemonic Possession: The Cannon of Khorne ignores Gun Crew Shaken and Driver Stunned results.

Runes of the Blood God: Any psyker who targets the Cannon of Khorne with a psychic power automatically suffers a *perils of the warp* attack, regardless of whether or not they pass their psychic test.

Brazier of Spite 150 points + Cauldron of Blood

SPECIAL RULES:

Rage of Khorne: As the Brazier of Spite approaches, all living creatures boil with the fury of the Lord of Slaughter. All units (friend or foe) within 24" of the Brazier of Spite suffer the effects of Preferred Enemy and Rage USRs.

Super Mutant Super Behemoth 700 points

WS BS S T W I A LD SV

9 0 D 10 10 1 8+D6 3 2+

Unit Composition: 1 Super Mutant Behemoth

Unit Type: Gargantuan creature

Wargear: Close Combat weapon

Options: May Include 2 more Super Behemoths for 700 points each

Special Rules

2+ Feel no Pain, fearless, poison resistance (poison weapons only wound a 6+), Flame Resistance (flame weapons only wound on a 6+), Move throu cover, counter-attack, Furious Charge