

UNOFFICIAL
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DAEMONS OF
CHAOS

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UNOFFICIAL ARCANE JOURNAL

DAEMONS OF CHAOS

When the Realm of Chaos yawns wide and magic spills across the land in invisible waves, the threat of the Daemon becomes terrible. Legions of unnatural beings break through from their otherworldly realm, their dread voices rising up in praise of their masters, the arcane battlecries and unholy screams and bellows turning men insane on simply hearing them.

This document is an **unofficial** supplement for Warhammer: The Old World and the Daemons of Chaos Legacy Army List. It contains the following information:

Daemonic Pacts: Rules for binding Daemons to an army in place of Mercenaries.

Army of Infamy Composition Lists and Special Rules: The army composition list for the Exalted Legion and Mass Summoning, which may be used instead of the Daemons of Chaos Grand Army composition list. These sections also cover rules unique to these factions.

Profiles: The Army of Infamy army lists include a number of new units. Here, you will find the models' characteristics, their equipment, their points value, details of any special rules unique to them and more.

Exalted Greater Daemons and Heralds: New upgrades and abilities for Daemonic characters.

Reign of Chaos: Rules for representing the tide of madness that accompanies a large-scale Daemonic incursion.

The Renegade Legacy Pack

These rules are designed to be used either with or without Square Based's Renegade Legacy Pack.

<https://www.squarebased.com>

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DAEMONIC PACTS

On the face of it, the Daemons of Chaos are easily bound into service. After all, a Daemon is not merely a creature animated by sorcery - for it, magic is the very stuff of life and being - like air is to mortals. In theory, a wizard has but to grasp these reins of arcane might and the Daemons and all their fell powers shall be his to control. However, Daemons are nothing if not cunning, and it is rare to find one that is as entirely servile as it pretends to be.

Daemons of Chaos do not enter into alliances in the same way as the mortal forces. Instead of being available as an allied contingent, Daemons of Chaos only fight alongside other larger armies as part of a Daemonic Pact.

Daemonic Pacts allow Daemons of Chaos units to be taken as Mercenaries with the following changes:

- Daemonic Pacts are available to any army that contains a Wizard who knows spells from the Lore of Daemonology, or an army whose General has a Mark of Chaos.
- Unless otherwise specified in the composition list, the following units may be chosen as part of a Daemonic Pact:
 - 0-1 Greater Daemon of Khorne, Nurgle, Slaanesh or Tzeentch if the Daemonic Pact includes a unit with the same Daemonic Alignment
 - 0-1 Daemonic Herald of Khorne, Nurgle, Slaanesh or Tzeentch per unit with the same Daemonic Alignment
 - 1+ units of Bloodletters, Plaguebearers, Daemonettes, or Pink Horrors
 - Flesh Hounds, Nurglings, Seekers, Blue Horrors, Brimstone Horrors and Chaos Furies
 - 0-1 unit of Bloodcrushers per unit of Bloodletters taken
 - 0-1 units of Beasts of Nurgle or Plague Drones per unit of Plaguebearers taken
 - 0-1 units of Fiends, Hellflayers or Seeker Chariots per unit of Daemonettes taken
 - 0-1 units of Flamers or Screammers per unit of Pink Horrors taken
 - 0-1 Burning Chariot or Skullcannon if the Daemonic Pact includes a unit with the same Daemonic Alignment
- Daemonic Pact units count against the Mercenaries allowance for the army and gain the Mercenaries special rule as normal. However, replace the Misbehaving Mercenaries rule with the Manifestation Mishap rule.

Note that since the Daemons of Chaos Grand Army composition list contains no Mercenaries category, it cannot itself take a Daemonic Pact.

Manifestation Mishap

When the Daemons spill over into the mortal plane, their power waxes and wanes with the Winds of Magic, making them highly unpredictable. To represent this, roll a D6 for each Daemonic mercenary unit your army includes prior to deployment:

- On a roll of 3+, Chaos is made manifest. The unit is treated as being a part of your army, as if drawn from your own army list.
- On a roll of a 1-2, the Chaos gods have proven to be unreliable. Immediately roll on the Manifestation Mishap table below to find out the extent of the betrayal.
- If the army General has the Daemonic special rule or a Mark of Chaos, this D6 may be re-rolled for any Daemonic Pact unit whose Daemonic Alignment matches General's (or their corresponding Mark of Chaos).

Manifestation Mishap Table

D6 Result

- | | |
|-----|--|
| 1 | Punished By The Gods: <i>The Chaos Gods are displeased, and vent their anger upon their minions.</i> The Daemons gain the Stupidity special rule. If the unit already has the Stupidity special rule, it must apply a +1 modifier to the dice roll every time it makes a Stupidity test. |
| 2-3 | Reality Blurs: <i>Time folds back on itself, slowing the Daemonic onslaught.</i> The unit suffers a -1 modifier to both its Movement and Initiative characteristics (to a minimum of 1) for the duration of the battle. |
| 4-5 | Spatial Displacement: <i>The Daemons blink out of existence, only to reappear elsewhere.</i> The Daemons gain the 'Ambushers' special rule and must be held in reserve at the start of the battle. If the Daemons already have the Ambushers special rule, they will only arrive during turn 2 on a roll of a natural 6 (rather than the usual 4+). |
| 6 | The Winds Recede: <i>The Winds of Magic die down, drawing the Daemons of Chaos back to their otherworldly realm.</i> The unit suffers a -1 modifier to its Leadership characteristic (to a minimum of 2) for the duration of the battle. |

Designer's note: Astute readers will recognise the effects of this table as being identical to those of the Misbehaving Mercenaries table.

DAEMONS OF CHAOS

EXALTED LEGION

There have been innumerable instances throughout history where the Winds of Magic have risen far beyond their normal fluctuations. An Exalted Legion can only cross from the Realm of Chaos into the material world through exceptionally large rifts, such that only occur in these most calamitous of events.

This Army of Infamy composition list is unofficial. It is designed to be used with the Daemons of Chaos Legacy army list, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the Warhammer: the Old World rulebook.

If you wish to field an Exalted Legion army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in the Daemons of Chaos Legacy document. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to an Exalted Legion army:

Army Of Infamy Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Greater Daemon, Daemon Prince, Chaos Lord*, Exalted Champion* or Sorcerer Lord* per 1,000 points
- Daemonic Heralds, Aspiring Champions* and Exalted Sorcerers*
- 0-1 Beastlord**, Great Bray-shaman** or Doombull**
- 0-1 Wargor**, Bray-shaman** or Gorebull** per 1,000 points

Core

At least 25% of your army's points value must be spent on:

- 1+ units of Bloodletters, Plaguebearers, Daemonettes, Pink Horrors or Chaos Warriors*
- Flesh Hounds, Nurglings, Plague Toads, Seekers, Blue Horrors, Brimstone Horrors, Chaos Marauders* and Forsaken*

Special

Up to 50% of your army's points value may be spent on:

- Bloodcrushers, Beasts of Nurgle, Plague Drones, Pox Riders, Fiends, Hellflayers, Seeker Chariots, Flamers, Screammers, Chaos Spawn*, Marauder Horsemen*, Chaos Knights* and Chaos Chariots*
- 0-1 unit of Chosen Chaos Warriors* or Chosen Chaos Knights*
- 0-1 Bestigor Herd** or Minotaur Herd** per 1,000 points
- 0-1 Chaos Warshrine per 1,000 points

Rare

Up to 25% of your army's points value may be spent on:

- Burning Chariots and Soul Grinders
- 0-1 Skull Cannon of Khorne per 1,000 points
- If your General is a Daemon of Khorne or Daemon of Slaanesh, Slaughterbrutes may be taken as Rare choices
- If your General is a Daemon of Tzeentch, Mutalith Vortex Beasts may be taken as Rare choices
- 0-1 Gigantic Spawn of Chaos (see Arcane Journal: Warriors of Chaos)

Mercenaries

Up to 25% of your army's points value may be spent on a Daemonic Pact (see page 2), taken as Mercenaries choices.

- If your General is a Daemon of Khorne, Daemons of Slaanesh may not be taken as part of the Daemonic Pact.
- If your General is a Daemon of Nurgle, Daemons of Tzeentch may not be taken as part of the Daemonic Pact.
- If your General is a Daemon of Slaanesh, Daemons of Khorne may not be taken as part of the Daemonic Pact.
- If your General is a Daemon of Tzeentch, Daemons of Nurgle may not be taken as part of the Daemonic Pact.

Note that Daemon units taken as a Daemonic Pact gain the Mercenaries special rule and become subject to the 'Manifestation Mishap' rules, as described on page 2.

* See Warriors of Chaos army list

** See Beastmen Brayherds army list

Battle Standard Bearer

A single Daemonic Herald in your army may be upgraded to be your Daemonic Locus for +25 points. A Daemonic Herald that has been upgraded to be your Daemonic Locus gains the 'Daemonic Locus' special rule (see page 32 of the Daemons of Chaos Legacy document). In addition to their usual allowance of points to spend on Daemonic Gifts, a Daemonic Locus can purchase a single Daemonic Icon with no points limit.

Magic Items

Any models within this army that have the option to purchase magic items may purchase Common magic items or magic items from their original army lists.

EXALTED LEGION SPECIAL RULES

On this page you will find a full description for each of the army special rules that apply to an army built using the Exalted Legion composition list. These are in addition to the Daemons of Chaos special rules found on page 32 of the Daemons of Chaos Legacy document. In case of contradiction, the special rules below take precedence over the Daemons of Chaos special rules.

Daemonic Steeds

A particularly favoured champion might be gifted with a daemonic steed by his patron; a creature of magic made manifest, bound and sustained by the unbending will of its rider alone.

Characters chosen from the Warriors of Chaos army list may be mounted on daemonic steeds:

- A Chaos Lord, Exalted Champion or Aspiring Champion with the Mark of Khorne may be mounted on a Juggernaut of Khorne 50 points
- A Chaos Lord, Exalted Champion, Sorcerer Lord, Aspiring Champion or Exalted Sorcerer with the Mark of Nurgle may be mounted on a Palanquin of Nurgle 40 points
- A Chaos Lord, Exalted Champion, Sorcerer Lord, Aspiring Champion or Exalted Sorcerer with the Mark of Slaanesh may be mounted on a Seeker of Slaanesh 16 points
- A Chaos Lord, Exalted Champion, Sorcerer Lord, Aspiring Champion or Exalted Sorcerer with the Mark of Tzeentch may be mounted on a Disc of Tzeentch 20 points

Gods And Daemons

The unwitting creations of Mankind's most powerful subconscious, the Dark Gods may be summarised (if imperfectly) as rage, hope, despair, and pleasure.

All models in an Exalted Legion must have the same Daemonic Alignment, or must have a Mark of Chaos (or other special rule) that corresponds to the same Daemonic Alignment.

Marked Marauders

The Marauders that follow the legion have little fear of dying in battle, for they know that they fight under the scrutiny of their gods, and that cowards are beneath their deities' notice.

Units of Chaos Marauders and Marauder Horsemen in an Exalted Legion army of infamy may replace the Mark of Chaos Undivided with the:

- Mark of Khorne 1 point per model
- Mark of Nurgle 1 point per model
- Mark of Slaanesh 1 point per model
- Mark of Tzeentch 1 point per model

If they do so, they may no longer choose to belong to a Chaotic Cult.

The Great Game

The Realm of Chaos is not merely the home of the Dark Gods. It is also their battlefield, the arena for a Great Game of supremacy.

When rolling on the Reign of Chaos table each turn (see page 18), the controlling player of an Exalted Legion army of infamy may re-roll the result.

Favoured Beastmen

All models chosen from the Beastmen Brayherds army list in an Exalted Legion Army of Infamy may replace the Mark of Chaos Undivided with either the Mark of Khorne, Mark of Nurgle, Mark of Slaanesh or Mark of Tzeentch as follows:

- Characters 15 points per model
Great Bray-Shamans and Bray-Shamans may not select the Mark of Khorne
- Units of Bestigors 3 points per model
- Units of Minotaurs 5 points per model

Khorngors

The signature of Khorne is writ clearly upon the form of his Beastmen. They have canine heads or faces, fierce snapping jaws, and teeth which drip with rank saliva.

If a Beastmen unit with the Mark of Khorne becomes subject to Blood Rage (it passes its Primal Fury Leadership test with any roll of a natural double), it will also gain a +1 modifier to its Strength characteristic until the end of the current Combat phase.

Pestigors

The Beastmen of Nurgle have blistered and broken skins, often red with cracked flesh and sores which have been given to them by a generous master.

If a Beastmen unit with the Mark of Nurgle becomes subject to Blood Rage (it passes its Primal Fury Leadership test with any roll of a natural double), it will also gain a +1 modifier to its Toughness characteristic until the end of the current Combat phase.

Slaangors

Beastmen of Slaanesh have white or near white fur and pale or pastel skins. Their eyes are saucer-like in a similar way to those of the Daemonettes.

If a Beastmen unit with the Mark of Slaanesh becomes subject to Blood Rage (it passes its Primal Fury Leadership test with any roll of a natural double), it will also gain a +2 modifier to its Initiative characteristic until the end of the current Combat phase.

Tzaangors

True to the Changer of the Ways, Beastmen of Tzeentch are spectacularly variable. They always have at least one outstanding feature, such as brightly exotically patterned fur or shaped horns.

If a Beastmen unit with the Mark of Tzeentch becomes subject to Blood Rage (it passes its Primal Fury Leadership test with any roll of a natural double), it will also gain a **Ward save of 6+** until the end of the current Combat phase.

DAEMONS OF CHAOS

MASS SUMMONING

Throughout the Old World there are countless cults devoted to Chaos. Some are isolated pockets of corruption, while others are vast organisations with hundreds of members. All of them present a dire temptation to the weak-minded.

This Army of Infamy composition list is unofficial. It is designed to be used with the Daemons of Chaos Legacy army list, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the Warhammer: the Old World rulebook.

If you wish to field a Mass Summoning army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in the Daemons of Chaos Legacy document. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Mass Summoning army:

Army Of Infamy Composition List

Characters

Up to 25% of your army's points value may be spent on:

- 0-1 Daemon Prince per 1,000 points
- 1+ Cult Magus

Core

At least 25% of your army's points value must be spent on:

- Chaos Marauders (see Warriors of Chaos army list)
- **Free Company Militia** (see *Empire of Man* army list)
- **Border Princes Brigands** (see *Arcane Journal: Kingdom of Bretonnia*)
- **Peasant Levy** (see *Arcane Journals: The Breaching of the Great Bastion*)

Special

Up to 25% of your army's points value may be spent on:

- Chaos Spawn (see Warriors of Chaos army list)
- 0-1 Chaos Warshrine per 1,000 points

Battle Standard Bearer

A single Cult Magus in your army may be upgraded to be your Daemonic Locus for +25 points. A Cult Magus that has been upgraded to be your Daemonic Locus gains the 'Daemonic Locus' special rule (see page 32 of the Daemons of Chaos Legacy document) but does not gain the Daemonic special rule. In addition to their usual allowance of points to spend on Daemonic Gifts, a Daemonic Locus can purchase a single Daemonic Icon with no points limit.

Magic Items

Any models within this army that have the option to purchase magic items may purchase Common magic items.

Mercenaries

Up to 75% of your army's points value may be spent on a Daemonic Pact (see page 2), taken as Mercenaries choices:

- 0-1 Greater Daemon of Khorne, Nurgle, Slaanesh or Tzeentch
- 0-1 Daemonic Heralds of Khorne, Nurgle, Slaanesh or Tzeentch per Cult Magus taken
- Bloodletters, Flesh Hounds, Plaguebearers, Nurglings, Daemonettes, Seekers, Pink Horrors, Blue Horrors, Brimstone Horrors and Chaos Furies
- 0-1 unit of Bloodcrushers per Daemonic Herald of Khorne taken
- 0-1 unit of Beasts of Nurgle or Plague Drones per Daemonic Herald of Nurgle taken
- 0-1 unit of Fiends, Hellflayers or Seeker Chariots per Daemonic Herald of Slaanesh taken
- 0-1 unit of Flamers or Screamers per Daemonic Herald of Tzeentch taken
- 0-1 Burning Chariot of Skullcannon if the Daemonic Pact includes a Daemonic Herald with the same Daemonic Alignment

Note that Daemon units taken as a Daemonic Pact gain the Mercenaries special rule and become subject to the 'Manifestation Mishap' rules, as described on page 2.

MASS SUMMONING SPECIAL RULES

On this page you will find a full description for each of the army special rules that apply to an army built using the Mass Summoning composition list. These are in addition to the Daemons of Chaos special rules found on page 32 of the Daemons of Chaos Legacy document. In case of contradiction, the special rules below take precedence over the Daemons of Chaos special rules.

Chaos Rift

The Daemons watch the world from another plane of reality, tirelessly and hungrily searching for a weakness that will allow them access to the mortal realm.

All units in the Daemonic Pact gain the Ambushers rule for free and must begin the game in reserve as reinforcements.

Daemonic Summoning

Over the centuries, mortals of all races have summoned Daemons. They do so to further their own goals, using knowledge gleaned from heretical texts.

During the Command sub-phase of their turn, if they are not engaged in combat and are not hidden, a Cult Magus may attempt to summon a single friendly Daemonic unit that has the Ambushers special rule, and that is currently held in reserve. The unit:

- Must have the 'infantry' or 'cavalry' type.
- Must have the same Daemonic Alignment as the Cult Magus' Mark of Chaos.

The Cult Magus may attempt to summon the unit by making a Leadership test (using their own Leadership):

- If this test is passed, the chosen unit is successfully summoned and can be placed on the battlefield anywhere completely within 12" of this model, but not within 6" of any enemy models. The unit cannot charge during this turn and counts as having moved for the purposes of shooting, but can otherwise act as normal.
- If this test is failed, the Ambushers pay no heed to this model's summons and are delayed until their controlling player's next turn at least.

Note that Ambushers arrive automatically at the start of round five as usual.

Dark Sacrifice

Daemons are only too eager to ride a summoning's magic back to its source - though without any intention of showing gratitude to the one who opened the door.

After rolling to determine if a unit with the Ambushers special rule that is currently held in reserve as reinforcements arrives, you may inflict D3 Wounds on a single friendly **Core unit** to apply a +1 or -1 modifier to the result. No saves of any kind may be made against these Wounds.

Terror From Beyond

The texts and scrolls locked in the Forbidden Library of the Great Cathedral of Sigmar tell of foolish and vain wizards who have summoned Daemons from the Realm of Chaos. These tales usually end with the wizard being consumed by the mighty Daemon, for it is the nature of Chaos that Daemons show no more mercy to their servants than to their foes.

Once per game, a single Cult Magus in a Mass Summoning army may use the Daemonic Summoning special rule to summon units with the 'monster' or 'chariot' types. If they do so, once the summoned unit is placed, the Cult Magus is removed as a casualty.

If the General of a Mass Summoning army is a Cult Magus, and that model is removed as a casualty due to a Daemonic Summoning using this rule, Victory Points are not awarded for The King is Dead condition unless the unit with the 'monster' or 'chariot' types that they summoned is also removed as a casualty.

Ka'Bandha, The Huntsmaster

Ka'Bandha is a Bloodthirster, a Greater Daemon of Khorne. He may be included in any Daemons of Chaos army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Ka'Bandha	8	10	5	6	6	6	7	6	9	480

Troop Type: Behemoth (named character)
Base Size: 100 x 150 mm
Unit Size: 1
Equipment: Baneaxe, Ironlash and Armour of Khorne

Special Rules: Close Order, Daemonic, Daemonic Charge (see Bloodthirster), Daemon of Khorne, Fly (10), Furious Charge, Hatred (all enemies), Impact Hits (D3), Huntsmaster, Impetuous, Infernal Favour (3), Insensate Rage, Large Target, Magic Resistance (-2), Stomp (D3), Terror

Huntsmaster

Just as mortal champions may win Khorne's approval, so there are those whose defiance draws the personal ire of the Blood God down upon them.

After deployment but before the first turn begins, nominate a single enemy character, or a single enemy model whose troop type is 'monster'. This model has been marked to have its skull claimed by Khorne. Ka'Bandha may re-roll any rolls To Wound of a natural 1 made in the Shooting or Combat phase against the nominated unit. In addition, you win a bonus of 100 Victory Points if the nominated model is slain (but not if it has fled the battlefield or is fleeing when the game ends).

Insensate Rage

There is no finesse in the fighting style of the Insensate Rage. The fires of Khorne's great forge blaze within their chests, filling their veins with a roiling firestorm of white-hot anger.

All models with the Daemon of Khorne special rule within 8" of Ka'Bandha gain the Hatred (all enemies) special rule.

	R	S	AP	Special Rules
Baneaxe	Combat	S+2	-4	Armour Bane (2), Magical Attacks, Multiple Wounds (D3), Requires Two Hands

	R	S	AP	Special Rules
Ironlash	6"	6	-2	Armour Bane (1), Magical Attacks, Multiple Shots (D6)

Character

Ka'Bandha

Ka'Bandha has served the Lord of Skulls for time out of mind, rising from the lowly ranks of the sixth host through many deeds of carnage. He is no mindless slaughterer, having long ago realised that careful strategy could make the blood flow far more freely than random rage ever could.

This bat-winged terror, clad in impenetrable bronze plate and capable of cleaving a dozen men with each swing of its hell-forged weapons, has brought about the end of countless warriors, scouring battlefields clean with fire and fury. Whether conjured forth by an ambitious summoner or torn free from the Realm of Chaos of its own volition, time and again Ka'Bandha unleashed fury and hatred upon the Old World, and though repulsed each time, the cost in lives will never be cheap.

Ischbak Gatrog, The Grand Festerer

Ischbak Gatrog is a Great Unclean One, a Greater Daemon of Nurgle. He may be included in any Daemons of Chaos army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Ischbak Gatrog	3	6	3	6	7	7	4	5	9	450

Troop Type: Behemoth (named character)
Base Size: 150 x 100 mm
Unit Size: 1
Equipment: Staff of Nurgle, Stream of Contagion (see Gifts of Nurgle)

Magic: Ischbak Gatrog is a Level 3 Wizard. He knows spells from one of the following Lores of Magic:

- Daemonology
- Dark Magic
- Elementalism

Special Rules: Carnival of Chaos, Close Order, Daemonic, Daemon of Nurgle, Dance of Death, Dragged Along, Infernal Favour (2), Large Target, Lore of Daemons, Poisoned Attacks, Regeneration (5+), Stomp Attacks (D3+1), Tainted Ones, Terror

Carnival Of Chaos

It is only when the show reaches its blasphemous climax, as the sun begins to set, that the truth of the Carnival of Chaos is revealed in all its putrid, festering glory. For these are no mere wandering thespians and entertainers.

Units of Plaguebearers and Chaos Marauders in the same army as Ischbak Gatrog gain the Vanguard special rule for free.

Dance Of Death

As the great plague carts and wagons of the cavalcade of Nurgle approach their target, the daemons prepare their campaign of destruction. The prelude is the Dance of Death, when the daemons of Nurgle encircle the town or village three times.

Beasts of Nurgle within 7" of Ischbak Gatrog, or within 7" of a Chaos Warshrine with the Mark of Nurgle in a the same army as Ischbak Gatrog, gain the First Charge and Stomp Attacks (D3) special rules.

Tainted Ones

The Tainted Ones hold a position of great importance within the hierarchy of the Carnival. The bodies of the Tainted Ones are so wracked with disease and mutation that it is unsafe for even the other mortal members of the warband to touch their bare skin. Ironically, they take the most prestigious role in the Carnival - the fool.

0-1 unit of Chaos Marauders in the same army as Ischbak Gatrog gain the Poisoned Attacks and Scouts special rules for free.

	R	S	AP	Special Rules
Staff of Nurgle	Combat	S	-1	Magical Attacks, Multiple Wounds (D6+1), Poisoned Attacks, Strike Last

Character

Ischbak Gatrog

Great Unclean Ones are motivated by all the trivial human enthusiasms which drive the living. They are ebullient and vociferous, full of a natural enthusiasm to organise and achieve. They are driven by a gregarious and even sentimental nature and hold their followers dear, even referring to them as their 'Children' and taking a noticeable pride in their appearance and endearing behaviour.

This combination of physical corruption and energetic endeavour can be seen most clearly when Ischbak Gatrog Nurgle and his daemoniac followers appear in the material world.

The horde travels in a great cavalcade of covered wagons, bringing with it all the pestilences and ills that befall the living. The wagons are in no better physical condition than the daemons within. Their shrouds are tattered and rotten, their frames splintered and bent, and their metal-work pitted and rusted. Yet within the plodding caravan of Nurgle all is bustle and activity as Ischbak Gatrog prepares to launch a festival of decay and destruction upon a human village, a thriving town, or an opposing army. For Nurgle's visitation is like that of a travelling circus or great fair, except that the entertainment it offers is disease, sickness and death.

N’Kari, The Arch-Tempter

N’Kari is a Keeper of Secrets, a Greater Daemon of Slaanesh. He may be included in any Daemons of Chaos army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
N’Kari	8	7	6	6	6	6	7	6	9	490

Troop Type: Behemoth (named character)
Base Size: 100 x 150 mm
Unit Size: 1
Equipment: Impaling claws (see Keeper of Secrets), Witstealer Sword, Enrapturing Gaze

Magic: N’Kari is a Level 4 Wizard. He knows spells from one of the following Lore of Magic:

- Daemonology
- Dark Magic
- Illusion

Special Rules: Close Order, Daemonic, Daemon of Slaanesh, Harvester of Souls, Hatred (High Elves), Infernal Favour (2), Large Target, Lore of Daemons, Stomp Attacks (D3), Swiftstride, Terror, Willing Prey

Harvester Of Souls

Keepers of Secrets held court in the ruins of noble palaces, wagering the souls of dismembered captives against larger prizes.

If N’Kari slays his opponent in a challenge, you may claim an additional bonus of +1 combat result point. In addition, the maximum bonus combat result points N’Kari may claim for Overkill is +6, rather than +5 as would normally be the case.

Willing Prey

Some beings, in their darkest heart, have a deep-seated desire for an agonising death.

N’Kari must always accept challenges. In addition, if N’Kari is removed as a casualty, roll a D6 and add the number of enemy models N’Kari has slain in a challenge during the battle. If the result is 6+, your opponent only wins half the number of usual Victory Points awarded for N’Kari’s removal (rounding fractions up). If N’Kari was the General, this includes the bonus Victory Points awarded for slaying the General.

For example, when using the standard Victory Points system, the death of N’Kari would normally award your opponent 480 Victory Points plus a bonus of 100 Victory Points if N’Kari was the General. If the D6 roll is 6+, your opponent only receives 240 Victory Points plus a bonus of 50 Victory Points if N’Kari was the General.

	R	S	AP	Special Rules
Witstealer Sword	Combat	S+1	-1	Armour Bane (1), Killing Blow, Magical Attacks, Strike First

Notes: Any enemy model that suffers one or more unsaved wounds from the Witstealer Sword must immediately make an Initiative test. If this test is failed, they suffer an additional Wound with no armour saves allowed.

Character

N’Kari

N’Kari is a ruiner of purity, a despoiler of the faithful and a harbinger of damnation. To him, fear and lust are the most succulent of dishes, but any mortal rapture provides sustenance - particularly if the victim can be propelled from the heights of one to the depths of another. Nothing is more delectable to N’Kari than the act of snatching a prideful popinjay from the adulation of his followers, drowning him in stark terror, then returning him, broken-minded and wallowing in his own involuntary filth, to the mockery of the comrades who once roared his praises.

The Witstealer Sword was forged in the molten heat of desire and cooled in a vat of Slaanesh’s blood. Thus did the Dark Prince think to arm his champion N’kari fit to defeat Skarbrand.

Amon 'Chakai, The All-Seeing

Amon 'Chakai is a Lord of Change, a Greater Daemon of Tzeentch. He may be included in any Daemons of Chaos army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Amon 'Chakai	6	6	6	6	6	7	6	4	10	490

Troop Type: Behemoth (named character)

Base Size: 100 x 150 mm

Unit Size: 1

Equipment: Hand weapon, Tzeentchian Wand (see Lord of Change) and Sword of Change (see below)

Magic: Amon 'Chakai is a Level 4 Wizard. He knows spells from one of the following Lore of Magic:

- Battle Magic
- Daemonology
- Dark Magic
- Elementalism
- Illusion

Special Rules: Close Order, Daemonic, Daemon of Tzeentch, Flaming Attacks, Fly (9), Hand of Destiny, Infernal Favour (3), Large Target, Lore of Daemons, Master of Sorcery, Stomp Attacks (D3), Swiftstride, Strikes First, Terror

Hand Of Destiny

Amon 'Chakai can doom any mortal to die in combat. The doomed one is almost certain to perish, such is the power of Amon 'Chakai.

After deployment but before the first turn begins, nominate a single enemy character, or a single enemy model whose troop type is 'monster'. This model has been doomed to perish by Amon 'Chakai. The model must re-roll any armour saves or Ward saves of a natural 6 made against Magic Missiles, Magic Vortexes and Assailment spells for the duration of the battle.

Master Of Sorcery

Through his immense wisdom and knowledge, Amon 'Chakai is a potent user of magic.

Rather than randomly generating the spells he knows, Amon 'Chakai may pick which four spells he knows. These spells may be chosen from any of the Lore of Magic Amon 'Chakai knows, they do not need to be all from the same Lore of Magic.

	R	S	AP	Special Rules
Sword of Change	Combat	S	-2	Flaming Attacks, Magical Attacks

Notes: If an enemy character or model whose troop type is 'monster' is slain by the Sword of Change in close combat, roll a D6. A character whose troop type is not 'monster' is transformed into a Chaos Spawn on a roll of a 4+, while a model whose troop type is 'monster' is transformed into a Gigantic Spawn of Chaos on a roll of 6. The transformed model is placed within 6" of the slain model's location under the control of the owner of the Sword of Change. The transformed model retains none of the equipment, upgrades or special rules it possessed in its former existence, but does have either the Spawn of Tzeentch or Gigantic Spawn of Tzeentch upgrade (as relevant).

Character

Amon 'Chakai

Amon 'Chakai is the wisest and oldest of all the Lords of Change. While others of his kind are intelligent beyond human comprehension, Amon 'Chakai alone holds ultimate knowledge over fate and destiny. This great Lord of Change despises civilisation and order, and delights in bringing the world into ruin and Chaos. He can impose his omnipotent will upon hapless mortals, twisting the natural flow of their destiny and bringing misery and ruination to their lives. Nothing pleases him more than seeing the world broken and made anew, in the endless flow of change.

Amon 'Chakai can see the threads of destiny as clearly as a mortal man can see the path ahead of him. He can destroy or elevate both his followers and his enemies by what appears to be a mere whim, for the motives behind the actions of Daemons are not for mortals to comprehend.

Cult Magus

	M	WS	BS	S	T	W	I	A	Ld	Points
Cult Magus	4	4	3	3	4	2	3	1	8	45

Troop Type: Regular infantry (character)
Base Size: 25 x 25 mm (minimum), 30 x 30 mm (maximum)
Unit Size: 1
Equipment: Hand weapon

Magic: A Cult Magus may be a Wizard (see below). A Cult Magus that is a Wizard knows spells from the Lore of Daemonology.

Options:

- May replace the Mark of Chaos Undivided with the:
 - Mark of Khorne+10 points
 - Mark of Nurgle+10 points
 - Mark of Slaanesh+10 points
 - Mark of Tzeentch+10 points
- Unless they have the Mark of Khorne, a Cult Magus may be a:
 - Level 1 Wizard+30 points
 - Level 2 Wizard+60 points
- 0-1 Cult Magus per 1,000 points may be mounted on a:
 - Chaos Warshrine* (see page 12)+125 points
- Unless mounted, a Cult Magus may have the Hidden special rule (see below)+10 points
- May take Gifts of Chaos (see Warriors of Chaos army list) up to a total of 25 points
- May purchase magic items up to a total of 50 points
- May purchase a single Chaotic Trait See Arcane Journal: The Razing of Westerland

Special Rules: Mark of Chaos Undivided (see Warriors of Chaos army list), Lore of Daemons, Warband

Hidden

The cultist can be anyone, of any social class or profession, indistinguishable from an ordinary Old Worlder.

A Cult Magus with this special rule is not placed on the battlefield at the start of the game. Instead, they are 'hidden' within a friendly unit whose troop type is 'regular infantry' that has a Unit Strength of ten or more. Make a note of which unit each Cult Magus with this special rule is hiding within. A hidden Cult Magus may be revealed during any Start of Turn sub-phase or at the start of any Combat phase. Position the revealed Cult Magus as you would a character that has joined the unit.

If a unit in which a Cult Magus is hiding is destroyed or flees the battlefield before the Cult Magus is revealed, the Cult Magus is removed as a casualty. A Cult Magus with this special rule cannot be your army General.

Character

Cult Magus

The most dangerous cults are those helmed by a Cult Magus. This leader is deeply corrupted by Chaos and bears one of its horrid Rewards. Too twisted to walk among mankind, the Magus must operate behind the scenes, issuing commands and edicts to his Acolytes, who in turn communicate the cult's wishes to the rest of the organisation.

Once a Chaos cult forms, there's no telling what it will do. Cults simply seek to sustain themselves, and if growth results, all the better. A few might seize control of a town or village, seducing well-placed members of government and drawing them deeper into the Magus' plotting. When so installed, a cult can become extremely dangerous, for if it controls the lives of many citizens, it can condemn them to a fate of corruption. In such instances, a cult can act with impunity, snatching people from the streets for dark sacrifices, and maintain extensive temple complexes right beneath the noses of the authorities.

Plague Toads

	M	WS	BS	S	T	W	I	A	Ld	Points
Plague Toad	6	3	0	4	4	2	1	2	5	21

- Troop Type:** War beasts
Base Size: 50 x 50 mm
Unit Size: 3+
Equipment: Tainted horns and vile tongues (counts as hand weapons)
Special Rules: Close Order, Daemonic, Daemons of Nurgle, Fly (4), Poisoned Attacks, Regeneration (6+)

Pox Riders

	M	WS	BS	S	T	W	I	A	Ld	Points
Plaguebearer	-	3	3	4	4	2	2	1	7	32
Plagueleaper	-	3	3	4	4	2	2	2	7	+7
Plague Toad	6	3	-	4	-	-	1	2	-	-

- Troop Type:** Monstrous cavalry
Base Size: 50 x 50 mm
Unit Size: 3+
Equipment:
- **Plaguebearers:** Plagueswords (see page 35 of Daemons of Chaos Legacy document)
 - **Plagues Toads:** Tainted horns and vile tongues (counts as hand weapons)

Options:

- Any unit may:
 - Upgrade one model to a Plagueleaper (champion)+7 points per unit
 - Upgrade one model to a standard bearer+7 points per unit
 - Upgrade one model to a musician+7 points per unit
 - May purchase a Daemonic Icon worth up to50 points

- Special Rules:** Close Order, Daemonic, Daemons of Nurgle, Fly (4), Poisoned Attacks, Regeneration (6+)

Bloated Befoulment

Any army made using the Daemons of Chaos Grand Army composition list whose General is a Daemon of Nurgle may include 0-1 unit of Plague Toads as a Core choice per 1,000 points and 0-1 units of Pox Riders as a Special choice per 1,000 points.

Cavalry

Plague Toads

The blackest, filth-choked lagoons and lightless sumps of the Plague-Father's realm have served as a spawning ground to all manner of daemonic beasts and foul creatures. Among the lesser of these blasphemous creatures, although by no means the least nightmarish, are the Plague Toads, also known as rot-eaters and sewer-kin. They are toad-like bags of brackish filth and pus whose wide maws can swallow a man whole.

As well as being dragged along like pestilent flies in the wake of Chaos summonings and daemonic incursions, these maligned Daemons are drawn to places of disease and decay in the mortal world such as the dank reaches of sewer-pits and stagnant mires.

Pox Riders

Shambolic but purposeful, where they can Plaguebearers capture and harness Plague Toads to be their mounts, stalking and squeezing them from their filth-choked lairs in the darkest cesspools of the realm of decay. The Plague Toads themselves are none too happy with the imposition, but with Plaguebearers clinging on precariously to their slippery, slime-covered backs they have little choice but to comply with the wishes of their parasitic riders and carry them into the fray.

Chaos Warshrine

	M	WS	BS	S	T	W	I	A	Ld	Points
Chaos Warshrine	-	-	-	4	5	5	-	-	-	140
Shrinemaster	-	5	3	4	-	-	5	2	8	-
Shrine Bearer (x2)	6	3	-	4	-	-	2	D3	-	-

Troop Type: Heavy chariot

Base Size: 60 x 100 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Shrinemaster:** Hand weapon
- **Shrine Bearers:** Hand weapons

Options:

- Any Chaos Warshrine may replace the Mark of Chaos Undivided with the:
 - Mark of Khorne+10 points
 - Mark of Nurgle+10 points
 - Mark of Slaanesh+10 points
 - Mark of Tzeentch+10 points

Special Rules: Close Order, Favour of the Ruinous Powers, Fear, Giver of Glory, Immune to Psychology, Magical Attacks, Mark of Chaos Undivided, Protection of the Dark Gods, Random Attacks (D3, Shrine Bearers only)

Favour Of The Ruinous Powers

The prayers and sacrifices that are offered up are like sweet nectar to the Chaos Gods, and the air crackles with blasphemous power when they turn their glance towards the Warshrine.

All models with the Infernal Favour (X) special rule within the Command range of a Chaos Warshrine increase the number in brackets by 1. In addition, a character with the Gaze of the Gods special rule that is within the Command range of a Chaos Warshrine when rolling on the Gaze of the Gods table may re-roll the Damned by Chaos result.

Giver Of Glory

As mortal souls are offered to the Ruinous Powers, the Shrinemaster implores the Chaos Gods for their aid, bestowing their dark blessings onto those nearby.

The Chaos Warshrine can cast the Daemonic Vigour spell from the Lore of Daemonology as a Bound spell, with a Power Level of 1.

Protection Of The Dark Gods

The misshapen, over-muscled creatures that bear the Warshrine aloft are evidence of the Dark Gods' favour.

This model has a 5+ Ward save against any wounds suffered that were caused by a non-magical enemy attack.

Blasphemous Power

Any army (of any faction) that includes a Daemonic Pact may include 0-1 Chaos Warshrine as a Rare choice.

Character Mount: A Chaos Warshrine may be included in your army as a character's mount. If so, its points are added to that of its rider. The Chaos Warshrine must have the same Mark of Chaos as its rider.

Chariot

Chaos Warshrine

The men of the north are ever conscious that their actions could catch the eye of their diabolic masters, and they do everything in their power to attract their notice. For this reason, many tribes bring blasphemous icons and unholy relics to battle, hoping to draw the gaze of the gods. The most powerful go even further, carrying vast shrines and altars into battle so that the slaughter they wreak in the names of their gods may be offered up directly to the Ruinous Powers themselves.

The Warshrines of Khorne are great constructs of brass and blades that constantly run with rivulets of blood, their every spike adorned with the rune-etched skull of a powerful enemy warrior. Those dedicated to Slaanesh are gilded carriages of scented silk, wax and human flesh, draped in the still-living skins of those whose organs have been offered to the Dark Prince. Warshrines of Nurgle are fouler still, heaped high with flyblown offal and stinking waste that is host to unimaginable parasites and plagues. The Warshrines consecrated to the Changer of the Ways are the strangest of all, their frames adorned with silver bells, caged dragonflies and crystalline bones to tinkle and chime with the music of the stars.

Mutalith Vortex Beasts

	M	WS	BS	S	T	W	I	A	Ld	Points
Mutalith Vortex Beast	6	3	0	5	5	5	3	D6+2	7	220

Troop Type: Behemoth
Base Size: 60 x 100 mm
Unit Size: 1
Equipment: Wicked claws (see below) and mutated hide (counts as heavy armour)

Options:

- May be a Daemon of Tzeentch+10 points

Special Rules: Aura of Mutation, Close Order, Immune to Psychology, Large Target, Magical Attacks, Mutant Monstrosity, Random Attacks, Regeneration (5+), Spawnchange, Stomp Attacks (D3), Tide of Transformation, Terror, Warp-spawned

Aura Of Mutation

Tides of rare magic seep out of the vortex, mutating and twisting anything they touch.

The Mutalith Vortex Beast can cast the Gift of Mutation spell from the Lore of Daemons as a Bound spell, with a Power Level of 2.

Mutant Monstrosity

The Realm of Chaos is the birthplace of heroes, Daemons and monsters, the forge from which eternal life or everlasting damnation can be wrought.

A model with this special rule is not 'Daemonic,' but may still have a Daemonic Alignment. All models with this special rule have a 6+ Ward save against any wounds suffered that were caused by a non-magical enemy attack.

Spawnchange

The fate of a Spawn is to die, either on the field of battle by axe or sword, torn apart in the wilds by even more savage creatures, or literally ripped asunder by the Chaos energy that continues to course through its twisted body.

Units of Chaos Spawn within 9" of a Mutalith Vortex Beast gain the Regeneration (5+) special rule.

Tide Of Transformation

When the vortex pulses, and entire regiments are engulfed by waves of mutating power.

If a natural double 6 is rolled when attempting to cast Gift of Mutation (see Aura of Mutation), the Mutalith Vortex Beast may ignore the restriction on casting multiple Bound spells in a phase and attempt to cast the spell a second time. The Mutalith Vortex Beast may attempt this even if the first attempt was dispelled, however the spell must target a different unit than the first attempt. If a natural double 6 is rolled for the second attempt, it may attempt a third, and so on until any other result is rolled, with each attempt targeting a different unit.

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

Monster

Mutalith Vortex Beasts

A Mutalith Vortex Beast is an utter abomination of nature. It is a terrifying fusion of monster and magic, a creature mutated beyond all reason by the power of Chaos. In battle, a Mutalith's tentacles smash into the ranks of the foe. Those not flung through the air are dragged screaming into the Mutalith's maw, where hundreds of needle-like teeth shred flesh and crunch bones to powder. As horrifying as such a fate is, though, it is not the thought of being eaten alive by a Mutalith that gives its enemies waking nightmares.

Wherever a Mutalith treads, mutation and madness follow. A ball of raw magic is anchored into the creature's body, a seething orb of Chaos energy that warps and twists everything nearby. The flesh of the Mutalith itself is forever being healed and remoulded, sucked in and poured back out again by the vortex. These same wisps of malign energy reach out across the battlefield, mutating everything they touch.

Slaughterbrutes

	M	WS	BS	S	T	W	I	A	Ld	Points
Slaughterbrute	6	3	0	5	5	5	3	4	5	205

Troop Type: Behemoth
Base Size: 60 x 100 mm
Unit Size: 1
Equipment: Over-muscled arms and massive jaws (see below) and mutated hide (counts as heavy armour)

Options:

- May be a:
 - Daemon of Khorne+10 points
 - Daemon of Slaanesh+10 points
- May have Extra Claws+20 points

Special Rules: Close Order, Counter Charge, Immune to Psychology, Impact Hits (D3), Impetuous, Large Target, Magical Attacks, Mutant Monstrosity (see Mutalith Vortex Beasts), Runes of Binding, Stomp Attacks (D6), Terror, Unbound, Warp-spawned

Runes of Binding

The beast is bound with magical chains, its flesh carved with runes of domination and branded with sigils of enslavement.

When a Slaughterbrute is deployed, nominate a single friendly character model in the same army to act as its master. Each character may only be the master of a single Slaughterbrute. In each Command sub-phase, a Slaughterbrute's master may attempt to control the Slaughterbrute. To do so, the character may make a Leadership check using their own Leadership. If the test is passed, the Slaughterbrute gains a +2 modifier to both their Weapon Skill and Leadership characteristics until the next friendly Start of Turn phase.

Unbound

To a Slaughterbrute free of enslavement, everything it sees is prey to be crushed, stomped, and ripped apart.

If a Slaughterbrute fails its Impetuous check, all units (friend or foe) within 6" immediately suffer D6 Strength 7 Hits, each with an AP of -3.

	R	S	AP	Special Rules
Over-muscled arms and massive jaws	Combat	S+2	-2	Armour Bane (1), Killing Blow

	R	S	AP	Special Rules
Extra Claws	Combat	S	-2	Extra Attacks (+2)

Notes: In combat, a Slaughterbrute may make 2 additional attacks each turn, each of which must be made with this weapon.

Monster

Slaughterbrutes

A Slaughterbrute is a hulking Chaos beast of muscle and aggression. Those among the forces of Chaos who seek to use such a beast for their own ends soon learn that such a mutant creature cannot be broken by conventional means, and those foolish enough to try are torn apart and eaten for their efforts. Instead, a Slaughterbrute's mind is enslaved through a long and arduous binding ritual.

Though some Chaos Champions control a Slaughterbrute through the movement of a marionette, Daemons are able to manipulate the creature through their own surpassing force of will — controlling its every action as if they were their own. As a Slaughterbrute carves through entire regiments, the unmistakable sound of laughter can be heard rumbling from within the beast's throat, a throat that should by all rights be roaring with bestial fury.

EXALTED GREATER DAEMONS

An Exalted Greater Daemon can only cross from the Realm of Chaos into the material world through exceptionally large rifts, such that only occur in the most calamitous of events. Those who have sought to oppose them have been crushed without mercy, their cities razed and their nations all but destroyed.

To represent this, 0-1 Greater Daemon taken in a Daemons of Chaos composition list of at least 3,000 points may be upgraded to an Exalted Greater Daemon. If the army includes an Exalted Greater Daemon, every model in the army must be of the same Daemonic Alignment.

Exalted Bloodthirster

Single-handedly a match for an entire army, an Exalted Bloodthirster seeks only to fight, to unleash his limitless rage in combat unbridled, and to claim a veritable mountain of skulls for his insatiable master.

- A Bloodthirster may be upgraded to an Exalted Bloodthirster +100 points

All Exalted Greater Daemons improve their Strength, Wounds and Leadership characteristics by +1 and replace the Infernal Favour (2) special rule with Infernal Favour (3). In addition, an Exalted Bloodthirster improves their Attacks characteristic by +1 and gains the Aura of Fury special rule.

Aura Of Fury

Exalted Bloodthirsters burn with such blistering wrath that a wave of fury emanates outwards from them, empowering all nearby with a furious bloodlust.

All models (friend or foe) within 8" of an Exalted Bloodthirster gain the Furious Charge special rule while within range.

Exalted Great Unclean One

First amongst Nurgle's Daemons, these unholy creatures are so huge and bloated that their bulk seems to overflow with even more ponderous fleshy folds, all rank with disease - they truly are the foulest of the foul.

- A Great Unclean One may be upgraded to an Exalted Great Unclean One +100 points

All Exalted Greater Daemons improve their Strength, Wounds and Leadership characteristics by +1 and replace the Infernal Favour (2) special rule with Infernal Favour (3). In addition, an Exalted Great Unclean One improves their Toughness characteristic by +1 and gains the Extreme Contagion special rule.

Extreme Contagion

The Exalted Great Unclean One exudes a plague-filled aura that rots and debilitates any foes foolish enough to enter into close proximity.

All models (friend or foe) that have the Poisoned Attacks special rule and are within 7" of an Exalted Great Unclean One may apply a +4 modifier to eligible rolls To Wound, instead of +2, while within range.

Exalted Keeper Of Secrets

An Exalted Keeper of Secrets has delivered so many souls to the Dark Prince of Chaos, that the Lord of Excess has granted a glorious gift - he has allowed the Keeper of Secrets to suckle at his own divine power.

- A Keeper of Secrets may be upgraded to an Exalted Keeper of Secrets +100 points

All Exalted Greater Daemons improve their Strength, Wounds and Leadership characteristics by +1 and replace the Infernal Favour (2) special rule with Infernal Favour (3). In addition, an Exalted Keeper of Secrets improves their Initiative characteristic by +1 and gains the Sensual Onslaught special rule.

Sensual Onslaught

Heady waves of pain, pleasure and every type of sensual overload emanate from the Exalted Keeper of Secrets.

All models (friend or foe) within 6" of an Exalted Keeper of Secrets during the Command sub-phase (but not the Exalted Keeper of Secrets itself) gain the Frenzy special rule. The effect lasts until the model would normally lose Frenzy. A model that has previously lost Frenzy may regain Frenzy in this way.

Exalted Lord Of Change

When an Exalted Lord of Change spreads his wings upon the mortal world, then let all tremble, for such is its sorcerous might and vast uncaring knowledge, that even the mightiest must fear it.

- A Lord of Change may be upgraded to an Exalted Lord of Change +100 points

All Exalted Greater Daemons improve their Strength, Wounds and Leadership characteristics by +1 and replace the Infernal Favour (2) special rule with Infernal Favour (3). In addition, an Exalted Lord of Change gains the Barrage of Knowledge special rule and, if they discard one of their randomly generated spells as normal, an Exalted Lord of Change may select both the Tzeentch signature spells from the Lore of Daemons (in effect gaining an additional spell than would normally be allowed for their Level of Wizardry).

Note that this does not increase the Exalted Lord of Change's Level.

Barrage Of Knowledge

The Daemon's croaking voice utters divine nonsense, all-seeing intuitions juxtaposed with intriguing half-truths that make even the most strong-willed second guess their every intention.

All models (friend or foe) within 9" of an Exalted Lord of Change that do not have the Immune to Psychology special rule gain the Stupidity special rule while within range.

EXALTED HERALDS

Driven insane by their perpetual need for slaughter, the Heralds of Khorne attack their foes with a wrath that eclipses even that of other Bloodletters. Heralds of Nurgle possess a strength and hardiness that belies their rotten frames, as well as a jovial nature somewhat at odds with the world-weary aspect of their droning minions. Heralds of Slaanesh not only attend to Slaanesh's whimsical desires, but muster his armies, plot his campaigns (Slaanesh is easily bored by the minutiae of war) and carry his creed to the mortal realm, returning to bring morsels of courtly intrigue to Slaanesh's ears. And the mere presence of a Herald of Tzeentch drastically increases the abilities of nearby Daemons, mutating them into new and stronger forms and empowering their magic.

To represent this variation in abilities, Daemonic Heralds in a Daemons of Chaos army made using any composition list may be upgraded to Exalted Heralds. Each Exalted Herald upgrade may only be taken once per army, though a single Daemonic Herald may have more than one upgrade:

Exalted Heralds Of Khorne

0-1 Daemonic Herald of Khorne per 1,000 points may be upgraded with one or more of the following abilities:

Herald Of Abjuration 30 points

The Daemonic Herald and any unit within their Command range with the Magic Resistance (-1) special rule replaces it with the Magic Resistance (-2) special rule.

Herald Of Fury 35 points

The Daemonic Herald and any unit within their Command range with the Impetuous special rule replaces it with the Frenzy special rule.

Herald Of Wrath 50 points

The Daemonic Herald and any unit within their Command range with the Hatred (Daemons of Slaanesh) special rule replaces it with the Hatred (all enemies) special rule.

Exalted Heralds Of Nurgle

0-1 Daemonic Herald of Nurgle per 1,000 points may be upgraded with one or more of the following abilities:

Herald Of Virulence 30 points

Poisoned Attacks made by the Daemonic Herald and any unit they join will trigger on a To Hit roll of 5+.

Herald Of Fecundity 35 points

The Daemonic Herald and any unit within their Command range with the Regeneration (6+) special rule replaces it with the Regeneration (5+) special rule.

Herald Of Contagion 40 points

If this model, or any model in its unit, rolls a natural 6 To Wound with a Poisoned Attack, the target immediately suffers an additional automatic hit resolved at Strength 4.

Exalted Heralds Of Slaanesh

0-1 Daemonic Herald of Slaanesh per 1,000 points may be upgraded with one or more of the following abilities:

Herald Of Grace 25 points

This model, and all models in their unit, automatically pass Dangerous Terrain tests, "Look Out, Sir!" tests and characteristic tests (but not Leadership tests).

Herald Of Swiftmess 40 points

The Daemonic Herald and any unit they join gains the Strike First special rule.

Herald Of Beguilement 45 points

The Challenges issued by this model can't be refused, and you (not your opponent) choose which enemy accepts. Also, any enemy in base contact with this model, or a model in their unit, suffers a -3 modifier to their Initiative characteristic (to a minimum of 1) until the end of the phase.

Exalted Heralds Of Tzeentch

0-1 Daemonic Herald of Tzeentch per 1,000 points may be upgraded with one or more of the following abilities:

Herald Of Transmogrification 20 points

While this Daemonic Herald is within Command range of a unit of Pink Horrors, units of Blue Horrors that are also within the Daemonic Herald's Command range gain the Regeneration (5+) special rule.

Herald Of Change 25 points

In the Command sub-phase, roll a D6. This model, and all models in its unit, have a Strength characteristic equal to the result until you roll again.

Herald Of Conjunction 30 points

Spells cast by this model, and any models in their unit, are resolved at +1 Strength.

REIGN OF CHAOS

The Chaos Gods constantly war for control of all that is, and the power of each - and his daemonic hosts - rises and falls according to his success in this Great Game. These contests are fought with little quarter and no convention; any tactic, any artifice and any underhanded ploy is fair game. Thus are alliances frequent and shifting, and betrayal is commonplace.

To represent this, when fielding an army of at least 2,000 points using either the Daemons of Chaos Grand Army composition list or the Daemons of Chaos Exalted Legion composition list, you may use the Reign of Chaos rules. Roll a D6 in the Start of Turn sub-phase and add 4 to the result, giving a number between 5 and 10, then consult the Reign of Chaos table below:

Reign Of Chaos Table

D6+4 Result

5 Chaotic Ebb: *The Chaos Gods squabble, and the Daemons' presence on the mortal plane grows dim.*

All models (friend or foe) with the Infernal Favour (X) special rule must immediately take a Daemonic Instability test as though they had lost a round of combat (without any modifiers for combat result).

6 The Dark Prince Thirsts: *Slaanesh's seductive song echoes mournfully around the battlefield, ensnaring the souls of all who hear it.*

All models (friend or foe) with the Daemon of Slaanesh and Infernal Favour (X) special rules immediately recover a number of lost Wounds equal to the value of X.

All models (friend or foe) with the Daemon of Khorne and Infernal Favour (X) special rules must immediately take a Daemonic Instability test as though they had lost a round of combat (without any modifiers for combat result).

7 Rot, Glorious Rot: *Nurgle guffaws with joy, and plague blooms.*

All models (friend or foe) with the Daemon of Nurgle and Infernal Favour (X) special rules immediately recover a number of lost Wounds equal to the value of X.

All models (friend or foe) with the Daemon of Tzeentch and Infernal Favour (X) special rules must immediately take a Daemonic Instability test as though they had lost a round of combat (without any modifiers for combat result).

8 Khorne's Wrath: *With an enraged bellow that shakes the firmament of mortal and daemonic realms, Khorne bombards the battlefield with brazen skulls.*

All models (friend or foe) with the Daemon of Khorne and Infernal Favour (X) special rules immediately recover a number of lost Wounds equal to the value of X.

All models (friend or foe) with the Daemon of Slaanesh and Infernal Favour (X) special rules must immediately take a Daemonic Instability test as though they had lost a round of combat (without any modifiers for combat result).

9 Storm of Fire: *The skies erupt with magical flame as Tzeentch makes his presence known.*

All models (friend or foe) with the Daemon of Tzeentch and Infernal Favour (X) special rules immediately recover a number of lost Wounds equal to the value of X.

All models (friend or foe) with the Daemon of Nurgle and Infernal Favour (X) special rules must immediately take a Daemonic Instability test as though they had lost a round of combat (without any modifiers for combat result).

10 Chaotic Surge: *The tide of corrupting magic grows stronger, as do the anarchic Daemons that suckle from it.*

All models (friend or foe) with the Infernal Favour (X) special rule immediately recover a number of lost Wounds equal to the value of X.

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