

Adam LaMonda 3rd Overall Buckeye Battles 2018

- Supreme Command Detachment +1CP (Chaos - Thousand Sons) [50 PL, 985pts]

Rules: *Brotherhood of Sorcerors, Daemonic Ritual, Disciples of Tzeentch*

- No Force Org Slot
 - Relics of the Thousand Sons (1 Relic)

Categories: NO FORCE ORG SLOT

- HQ [27 PL, 540pts]
 - Daemon Prince of Tzeentch [9 PL, 180pts]

Selections: Gift of Chaos, Malefic talon [10pts], Warptime, Wings [1 PL, 24pts]

Categories: HQ, CHARACTER, DAEMON, MONSTER, FACTION: HERETIC ASTARTES, PSYKER, FACTION: THOUSAND SONS, FACTION: TZEENTCH, DAEMON PRINCE, CHAOS, FLY

Abilities: *Death to the False Emperor, Ephemeral Daemon, Prince of Tzeentch*, **Psychic Power:** *Gift of Chaos, Smite, Warptime*, **Psyker:** *Daemon Prince*, **Unit:** *Daemon Prince (Wings)*, **Weapon:** *Malefic talon*

Abilities	Description		Ref
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.		
Ephemeral Daemon	This unit has a 4+ invulnerable save.		
Prince of Tzeentch	You can re-roll hit rolls of 1 made for friendly THOUSAND SONS and TZEENTCH DAEMON units within 6" of this model.		
Psychic Power	Warp Charge	Range Details	Ref
Gift of Chaos	6	6" If manifested, select a visible enemy model within 6" of the psyker and roll a D6. If the result is greater than the enemy's Toughness, it suffers D3+3 mortal wounds. If a CHARACTER is slain by this power, you can add a Chaos Spawn to your army and set it up within 1" of the character before it is removed.	
Smite	5	18" Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	
Warptime	6	3" If manifested, pick a friendly HERETIC ASTARTES unit within 3" of the psyker. That unit can immediately move as if it were its Movement phase. You cannot use Warptime on a unit more than once in each Psychic phase.	
Psyker	Cast Deny Powers Known		Other Ref
Daemon Prince	2	1 Smite and two powers from the Dark Hereticus discipline, Discipline of Change and/or Discipline of Tzeentch.	
Unit	M WS BS S T W A Ld Save Ref		

Daemon Prince (Wings) ¹² 2+ 2+ 7 6 8 4 10 3+

Weapon **Range** **Type** **S** **AP** **D** **Abilities** **Ref**

Malefic talon Melee Melee User -2 2 Each time this model fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.

- Daemon Prince of Tzeentch [9 PL, 180pts]

Selections: Diabolic Strength, Infernal Gaze, Malefic talon [10pts], Wings [1 PL, 24pts]

Categories: HQ, CHARACTER, DAEMON, MONSTER, FACTION: HERETIC ASTARTES, PSYKER, FACTION: THOUSAND SONS, FACTION: TZEENTCH, DAEMON PRINCE, CHAOS, FLY

Abilities: *Death to the False Emperor, Ephemeral Daemon, Prince of Tzeentch*, **Psychic Power:** *Diabolic Strength, Infernal Gaze, Smite*, **Psyker:** *Daemon Prince*, **Unit:** *Daemon Prince (Wings)*, **Weapon:** *Malefic talon*

Abilities **Description** **Ref**

Death to the False Emperor Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

Ephemeral Daemon This unit has a 4+ invulnerable save.

Prince of Tzeentch You can re-roll hit rolls of 1 made for friendly THOUSAND SONS and TZEENTCH DAEMON units within 6" of this model.

Psychic Power **Warp Charge** **Range** **Details** **Ref**

Diabolic Strength 6 12" If manifested, select a HERETIC ASTARTES model within 12" of the psyker. Until the start of your next Psychic phase, add 2 to the model's Strength characteristic and 1 to its Attacks characteristic.

Infernal Gaze 5 18" If manifested, select a visible enemy unit within 18" of the psyker and roll 3 dice. The target suffers one mortal wound for each roll of 4+.

Smite 5 18" Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.

Psyker **Cast** **Deny** **Powers Known** **Other Ref**

Daemon Prince 2 1 Smite and two powers from the Dark Hereticus discipline, Discipline of Change and/or Discipline of Tzeentch.

Unit **M** **WS** **BS** **S** **T** **W** **A** **Ld** **Save** **Ref**

Daemon Prince (Wings) ¹² 2+ 2+ 7 6 8 4 10 3+

Weapon **Range** **Type** **S** **AP** **D** **Abilities** **Ref**

Malefic talon Melee Melee User -2 2 Each time this model fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.

- Daemon Prince of Tzeentch [9 PL, 180pts]

Selections: Glamour of Tzeentch, Helm of the Third Eye, Malefic talon [10pts], Weaver of Fates, Wings [1 PL, 24pts]

Categories: HQ, CHARACTER, DAEMON, MONSTER, FACTION: HERETIC ASTARTES, PSYKER, FACTION: THOUSAND SONS, FACTION: TZEENTCH, DAEMON PRINCE, CHAOS, FLY

Abilities: *Death to the False Emperor, Ephemeral Daemon, Helm of the Third Eye, Prince of Tzeentch, Psychic Power: Glamour of Tzeentch, Smite, Weaver of Fates, Psyker: Daemon Prince, Unit: Daemon Prince (Wings), Weapon: Malefic talon*

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Abilities	Description		Ref
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.		
Ephemeral Daemon	This unit has a 4+ invulnerable save.		
Helm of the Third Eye	If your army is Battle-forged and the bearer is on the battlefield, roll a D6 each time your opponent uses a Stratagem. On a 5+ you gain 1 Command Point.		
Prince of Tzeentch	You can re-roll hit rolls of 1 made for friendly THOUSAND SONS and TZEENTCH DAEMON units within 6" of this model.		
Psychic Power	Warp Charge	Range Details	Ref
Glamour of Tzeentch	7	12" If manifested, select a friendly THOUSAND SONS unit within 12" of the psyker. Until your next Psychic phase, your opponent must subtract 1 from any hit rolls they make for models that target that unit.	
Smite	5	18" Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	
Weaver of Fates	6	18" If manifested, select a THOUSAND SONS unit within 18" of the psyker. Until the start of your next Psychic phase, the invulnerable save of that unit is improved by 1 (to a maximum of 3+). Models that do not have an invulnerable save instead gain a 5+ invulnerable save.	
Psyker Daemon Prince Unit	Cast 2	Deny Powers Known 1 Smite and two powers from the Dark Hereticus discipline, Discipline of Change and/or Discipline of Tzeentch.	Other Ref
		M WS BS S T W A Ld Save Ref	

Daemon Prince (Wings) ¹² 2+ 2+ 7 6 8 4 10 3+

Weapon	Range	Type	S	AP	D	Abilities	Ref
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Malefic talon	Melee	Melee	User	-2	2	Each time this model fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.	
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• Lord of War [23 PL, 445pts]

- Magnus the Red [23 PL, 445pts]

Selections: Death Hex, Doombolt, Infernal Gateway

Categories: DAEMON, FACTION: HERETIC ASTARTES, FACTION: THOUSAND SONS, FACTION: TZEENTCH, LORD OF WAR, CHARACTER, MONSTER, PRIMARCH, PSYKER, FLY, CHAOS

Abilities: *Crown of the Crimson King, Death to the False Emperor, Gaze of Magnus, Primarch of the Thousand Sons, Unearthly Power*, **Psychic Power:** *Death Hex, Doombolt, Infernal Gateway, Smite*, **Psyker:** *Magnus the Red*, **Unit:** *Magnus the Red*, **Weapon:** *The Blade of Magnus*, **Wound Track:** *Magnus the Red, Magnus the Red1, Magnus the Red2, Magnus the Red3*

Abilities	Description	Ref
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Crown of the Crimson King	Magnus the Red has a 4+ invulnerable save. In addition, roll a D6 whenever Magnus suffers a mortal wound as a result of Perils of the Warp, on a roll of 2+, that wound is ignored.	
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Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
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Gaze of Magnus	If Magnus manifests the Smite power, he inflicts D6 mortal wounds instead of D3, or 2D6 mortal wounds instead of D6 if the result of the Psychic test is more than 11. *This has been included in the profile for Smite*.	
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Primarch of the Thousand Sons	You can re-roll hit rolls of 1, and any dice rolls of 1 that are made as part of a Psychic test, for friendly THOUSAND SONS units within 9" of Magnus the Red.	
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Unearthly Power	Whenever Magnus the Red attempts to manifest or deny a psychic power, add the bonus shown in his damage table to his Psychic test or Deny the Witch test.	
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Psychic Power	Warp Charge	Range	Details	Ref
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Death Hex	8	12"	If manifested, select a visible enemy unit within 12" of the psyker. Until the start of your next Psychic phase, that unit cannot take invulnerable saves.	
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Doombolt	9	18"	If manifested, select an enemy unit that is within 18" of the psyker and visible to him; that unit suffers D3 mortal wounds and in their following Movement phase must halve their Movement characteristic and cannot Advance.	
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Infernal	8	12"	If manifested, identify the nearest enemy model that is	
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Gateway within 12" of the psyker and visible to it; that model's unit, and every other unit (friend or foe) within 3" of that model, suffers D3 mortal wounds. The number of mortal wounds inflicted is D6 instead if the power is manifested with a Psychic test of 12+.

Smite 5 18" If manifested, the closest visible enemy unit within 18" of the psyker suffers D6 mortal wounds. If the result of the Psychic test was more than 11 the target suffers 2D6 mortal wounds instead.

Psyker **Cast Deny Powers Known** **Other Ref**

Magnus the Red 3 3 Smite and three powers from the Dark Hereticus discipline, Discipline of Change and/or Discipline of Tzeentch.

Unit **M WS BS S T W A Ld Save Ref**

Magnus the Red * 2+ 2+ 8 7 18 * 10 3+

Weapon **Range Type S AP D Abilities** **Ref**

The Blade of Magnus Melee Melee x2 -4 3 If a CHARACTER is destroyed by this weapon, you can add a Chaos Spawn to your army. Set up the Chaos Spawn within 6" of Magnus and more than 1" from any enemy models.

Wound Track **Remaining W** **Characteristic 1** **Characteristic 2** **Characteristic 3** **Ref**

Magnus the Red - M A Psychic Phase Bonus

Magnus the Red1 10-18+ 16" 7 +2

Magnus the Red2 5-9 14" 6 +1

Magnus the Red3 1-4 12" 5 0

•Battalion Detachment +5CP (Chaos - Daemons) [42 PL, 714pts]

•No Force Org Slot

• Chaos Allegiance

Selections: Tzeentch

Categories: NO FORCE ORG SLOT

Abilities: *Locus of Trickery*

Abilities **Description** **Ref**

Locus of Trickery CHARACTERS in a TZEENTCH Chaos Daemons detachment have the following ability: Roll 2 dice at the start of each Fight phase and discard the highest result. Until the end of that phase, each time your opponent targets a TZEENTCH DAEMON unit within 6" of a friendly model with the Locus of Trickery and makes a hit roll that, after re-rolls but before modifiers, matches your remaining dice result, that hit roll fails.

•HQ [22 PL, 429pts]

- Fluxmaster [5 PL, 99pts]

Selections: Flickering Flames, Gaze of Fate

Categories: HQ, CHARACTER, FACTION: DAEMON, CAVALRY, HORROR, PSYKER, FACTION: TZEENTCH, FLY, CHAOS, HERALD OF TZEENTCH

Rules: *Daemonic Ritual*

Abilities: *Daemonic, Ephemeral Form, Locus of Tzeentch*, **Psychic Power:** *Flickering Flames, Gaze of Fate, Smite*, **Psyker:** *Psyker*, **Unit:** *Fluxmaster*, **Weapon:** *Ritual dagger*

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Abilities	Description		Ref							
Daemonic	Units with this ability have a 5+ invulnerable save.									
Ephemeral Form	Add 1 to any invulnerable saving throws made for this unit.									
Locus of Tzeentch	Add 1 to the Strength characteristic of TZEENTCH DAEMON units within 6" of one or more friendly models with this ability.									
Psychic Power	Warp Charge	Range Details	Ref							
Flickering Flames	5	18" If manifested, pick a friendly TZEENTCH DAEMON unit within 18" of the psyker. Until your next Psychic phase, add 1 to any wound rolls made for that unit's shooting weapons.								
Gaze of Fate	6	N/A If manifested, you can re-roll a single dice roll later in your turn.								
Smite	5	18" Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.								
Psyker Cast Deny Powers Known			Other Ref							
Psyker 1	1	Smite and 2 powers from the Tzeentch discipline								
Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Fluxmaster	12	4+	3+	3	3	4	2	8	6+	
Weapon	Range	Type	S	AP	D	Abilities		Ref		
Blades	Melee	Melee	4	0	1	After a model rifting a Disc of Tzeentch makes its close combat attacks, you can attack with its mount. Make 1 additional attack, using this weapon profile.				
Ritual dagger	Melee	Melee	User	-1	1	Each time this weapon slays an enemy model, the bearer recovers 1 lost wound.				

- Lord of Change [17 PL, 330pts]

Selections: *Baleful sword [10pts], Bolt of Change, Boon of Change, Incorporeal Form, The Impossible Robe, Treason of Tzeentch, Warlord*

Categories: HQ, CHARACTER, FACTION: DAEMON, FLY, LORD OF CHANGE, MONSTER, PSYKER, FACTION: TZEENTCH, CHAOS, WARLORD

Rules: *Daemonic Ritual*

Abilities: *Daemonic, Ephemeral Form, Greater Daemon, Incorporeal Form, The Impossible Robe, Boon of Change - D3 Roll: 1 - Extra Limb, 2 - Mystic Strength, 3 - Iron Skin, Psychic Power: Bolt of Change, Boon of Change, Smite, Treason of Tzeentch, Psyker: Psyker, Unit: Lord of Change, Weapon: Baleful sword, Staff of Tzeentch, Wound Track: Lord of Change, Lord of Change1, Lord of Change2, Lord of Change3*

Abilities	Description		Ref
Daemonic	Units with this ability have a 5+ invulnerable save.		
Ephemeral Form	Add 1 to any invulnerable saving throws made for this unit.		
Greater Daemon	Friendly TZEENTCH DAEMON units within 6" of this model when they take a Morale test can use this model's Leadership instead of their own.		
Incorporeal Form	Reduce all damage inflicted on your Warlord by 1 (to a minimum of 1). For example, if this Warlord failed a saving throw against a weapon that inflicts 3 damage, it will only lose 2 wounds.		
The Impossible Robe	The wearer of the Impossible Robe has a 4+ invulnerable save. In addition, once per game you can re-roll a single failed saving throw for the wearer, but if the re-roll results in a 1, the wearer is immediately slain.		
Boon of Change - D3 Roll Effect			Ref
1 - Extra Limb	+1 Attack		
2 - Mystic Strength	+1 Strength		
3 - Iron Skin	+1 Toughness		
Psychic Power	Warp Charge	Range Details	Ref
Bolt of Change	8	18" If manifested, select an enemy unit that is within 18" of the psyker and visible to it. That unit suffers D3 mortal wounds. If a CHARACTER is slain by this psychic power, you can add a Chaos Spawn to your army, and set it up within 1" of the character before it is removed.	
Boon of Change	7	18" If manifested, select a visible friendly TZEENTCH DAEMON unit within 18" of the psyker and roll a D3. Consult the table to discover what characteristic bonus all models in that unit receive until the start of your next Psychic phase.	
Smite	5	18" Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	
Treason of Tzeentch	8	18" If manifested, select a enemy CHARACTER that is within 18" of the psyker and visible to it (excluding the opponent's Warlord) and roll 2D6. if the result is greater than the character's Leadership, you can treat the model as if it were a friendly model in your army in your Shooting, Charge and Fight phases. At the end of the Fight phase, the character reverts to being an enemy model.	

Psyker Cast Deny Powers Known	Other	Ref
Psyker 2 2	Smite and three powers from the Tzeentch discipline.	Whenever a Lord of Change attempts to manifest or deny a psychic power, add the bonus shown in its Damage table.

Unit M WS BS S T W A Ld Save Ref

Lord of Change * 2+ 2+ 6 7 16 * 10 6+

Weapon	Range	Type	S	AP	D	Abilities	Ref
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Baleful sword	Melee	Melee	+1	-3	D6	When attacking with this weapon, you must subtract 1 from the hit roll.	
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Staff of Tzeentch	Melee	Melee	User	-2	3	Each time a Character is slain by this weapon, you can add a Chaos Spawn model to your army. Set up the Chaos Spawn within 1" of the character before it is removed.	
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Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
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Lord of Change	-	M	A	Psychic Test Bonus	
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Lord of Change1	9-16+	12"	5	+2	
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Lord of Change2	5-8	8"	4	+1	
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Lord of Change3	1-4	6"	3	0	
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•Troops [20 PL, 285pts]

• Horrors [12 PL, 225pts]

Selections: Daemonic Icon [15pts], 30x Pink Horror [210pts]

Categories: FACTION: DAEMON, HORROR, INFANTRY, PSYKER, FACTION: TZEENTCH, TROOPS, CHAOS

Rules: *Daemonic Ritual*

Abilities: *Daemonic Icon, Ephemeral Daemons, Iridescent Horror, Magic Made Manifest, Magical Horde, Split, Psychic Power: Smite, Psyker: Psyker*



Abilities	Description	Ref
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Daemonic Icon	If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is bolstered. No models flee and D6 slain Pink Horrors are instead added to the unit.	
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Ephemeral Daemons	Pink Horrors have an invulnerable save of 4+. Blue Horrors have an invulnerable save of 5+. Pairs of Brimstone Horrors have an invulnerable save of 6+.	
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Iridescent Horror	When you set up this unit for the first time, you may select a single Pink Horror in the unit - that model has an Attacks characteristic of 2, instead of 1.	
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Magic Made Manifest	A unit of Horrors can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. However, when you do so, only roll a single D6 for the Psychic test or Deny the Witch test, and use the result of the single dice roll to determine the outcome. Note that this means that Horrors can't roll a double 1 or double 6 to suffer Perils of the Warp. In addition, if the unit manifests the Smite power whilst it contains less than 10 Pink Horrors, it only inflicts 1 mortal wound rather than D3.	
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Magical Horde Change the Type of this unit's coruscating flames to Assault 3 whilst the unit contains 20 or more Pink Horrors.

Split Each time a Pink Horror is slain, you can add up to two Blue Horrors to this unit before you remove the slain model. Each time a Blue Horror is slain, you can add one pair of Brimstone Horrors to this unit before you remove the slain model. The replacement models cannot be placed within 1" of an enemy model. Note that Horrors that flee do not generate any extra models for their unit. Matched Play: In matched play you must pay reinforcement points for each and every Blue and Brimstone Horror model that you add to a unit of Horrors, but the additional models can take the unit above its starting strength.

Psychic Power	Warp Charge	Range	Details	Ref
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Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	
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Psyker	Cast	Deny	Powers Known	Other	Ref
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Psyker	1	1	Smite	When manifesting or denying a psychic power, first select a model in the unit - measure range, visibility, etc. from this model. If a Brimstone Horror is selected, it is slain after the psychic power has been used.	
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Unit **M WS BS S T W A Ld Save Ref**

Pink Horror 6" 4+ 4+ 3 3 1 1 7 6+

Weapon **Range Type S AP D Abilities Ref**

Coruscating flames 18" Assault 2 User 0 1 -

- Horrors [4 PL, 30pts]

Selections: 10x Pair of Brimstone Horrors [30pts]

Categories: FACTION: DAEMON, HORROR, INFANTRY, PSYKER, FACTION: TZEENTCH, TROOPS, CHAOS

Rules: *Daemonic Ritual*

Abilities: *Ephemeral Daemons, Iridescent Horror, Magic Made Manifest, Magical Horde, Split, Psychic*

Power: *Smite, Psyker: Psyker, Unit: Pair of Brimstone Horrors*

Abilities	Description	Ref
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Ephemeral Daemons	Pink Horrors have an invulnerable save of 4+. Blue Horrors have an invulnerable save of 5+. Pairs of Brimstone Horrors have an invulnerable save of 6+.	
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Iridescent Horror	When you set up this unit for the first time, you may select a single Pink Horror in the unit - that model has an Attacks characteristic of 2, instead of 1.	
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Magic Made Manifest	A unit of Horrors can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. However, when you do so, only roll a single D6 for the	
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Psychic test or Deny the Witch test, and use the result of the single dice roll to determine the outcome. Note that this means that Horrors can't roll a double 1 or double 6 to suffer Perils of the Warp. In addition, if the unit manifests the Smite power whilst it contains less than 10 Pink Horrors, it only inflicts 1 mortal wound rather than D3.

Magical Horde Change the Type of this unit's coruscating flames to Assault 3 whilst the unit contains 20 or more Pink Horrors.

Split Each time a Pink Horror is slain, you can add up to two Blue Horrors to this unit before you remove the slain model. Each time a Blue Horror is slain, you can add one pair of Brimstone Horrors to this unit before you remove the slain model. The replacement models cannot be placed within 1" of an enemy model. Note that Horrors that flee do not generate any extra models for their unit. Matched Play: In matched play you must pay reinforcement points for each and every Blue and Brimstone Horror model that you add to a unit of Horrors, but the additional models can take the unit above its starting strength.

Psychic Power	Warp Charge	Range	Details	Ref
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Psyker	1	1	Smite	When manifesting or denying a psychic power, first select a model in the unit - measure range, visibility, etc. from this model. If a Brimstone Horror is selected, it is slain after the psychic power has been used.	

Unit **M WS BS S T W A Ld Save Ref**

Pair of Brimstone Horrors 6" 5+ - 1 3 1 2 7 6+

- Horrors [4 PL, 30pts]

Selections: 10x Pair of Brimstone Horrors [30pts]

Categories: FACTION: DAEMON, HORROR, INFANTRY, PSYKER, FACTION: TZEENTCH, TROOPS, CHAOS

Rules: *Daemonic Ritual*

Abilities: *Ephemeral Daemons, Iridescent Horror, Magic Made Manifest, Magical Horde, Split, Psychic*

Power: *Smite, Psyker: Psyker, Unit: Pair of Brimstone Horrors*



Abilities	Description	Ref
Ephemeral Daemons	Pink Horrors have an invulnerable save of 4+. Blue Horrors have an invulnerable save of 5+. Pairs of Brimstone Horrors have an invulnerable save of 6+.	
Iridescent Horror	When you set up this unit for the first time, you may select a single Pink Horror in the unit - that model has an Attacks characteristic of 2, instead of 1.	
Magic	A unit of Horrors can attempt to manifest one psychic power in each friendly	

Made Manifest Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. However, when you do so, only roll a single D6 for the Psychic test or Deny the Witch test, and use the result of the single dice roll to determine the outcome. Note that this means that Horrors can't roll a double 1 or double 6 to suffer Perils of the Warp. In addition, if the unit manifests the Smite power whilst it contains less than 10 Pink Horrors, it only inflicts 1 mortal wound rather than D3.

Magical Horde Change the Type of this unit's coruscating flames to Assault 3 whilst the unit contains 20 or more Pink Horrors.

Split Each time a Pink Horror is slain, you can add up to two Blue Horrors to this unit before you remove the slain model. Each time a Blue Horror is slain, you can add one pair of Brimstone Horrors to this unit before you remove the slain model. The replacement models cannot be placed within 1" of an enemy model. Note that Horrors that flee do not generate any extra models for their unit. Matched Play: In matched play you must pay reinforcement points for each and every Blue and Brimstone Horror model that you add to a unit of Horrors, but the additional models can take the unit above its starting strength.

Psychic Power	Warp Charge	Range	Details	Ref
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Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	
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Psyker Cast Deny	Powers Known	Other	Ref
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Psyker	1	1	Smite	When manifesting or denying a psychic power, first select a model in the unit - measure range, visibility, etc. from this model. If a Brimstone Horror is selected, it is slain after the psychic power has been used.	
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Unit **M WS BS S T W A Ld Save Ref**

Pair of Brimstone Horrors 6" 5+ - 1 3 1 2 7 6+

•Battalion Detachment +5CP (Chaos - Daemons) [19 PL, 348pts]

- No Force Org Slot
 - Chaos Allegiance

Selections: Chaos Undivided

Categories: No FORCE ORG SLOT

•HQ [10 PL, 186pts]

- The Blue Scribes [5 PL, 86pts]

Categories: HQ, CHARACTER, FACTION: DAEMON, FLY, HORROR, CAVALRY, FACTION: TZEENTCH, CHAOS

Rules: *Daemonic Ritual*

Abilities: *Daemonic, Ephemeral Form, P'tarix's Sorcerous Syphon, Xirat'p's Sorcerous Barrage, Unit: The Blue Scribes, Weapon: Sharp quills*

Abilities

Description

Ref

Daemonic Units with this ability have a 5+ invulnerable save.

Ephemeral Form Add 1 to any invulnerable saving throws made for this unit.

P'tarix's Sorcerous Syphon Enemy PSYKERS within 12" of this model subtract 1 from their Psychic tests. If an enemy PSYKER within 12" fails a Psychic test, their psychic power is syphoned and they cannot attempt to manifest it again in this battle.

Xirat'p's Sorcerous Barrage Though not a PSYKER, the Blue Scribes automatically manifest one randomly selected psychic power from the Tzeentch discipline each Psychic phase. In addition, if the Blue Scribes syphoned any psychic powers in the last enemy Psychic phase they will also automatically manifest the Smite psychic power. No Psychic test is taken to use any of these powers, and they cannot be denied. Where the result of the Psychic test matters, the psychic power is treated as having been manifested with the minimum roll possible and without rolling a double.

Unit **M WS BS S T W A Ld Save Ref**

The Blue Scribes ¹² 4+ 4+ 3 3 4 2 8 6+

Weapon Range Type S AP D Abilities **Ref**

Blades Melee Melee 4 0 1 After a model rifing a Disc of Tzeentch makes its close combat attacks, you can attack with its mount. Make 1 additional attack, using this weapon profile.

Sharp quills Melee Melee User 0 1

- The Changeling [5 PL, 100pts]

Selections: Gaze of Fate

Categories: CHARACTER, FACTION: DAEMON, HQ, HERALD, HORROR, INFANTRY, FACTION: TZEENTCH, CHAOS

Rules: *Daemonic Ritual*

Abilities: *Daemonic, Ephemeral Form, Formless Horror, Locus of Transmogrification*, **Psychic Power:** *Gaze of Fate, Smite*, **Psyker:** *Psyker*, **Unit:** *The Changeling*, **Weapon:** *The Trickster's Staff*



Abilities **Description** **Ref**

Daemonic Units with this ability have a 5+ invulnerable save.

Ephemeral Form Add 1 to any invulnerable saving throws made for this unit.

Formless Horror When the Changeling fights, you can choose an enemy INFANTRY model within 1" of the Changeling. The Changeling has that model's Weapon Skill, Strength, Toughness, and Attacks Characteristics until the end of the phase.

Locus of Transmogrification Roll a D6 each time a friendly TZEENTCH DAEMON model within 9" of the Changeling loses a wound; on a 6 the model is surrounded by a twisting aura of change and does not lose the wound.

Psychic Power **Warp Charge** **Range Details** **Ref**

Gaze of Fate	6	N/A	If manifested, you can re-roll a single dice roll later in your turn.
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.

Psyker Cast Deny Powers Known

Other Ref

Psyker 1 1 Smite and 1 power from the Tzeentch discipline.

Unit M WS BS S T W A Ld Save Ref

The Changeling 6" 4+ 3+ 3 3 4 2 8 6+

Weapon Range Type S AP D Abilities

Ref

The Trickster's Staff Melee Melee * * * When the Changeling fights, choose a melee weapon carried by any enemy Infantry model within 1" of the Changeling. The Trickster's Staff uses that weapon's profile until the end of the phase.

•Troops [9 PL, 162pts]

- Nurglings [3 PL, 54pts]

Selections: 3x Nurgling Swarms [54pts]

Categories: TROOPS, FACTION: DAEMON, FACTION: NURGLE, NURGLINGS, SWARM, CHAOS

Rules: *Daemonic Ritual*

Abilities: *Daemonic, Disgustingly Resilient, Mischief Makers, Squishable*

Abilities	Description	Ref
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Daemonic Units with this ability have a 5+ invulnerable save.

Disgustingly Resilient Each time a model with this ability loses a wound, roll a dice; on a 5+, the model does not lose that wound.

Mischief Makers When you set up a unit of Nurglings during deployment, they can either be set up in their deployment zone, or anywhere on the battlefield that is more than 9" from the enemy deployment zone and enemy models.

Squishable Because of their diminutive size, Nurglings only receive the benefits of their Disgustingly Resilient ability against attacks with a Damage characteristic of 1.

Unit M WS BS S T W A Ld Save Ref

Nurgling Swarm 5" 4+ 4+ 2 2 4 4 7 6+

Weapon Range Type S AP D Abilities

Ref

Diseased claws and teeth Melee Melee User 0 1 You can re-roll wound rolls of 1 for this weapon.

- Nurglings [3 PL, 54pts]

Selections: 3x Nurgling Swarms [54pts]

Categories: TROOPS, FACTION: DAEMON, FACTION: NURGLE, NURGLINGS, SWARM, CHAOS

Rules: *Daemonic Ritual*

Abilities: *Daemonic, Disgustingly Resilient, Mischief Makers, Squishable*

Abilities	Description	Ref
Daemonic	Units with this ability have a 5+ invulnerable save.	
Disgustingly Resilient	Each time a model with this ability loses a wound, roll a dice; on a 5+, the model does not lose that wound.	
Mischief Makers	When you set up a unit of Nurglings during deployment, they can either be set up in their deployment zone, or anywhere on the battlefield that is more than 9" from the enemy deployment zone and enemy models.	
Squishable	Because of their diminutive size, Nurglings only receive the benefits of their Disgustingly Resilient ability against attacks with a Damage characteristic of 1.	
Unit	M WS BS S T W A Ld Save Ref	
Nurgling Swarm	5" 4+ 4+ 2 2 4 4 7 6+	
Weapon	Range Type S AP D Abilities	Ref
Diseased claws and teeth	Melee Melee User 0 1 You can re-roll wound rolls of 1 for this weapon.	
	• Nurglings [3 PL, 54pts]	
	Selections: 3x Nurgling Swarms [54pts]	
	Categories: TROOPS, FACTION: DAEMON, FACTION: NURGLE, NURGLINGS, SWARM, CHAOS	
	Rules: <i>Daemonic Ritual</i>	
	Abilities: <i>Daemonic, Disgustingly Resilient, Mischief Makers, Squishable</i>	

Abilities	Description	Ref
Daemonic	Units with this ability have a 5+ invulnerable save.	
Disgustingly Resilient	Each time a model with this ability loses a wound, roll a dice; on a 5+, the model does not lose that wound.	
Mischief Makers	When you set up a unit of Nurglings during deployment, they can either be set up in their deployment zone, or anywhere on the battlefield that is more than 9" from the enemy deployment zone and enemy models.	
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