

# CODEX: CHAOS DAEMONS 4.5

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Note: For ease of reading all ***special rules*** in the main rule book are bolded and italicized.

# DAEMONIC FORCES

## DAEMON

Every unit entry in this book receives **Daemon**.

## INVULNERABLE!

See Codex: Chaos Daemons pg. 27.

## DAEMONIC ASSAULT

See Codex: Chaos Daemons pg. 27.

## HELLMOUTH

*The initial daemonic assault is merely a baleful precursor to the unimaginable terror of what is to come. As the fabric of reality break at the seams the horrific denizens of the warp spillover over with greater ease.*

Daemons that are not deployed by Daemonic Assault may move and assault on the turn that they arrive.

## DAEMONIC RIVALRY

See Codex: Chaos Daemons pg. 27.

## FAVORED NUMBERS

Slaanesh	Nurgle	Khorne	Tzeentch
6	7	8	9

*The Lords of Chaos reserve their greatest champions for their own endless machinations.*

If an army consists entirely of units dedicated to a single Chaos God. It then receives the following benefits.

- Free champion upgrades if the group size is a multiple of the Chaos God's favored number.
- Chaos Icons are upgraded to their Chaos God's version.
- Limitations of the Heralds of Chaos unit size are removed.
- Soul Grinders of Chaos 0-1 limitation on Chaos Boons is removed on favored boons.

## PERILS OF THE WARP IN THE FLESH

*The creatures of the warp are made up of the very Immaterium itself and are far more resilient to those who would use it as a weapon. Every unit entry in this book gains **Adamantium Will**.*

# HQ

//Nascent Daemons in-between lesser and greater, daemon stages

## HANDMAIDEN OF SLAANESH COST: X

	WS	BS	S	T	W	I	A	Ld	Sv
Hand Maiden	6	4	4	4	3	8	5	10	4

**Unit Type:**

Infantry

**Number/squad:**

1

**Daemonic Gifts:**

Aura of Acquiescence and Rending Claws.

**Special Rules:**

Fleet and Independent Character.

**Options:**

x

## AUGUR OF THE GREAT DANCE COST: X

	WS	BS	S	T	W	I	A	Ld	Sv
Augur	4	3	5	6	3	3	2	10	4

**Unit Type:**

Infantry

**Number/squad:**

1

**Daemonic Gifts:**

Plaguesword.

**Special Rules:**

Feel No Pain, Independent Character, and Slow & Purposeful.

**Options:**

x

## CRIMSON SLAUGHTERER COST: X

	WS	BS	S	T	W	I	A	Ld	Sv
Slaughterer	7	4	5	5	3	5	4	10	4

**Unit Type:**

Jump Infantry

**Number/squad:**

1

**Daemonic Gifts:**

Hellblade.

**Special Rules:**

Furious Charge and Independent Character.

**Options:**

x

## ARCHITECT OF ETERNITY COST: X

	WS	BS	S	T	W	I	A	Ld	Sv
Architect	3	5	4	4	3	5	3	10	3

**Unit Type:**

Jump Infantry

**Number/squad:**

1

**Daemonic Gifts:**

Daemonic Gaze.

**Special Rules:**

Independent Character.

**Options:**

x

# ELITES

## FIENDS OF SLAANESH

- Remove Unholy Might upgrade **option**.
- Append under **options**.
  - Upgrade another model (once per army) to:
    - Will Licker +32 pts

## WILL LICKER, PUREBRED OF PLEASURE

- Append the following unit underneath the Fiend of Slaanesh entry.

	WS	BS	S	T	W	I	A	LD	SV
Will Licker	5	0	6	4	3	6	6	10	5+

**Unit Type:**

Beasts

**Number/squad:**

Unique

**Daemonic Gifts:**

Aura of Acquiescence,  
Soporific Musk, and  
Rending Claws.

**Special Rules:**

Wandering Tongue.

### Wandering Tongue

While Will Lick is alive it enemy units engaged in close combat with Will Licker's unit receive a -1 LD penalty.

## BEASTS OF NURGLE COST: 28 POINTS EACH

	WS	BS	S	T	W	I	A	Ld	Sv
Beast	3	2	4	5	2	2	D6+1	10	5+

**Unit Type:**

Infantry

**Number/squad:**

1-7

**Special Rules:**

Caustic Spittle, Feel No Pain,  
Random Poisoned Attacks, Slow &  
Purposeful

**Options:**

x

## BLOODCRUSHERS OF KHORNE

- Replace the cost of the gift Chaos Icon to +15 pts.

## FLAMERS OF TZEENTCH

- Replace this entry's Wound attribute with 2.
- Replace Number/squad value with 3-9.
- Replace the cost the upgrade Bolt of Tzeentch to +20 pts.

Heralds of Slaanesh

Heralds of Nurgle

Heralds of Khorne

Heralds of Tzeentch

# TROOPS

## DAEMONETTES OF SLAANESH

- Replace the cost of the gift Chaos Icon to +15 pts.
- Add the following attribute profile.

	WS	BS	S	T	W	I	A	Ld	Sv
Alluress	5	3	3	3	2	7	4	10	5+

- Append under Options:
  - Upgrade one model to:  
Alluress of Slaanesh +14 pts
- Append under Options:
  - An Alluress may have three of the following:

## PLAGUEBEARERS OF NURGLE

- Replace the cost of the gift Chaos Icon to +15 pts.
- Add the following attribute profile.

	WS	BS	S	T	W	I	A	Ld	Sv
Plagueridden	4	3	4	5	2	3	2	10	5+

- Append under Options:
  - Upgrade one model to:  
Plagueridden of Nurgle +15 pts
- Append under Options:
  - A Plagueridden may have three of the following:

## BLOODLETTERS OF KHORNE

- Replace the cost of the gift Chaos Icon to +15 pts.
- Add the following attribute profile.

	WS	BS	S	T	W	I	A	Ld	Sv
Bloodreaper	6	3	4	4	2	5	3	10	5+

- Append under Options:
  - Upgrade one model to:  
Bloodreaper of Khorne +16 pts
- Append under Options:
  - A Bloodreaper may have three of the following:

## PINK HORRORS OF TZEENTCH

- Replace the cost of the gift Chaos Icon to +15 pts.
- Add the following attribute profile.

	WS	BS	S	T	W	I	A	Ld	Sv
Iridescent Horror	2	4	3	3	2	4	2	10	4+

- Append under Options:
  - Upgrade one model to:  
Iridescent Horror of Tzeentch +19 pts
- Append under Options:
  - A Iridescent Horror may have three of the following:

## **NURGLINGS**

- Replace this entry's cost per base value with 9 points.
- Replace Number/squad value with 3-7.

# FAST ATTACK

## SEEKERS OF SLAANESH

- Replace the cost of the gift Chaos Icon to +15 pts.

## ROTFLIES OF NURGLE COSTS: 18 POINTS EACH

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Rotfly	3	0	3	5	1	2	2	10	5+
Rotfly King	4	0	3	5	2	2	3	10	5+

**Unit Type:**

Jump Infantry

**Daemonic Gifts:**

Cloud of Flies

**Options:**

- One model may be upgraded to:
  - Rotfly King +24 pts
- The Rotfly King may be upgraded with the following:
  - Aura of Decay +5 pts
  - Noxious Touch +10 pts

**Number/squad:**

5-20

**Special Rules:**

Feel No Pain

## FLESH HOUNDS OF KHORNE

- Replace Karanak's upgrade cost to +22 pts.

## SCREAMERS OF TZEENTCH

- Replace Number/squad value with 3-9.
- Remove under Options Unholy Might.

# HEAVY SUPPORT

## SOUL GRINDER OF CHAOS COST: 135 POINTS

	WS	BS	Armour					A	HP
			S	F	R	I			
Soul Grinder	3	3	13	13	11	3	4	4	

**Unit Type:**

Vehicle (Walker)

**Number/squad:**

1

**Special Rules:**

Fleet and Behemoth.

**Wargear:**

- Two Dreadnought close combat weapons (extra attacked included in profile).
- One harvester built into one of the Dreadnought close combat weapons.
- One Mawcannon ("Vomit" weapon profile only).

**Options:**

- Upgrade the Mawcannon to be able to use any of the following profiles:
  - Phlegm +25 pts
  - Tongue +25 pts
  - Sneeze +25 pts
- May have one of the following:
  - Boon of Slaanesh +20 pts
  - Boon of Nurgle +25 pts
  - Boon of Tzeentch +25 pts
  - Boon of Khorne +20 pts

**Behemoth:** *The bulk and stature of a Soul Grinder of Chaos is only matched by few machines and monstrosities. When deployed via Deep Strike, if the Soul Grinder scatters on top of impassable terrain or another model, reduce the scatter distance by the minimum required to avoid the obstacle.*

**Boon of Chaos:** *While all Soul Grinders are bound to defend the Forge of Souls more ambitious daemons enter into secretive pacts with the Chaos Gods themselves to enhance their already formidable power. An individual boon may only be given once per army to any Soul Grinder unless that army is dedicated to a single Chaos God where there is no limit. Each boon provides the following:*

**Slaanesh:** Soul Grinders with this blessing gain +2 Initiative attribute bonus and benefits from the Soporific Musk daemon gift.

**Nurgle:** Soul Grinders with this blessing gains -1 Initiative attribute bonus and benefit from **It Will Not Die**.

**Khorne:** Soul Grinders with this blessing gain +2 Weapon Skill attribute bonus and benefits from **Rage**.

**Nurgle:** Soul Grinders with this blessing gains +1 Ballistic Skill attribute bonus and its Harvester AP value improves to AP 4.

**CONCUBINES OF SLAANESH COST: 36 POINTS EACH**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Concubine	5	4	3	3	2	6	2	10	4+
Mistress	6	5	3	3	2	6	3	10	4+

**Unit Type:**

Jump Infantry

**Number/squad:**

3-6 Concubines

**Options:**

- Gift one model with:
  - Chaos Icon +15 pts
- One Concubine may replace its Needle of Desire with:
  - Spirit Stone Scourge +6 pts
- One model may be upgraded to:
  - Mistress of Slaanesh +24 pts
- A Mistresses may take 3 of the following:
  - x

**Daemonic Gifts:**

Aura of Acquiescence, Daemonic Flight, and Needles of Desire.

**Wargear:**

Prey Stalker

	<b>Range</b>	<b>S</b>	<b>AP</b>	<b>Type</b>
Prey Stalker	18"	4	4	Assault 2, Ignores Cover

**PLAGUE CAULDRON OF NURGLE COST: 107**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Plague Cauldron	-	-	-	6	4	-	-	-	4+

**Unit Composition:**

1 Plague Cauldron  
3 Nurglings (Counting as  
having a Ballistic Skill  
value of 2)

**Unit Type:**

Artillery

**Special Rules:**

Into the Pot!, Plague  
Cauldron.

**Options:**

- **Additional Crew:**  
May purchase up to 4  
additional Nurgling  
bases at +9 points  
each.

The Plague Cauldron is armed with Bile Belch and Pus Storm.

**Into the Pot!:** At the start of the controlling player's turn that player may choose to sacrifice one friendly Nurgling base that is within 3" of the Plague Cauldron; to restore d3 wounds to that Plague Cauldron. The Plague Cauldron cannot have more than its starting Wound value of 4. Sacrificed Nurglings are immediately removed from play and may be from any unit of Nurglings not necessarily the Plague Cauldron's crew.

**CHARNEL HOUND OF KHORNE COST: 168 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Charnel Hound	5	3	6	5	4	4	4	10	5+

**Unit Type:**

Monstrous Creature

**Daemonic Gifts:**

Blessing of the Blood God and Iron Hide.

**Number/squad:**

1

**Special Rules:**

Absorb Weapon, Furious Charge, and Rampage.

**Absorb Weapon**

When the Charnel Hound kills a non-vehicle in close combat or destroys a model by sweeping advance, the Charnel Hound absorbs all weapons that the dead model carried but it may not absorb duplicate weapons. At the beginning of each of controlling player's shooting phase the Charnel Hound declares up to two ranged weapon it will use, if any. It may not shoot the same weapon twice. At the start of each close combat phase the Charnel Hound declares which close combat weapon it will use, if any. The Charnel Hound never benefits from having additional close combat weapons.

**ELDRITCH GOLEM OF TZEENTCH COST: 79 POINTS**

	WS	BS	S	F	S	R	I	A	HP
Eldritch Golem	3	3	6	12	10	10	4	3	2

**Unit Type:**

Vehicle (Walker)

**Daemonic Gifts:**

Coruscating Flame

**Number/squad:**

1-3

**Wargear:**

Two Runeswords (extra attack is included in profile) each has a built in Warp Fire.

# DAEMONIC GIFTS

## GIFTS OF CHAOS

### ABSOLUTE TERROR

*While many warriors can steel mind and body against the onslaught of lesser daemon kind; only those with true purity of spirit or complete insanity, can remain unshaken by the dark majesty of a Greater Daemon of Chaos.*

Models with this gift cause **Fear** even against models with **And They Shall No Fear** but **Fearless** models are still immune to the effects of **Fear**.

### BOON OF MUTATION

See Codex: Chaos Daemons pg.73. Delete the third paragraph.

### BREATH OF CHAOS

See Codex: Chaos Daemons pg.73.

### DAEMONIC FLIGHT

See Codex: Chaos Daemons pg.73. Append "Monstrous Creatures with Daemonic Flight are Flying Monstrous Creatures."

### DAEMONIC GAZE

See Codex: Chaos Daemons pg.73.

### DAEMONIC SCALE

Models with Daemon Scale receive a 4+ Armor save.

### INSTRUMENT OF CHAOS

Enemy models make **Fear** tests at -1 Ld.

### IRON HIDE

See Codex: Chaos Daemons pg.73.

### RUNESWORD

	Range	S	AP	Type
Runesword	-	User	3	Melee

### UNHOLY GRACE

This model moves and assaults as if its unit type was beast.

- Remove Unholy Might entry.

# ICONS OF CHAOS

## CHAOS ICON

See Codex: Chaos Daemons pg.73.

If the army is dedicated to a single Chaos God then all Chaos Icons purchased are upgraded automatically to the appropriate icon.

## RAPTUROUS STANDARD

Acts as a Chaos Icon in addition once per game at the start of any shooting phase all members of this unit gain **Feel No Pain** for the remainder of that turn.

## PLAGUE BANNER

Acts as a Chaos Icon in addition once per game at the start of any close combat phase all members of this unit gain the Noxious Touch daemonic gift for the remainder of that turn.

## BANNER OF RAGE

Acts as a Chaos Icon in addition once per game at the start of any of the player's close combat phases all members of this unit gain **Rage** for the remainder of that turn.

## BLASTED STANDRAD

Acts as a Chaos Icon in addition once per game at the start of any of the player's shooting phases the Blasted Standard may be used as a range weapon with the following profile: Range: 12" S:6 AP:4 Assault 2d6.

# GIFTS OF SLAANESH

## AURA OF ACQUIESCENCE

See Codex: Chaos Daemons pg.75.

Replace second sentence with "Models with this gift do not suffer the penalties for charging enemies through cover, but instead fight at their normal Initiative in the ensuing combat. In addition enemy units do not gain their bonus Attacks for charging a unit including one or more models with this gift."

## NEEDLE OF DESIRE

	Range	S	AP	Type
Needle of Desire	-	X	-	Melee, Instant Death, Poisoned(4+), Two-Handed

## PAVANE OF SLAANESH

See Codex: Chaos Daemons pg.75.

## RENDING CLAWS

See Codex: Chaos Daemons pg.75.

Replace second sentence with "A model with rending claws count as being equipped with two close combat weapons that have the **Rending** special rule (the bonus Attack is always included in the Daemon's profile)."

## SOPORIFIC MUSK

See Codex: Chaos Daemons pg.75.

## TRANSFIXING GAZE

See Codex: Chaos Daemons pg.75.

Replace second sentence with "At the beginning of the Fight sub-phase, after challenges have been issued and accepted or declined, the player may force one model in base contact with the Daemon to lose a single Attack in close combat."

## SPIRIT STONE SCOURGE

	Range	S	AP	Type
Wraith Bone Scourge	-	User	3	Melee, Fleshbane

# GIFTS OF NURGLE

## AURA OF DECAY

See Codex: Chaos Daemons pg.75.

## BONEBREAKER

	Range	S	AP	Type
Bonebreaker	-	User	3	Melee, Concussive

## CLOUD OF FLIES

See Codex: Chaos Daemons pg.75.

Replace second sentence with "Models with this gift do not suffer the penalties for charging enemies through cover, but instead fight at their normal Initiative in the ensuing combat. In addition enemy units do not gain their bonus Attacks for charging a unit including one or more models with this gift."

## CUDGEL OF CONTAGION

	Range	S	AP	Type
Cudgel of Contagion	-	User	-	Melee, Poisoned(4+)

When an enemy model is killed by the Daemon wielding the Cudgel of Contagion it arises as a Plague Zombie and forms a unit with the Daemon. When the Daemon dies all of its risen Plague Zombies are removed as well.

	WS	BS	S	T	W	I	A	Ld	Sv
Plague Zombie	2	-	3	3	1	1	1	10	-

### Unit Type:

Infantry

### Special Rules:

Fearless, Feel No Pain, and Slow & Purposeful

## NOXIOUS TOUCH

See Codex: Chaos Daemons pg.75.

## NURGLING INFESTATION

In close combat the Nurgling Infestation provide the host daemon an additional d6 Strength 3 attacks at Initiative 3.

## PLAGUESWORD

See Codex: Chaos Daemons pg.75.

# GIFTS OF KHORNE

## AXE OF KHORNE

Acts as a Runesword in addition any roll to hit of '6' generates an extra attack. As long as a '6' is rolled you may keep generating additional attacks.

## BRASS ARMOR OF KHORNE

*Forged from a fragment of the Skull Gods own armor it has been worn by countless champions. Models with Iron Hide receive a 2+ Armour save.*

## BLESSING OF THE BLOOD GOD

See Codex: Chaos Daemons pg.74.

## DEATH STRIKE

See Codex: Chaos Daemons pg.74.

## FURY OF KHORNE

Replace with "This model gains *Rampage*".

## GORE HEWER

	Range	S	AP	Type
Gore Hewer	-	x2	2	Melee, Two Handed, Unwieldy

## RAGEBLADE

	Range	S	AP	Type
Rageblade	-	+1	3	Melee, Rage

# GIFTS OF TZEENTCH

## BOLT OF TZEENTCH

See Codex: Chaos Daemons pg.74.

## BREATH OF TIME

	Range	S	AP	Type
Breath of Time	24"	X	-	Assault 9, Sniper

## CORUSCATING FLAME

Any model that attacks the daemon in close combat is automatically hit by a S:D6 AP:4 hit before it resolves its attack.

## EYE OF TZEENTCH

The Eye allows the daemon to re-roll either a single saving throw, roll to hit, or roll to wound, each turn.

## MASTER OF SORCERY

See Codex: Chaos Daemons pg.74.

## STAFF OF BLACK FLAME

	Range	S	AP	Type
Staff of Black Flame	-	User	2	Melee, Soul Blaze, Two Handed
	24"	6	2	Assault 2, Soul Blaze

## SOUL DEVOURER

See Codex: Chaos Daemons pg.74.

## WARPFIRE

See Codex: Chaos Daemons pg.74.

## WE ARE LEGION

See Codex: Chaos Daemons pg.74.

# SUMMARY

## WEAPON TYPES

Weapon	Range	Str	Ap	Type
Vomit	Template	6	4	Assault 1
Tongue	24"	10	1	Assault 1
Phlegm	36"	8	3	Assault 1, Large blast
Harvester	24"	4	5	Assault 6
Sneeze	24"	6	4	Assault 3, Skyfire
Necrotic Missile	24"	X	2	Ordnance 1, Large Blast, Poisoned(4+)
Daemonic Gaze	24"	5	3	Assault 3
Death Strike	12"	7	2	Assault 1
Warpfire	18"	4	4	Assault 3
Caustic Spittle	12"	X	3	Assault 2, Poisoned
Bile Belch	48"	X	4	Assault 4, Blast, Barrage, Poisoned(4+)
Pus Storm	36"	X	3	Assault 1, Large Blast, Barrage, Poisoned(3+)