



Chaos Daemons

BLOODLETTER FIGHTER

M	APL	GA
3	2	1
DF	SV	W
3	6+	9

Hellblade	4	3+	4/6
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Lethal 5+

Daemon: This operative has a 5+ invulnerable save.

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Lethal 5+

Daemon: This operative has a 5+ invulnerable save.

Chaos Daemons



Operative

Chaos Daemons

FAQ : 1.8, DECK:4.0
Datafile: Q3 2023

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BLOODLETTER ICON BEARER



M	APL	GA
3	2	1
DF	SV	W
3	6+	9

Hellblade	4	3+	4/6
Lethal 5+			

Daemon: This operative has a 5+ invulnerable save.

Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier.

Daemonic Icon (1AP): Until the end of the Turning Point, while this operative is within 3 of a friendly BLOODLETTER operative, that friendly operative is invigorated by Chaos. While an operative is invigorated by Chaos, improve its invulnerable save by 1.

BLOODLETTER HORN BEARER




M	APL	GA
3	2	1
DF	SV	W
3	6+	9

Hellblade	4	3+	4/6
Lethal 5+			

Daemon: This operative has a 5+ invulnerable save.

Instrument of Chaos (1AP): Until the end of the Turning Point, each time a friendly BLOODLETTER operative performs a Normal Move or Charge action, it can move an additional 1.

BLOODREAPER




M	APL	GA
3	2	1
DF	SV	W
3	6+	10

Hellblade	4	2+	4/6
Lethal 5+			

Daemon: This operative has a 5+ invulnerable save.

DAEMONETTE FIGHTER



M	APL	GA
3	2	1
DF	SV	W
3	6+	8

Claws	4	3+	4/5
Relentless			

Daemon: This operative has a 5+ invulnerable save.

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DAEMONETTE FIGHTER



M	APL	GA
3 ②	2	1
DF	SV	W
3	6+	8

Claws	4	3+	4/5
Relentless			

Daemon: This operative has a 5+ invulnerable save.

DAEMONETTE FIGHTER



M	APL	GA
3 ②	2	1
DF	SV	W
3	6+	8

Claws	4	3+	4/5
Relentless			

Daemon: This operative has a 5+ invulnerable save.

DAEMONETTE ICON BEARER



M	APL	GA
3 ②	2	1
DF	SV	W
3	6+	8

Claws	4	3+	4/5
Relentless			

Daemon: This operative has a 5+ invulnerable save.

Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier.

Daemonic Icon (1AP): Until the end of the Turning Point, while this operative is within 3 of a friendly DAEMONETTE operative, that friendly operative is invigorated by Chaos. While an operative is invigorated by Chaos, improve its invulnerable save by 1.

DAEMONETTE HORN BEARER



M	APL	GA
3 ②	2	1
DF	SV	W
3	6+	8

Claws	4	3+	4/5
Relentless			

Daemon: This operative has a 5+ invulnerable save.

Instrument of Chaos (1AP): Until the end of the Turning Point, each time a friendly DAEMONETTE operative performs a Normal Move or Charge action, it can move an additional ▲.

Operative

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Operative

Chaos Daemons

Operative

Chaos Daemons

Operative

Chaos Daemons



ALLURESS

M	APL	GA
3 ②	2	1
DF	SV	W
3	6+	9

Claws	4	3+	4/5
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Relentless

Daemon: This operative has a 5+ invulnerable save.



PLAGUEBEARER FIGHTER

M	APL	GA
2 ②	2	1
DF	SV	W
3	5+	8

Plaguesword	4	3+	4/6
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Daemon: This operative has a 5+ invulnerable save.

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.



PLAGUEBEARER FIGHTER

M	APL	GA
2 ②	2	1
DF	SV	W
3	5+	8

Plaguesword	4	3+	4/6
-------------	---	----	-----

Daemon: This operative has a 5+ invulnerable save.

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.



PLAGUEBEARER FIGHTER

M	APL	GA
2 ②	2	1
DF	SV	W
3	5+	8

Plaguesword	4	3+	4/6
-------------	---	----	-----

Daemon: This operative has a 5+ invulnerable save.

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

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PLAGUEBEARER ICON BEARER



M	APL	GA
2	2	1
DF	SV	W
3	5+	8

Plaguesword 4 3+ 4/6

Daemon: This operative has a 5+ invulnerable save.

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. This operative cannot be injured.

Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier.

Daemonic Icon (1AP): Until the end of the Turning Point, while this operative is within 1 of a friendly PLAGUEBEARER operative, that friendly operative is invigorated by Chaos. While an operative is invigorated by Chaos, improve its invulnerable save by 1.

PLAGUEBEARER HORN BEARER



M	APL	GA
2	2	1
DF	SV	W
3	5+	8


Plaguesword 4 3+ 4/6

Daemon: This operative has a 5+ invulnerable save.

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

Instrument of Chaos (1AP): Until the end of the Turning Point, each time a friendly PLAGUEBEARER operative performs a Normal Move or Charge action, it can move an additional 1.

PLAGUERIDDEN



M	APL	GA
2	2	1
DF	SV	W
3	5+	9

Plaguesword 4 2+ 4/6

Daemon: This operative has a 5+ invulnerable save.

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

PINK! HORROR FIGHTER



M	APL	GA
3	2	1
DF	SV	W
3	6+	8

Coruscating flames 4 3+ 3/4

Fists 3 4+ 2/3

Daemon: This operative has a 5+ invulnerable save.

Operative

Chaos Daemons

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PINK HORROR FIGHTER



M	APL	GA
3 ②	2	1
DF	SV	W
3	6+	8

Coruscating flames	4	3+	3/4
Fists	3	4+	2/3

Daemon: This operative has a 5+ invulnerable save.

PINK HORROR FIGHTER



M	APL	GA
3 ②	2	1
DF	SV	W
3	6+	8

Coruscating flames	4	3+	3/4
Fists	3	4+	2/3

Daemon: This operative has a 5+ invulnerable save.

PINK HORROR ICON BEARER



M	APL	GA
3 ②	2	1
DF	SV	W
3	6+	8

Coruscating flames	4	3+	3/4
Fists	3	4+	2/3

Daemon: This operative has a 5+ invulnerable save.

Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier.

Daemonic Icon (1AP): Until the end of the Turning Point, while this operative is within 3 of a friendly PINK HORROR operative, that friendly operative is invigorated by Chaos. While an operative is invigorated by Chaos, improve its invulnerable save by 1.

PINK HORROR HORN BEARER



M	APL	GA
3 ②	2	1
DF	SV	W
3	6+	8

Coruscating flames	4	3+	3/4
Fists	3	4+	2/3

Daemon: This operative has a 5+ invulnerable save.

Instrument of Chaos (1AP): Until the end of the Turning Point, each time a friendly PINK HORROR operative performs a Normal Move or Charge action, it can move an additional ▲.

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Operative

Chaos Daemons

Operative

Chaos Daemons

PINK HORROR IRIDESCENT



M	APL	GA
3 ②	2	1
DF	SV	W
3	6+	9

Coruscating flames	4	2+	3/4
Fists	3	4+	2/3

Daemon: This operative has a 5+ invulnerable save.

BLUE HORROR FIGHTER



M	APL	GA
3 ②	2	2
DF	SV	W
3	6+	6

Fizzing flames	4	4+	2/3
Rng ⑥			
Fists	3	5+	2/3

Daemon: This operative has a 6+ invulnerable save.

BLUE HORROR FIGHTER



M	APL	GA
3 ②	2	2
DF	SV	W
3	6+	6

Fizzing flames	4	4+	2/3
Rng ⑥			
Fists	3	5+	2/3

Daemon: This operative has a 6+ invulnerable save.

BLUE HORROR FIGHTER



M	APL	GA
3 ②	2	2
DF	SV	W
3	6+	6

Fizzing flames	4	4+	2/3
Rng ⑥			
Fists	3	5+	2/3

Daemon: This operative has a 6+ invulnerable save.

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BLUE HORROR FIGHTER



M	APL	GA
3 ②	2	2
DF	SV	W
3	6+	6

Fizzing flames	4	4+	2/3
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Rng ⑥			
Fists	3	5+	2/3

Daemon: This operative has a 6+ invulnerable save.

BRIMSTONE HORROR



M	APL	GA
2 ②	2	1
DF	SV	W
2	6+	5

Fists	2	5+	2/3
-------	---	----	-----

Daemon: This operative has a 6+ invulnerable save.

Insignificant: Each time this operative would perform a mission action or the Pick Up action, you must subtract one additional AP to do so. This operative cannot be equipped with equipment. Note that in narrative play, this operative does not have a narrative datacard and is no longer part of your kill team after the game.

BRIMSTONE HORROR



M	APL	GA
2 ②	2	1
DF	SV	W
2	6+	5

Fists	2	5+	2/3
-------	---	----	-----

Daemon: This operative has a 6+ invulnerable save.

Insignificant: Each time this operative would perform a mission action or the Pick Up action, you must subtract one additional AP to do so. This operative cannot be equipped with equipment. Note that in narrative play, this operative does not have a narrative datacard and is no longer part of your kill team after the game.

Operative

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Tac Op

Chaos Daemons

EPHEMERAL REGENERATION

Tactical

1CP

Use this Tactical Ploy when a friendly CHAOS DAEMON operative is activated. That friendly operative regains 2D3 lost wounds.

Heal 2D3

SPLIT

Tactical

1/2 CP

Use this Tactical Ploy when a friendly PINK HORROR operative is incapacitated for 2CP, or when a friendly BLUE HORROR operative is incapacitated for 1CP.

► Before that PINK HORROR operative is removed from the killzone, set up two BLUE HORROR operatives as close as possible to that operative and not within Engagement Range of enemy operatives.

► Before that BLUE HORROR operative is removed from the killzone, set up one BRIMSTONE HORRORS operative as close as possible to that operative and not within Engagement Range of enemy operatives.

In either case, set up those operatives with the same order as the previous operative (including if it was ready or activated). In narrative play, any operatives set up as a result of this Tactical Ploy are no longer part of your kill team after the game.

Forward Deploy

Ability

UNSTOPPABLE FEROCITY

Strategic

1CP

Until the end of the Turning Point, add 1 to the Attacks characteristic of melee weapons friendly KHORNE operatives are equipped with.

Khorne +1A

Tactical

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Ability

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Strategic

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QUICKSILVER SWIFTNESS

Strategic

1CP

Until the end of the Turning Point, each time a friendly SLAANESH operative is activated, it can perform a free Dash action during that activation.

Slaanesh Free Dash

GLISTENING BARRAGE

Strategic

1CP

Until the end of the Turning Point, ranged weapons friendly TZEENTCH operatives are equipped with gain the Ceaseless special rule.

Ranged gains Ceaseless

CONTAGION

Strategic

1CP

Until the end of the Turning Point, while an enemy operative is Visible to and within ② of a friendly NURGLE operative, that enemy operative is treated as being injured (only subtract ② from its Movement characteristic as a result of being injured if it is activated within ② of a friendly NURGLE operative).

Injured within 2

WARP SURGE

Tactical

1CP

Use this Tactical Ploy when a friendly CHAOS DAEMON operative is selected as the target of a ranged attack. Until the end of the Turning Point, each time a shooting attack is made against that friendly operative, in the Roll Defence Dice step of that shooting attack, you can re-roll any or all of your defence dice.

Reroll Ranged DF

Strategic

Chaos Daemons

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Strategic

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Strategic

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Tactical

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RITUAL DAGGER

2EP

PINK HORROR or BLUE HORROR operative only. The operative is equipped with the following melee weapon for the battle:

Ritual dagger	3	4+	3/6
Balanced			

TRINKET OF FLUX

2EP

PINK HORROR or BLUE HORROR operative only. Select one coruscating flames or fizzing flames the operative is equipped with. Add 1 to that weapon's Damage characteristics for the battle.

Ranged gains +1/1D

BRASS HORNS

1EP

KHORNE operative only. The operative gains the following ability for the battle:
Brass Horns: Each time this operative fights in combat, in the Roll Attack Dice step of that combat, if it performed a Charge action during that activation, you can re-roll one of your attack dice.

Reroll if Charge

SCORCHED SKULL

3EP

KHORNE operative only. The operative is equipped with the following ranged weapon for the battle:

Scorched skull	4	4+	4/5
AP1			

Chaos Daemons
Equipment

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Equipment

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Equipment

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Equipment

RANCID VOMIT

3EP

NURGLE operative only. The operative is equipped with the following ranged weapon for the battle:

Rancid vomit	5	2+	2/3
Rng	☛	Torrent	⚠

DEATH'S HEADS

1EP

NURGLE operative only. The operative is equipped with the following ranged weapon for the battle:

Death's heads	4	3+	3/6
Rng	☛		

ALLURING MUSK

3EP

SLAANESH operative only. The operative is equipped with the following ranged weapon for the battle:

Alluring musk	5	2+	1/1
Rng	☛		! Stun

PIERCING CLAWS

2EP

SLAANESH operative only. Select one claws the operative is equipped with. Add 1 to that weapon's Critical Damage characteristic and it gains the Rending critical hit rule for the battle.

Relentless and +0/1D

Equipment

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Equipment

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CHAOS DAEMONS

Various

2 Fireteams

Operative Selection

Each kill team can only have max 1 of each unit type (except Fighters and Brimstone horrors) and 1 leader

Bloodletters

6 Operatives. Unlocks Seek and Destroy

Daemonettes

6 Operatives. Unlocks Seek and Destroy and Recon

Plaguebearers

6 Operatives. Unlocks Security

Pink Horrors

6 Operatives. Unlocks Security

Blue Horrors (max 1)

8 Operatives. Unlocks Security and Recon

Faction Ability

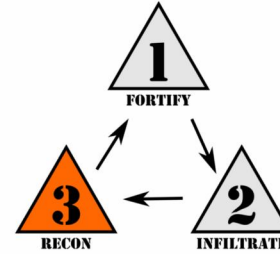
RECON

Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone


Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



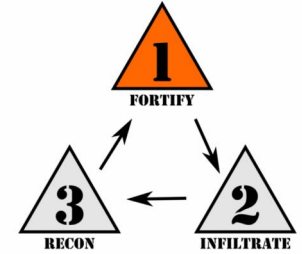
FORTIFY

Matched Play

Set up one additional barricade within  of your drop zone

Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



Chaos Daemons
Team

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Chaos Daemons
Abilities

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Chaos Daemons
Scouting

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Chaos Daemons
Scouting

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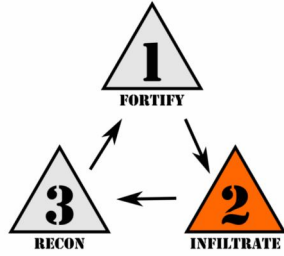
INFILTRATE

Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



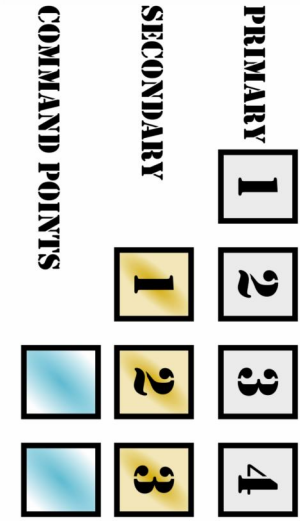
MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

TURN SEQUENCE

- **INITIATIVE PHASE**
READY OPERATIVES
DETERMINE
INITIATIVE
- **STRATEGY PHASE**
GENERATE
COMMAND POINTS
PLAY STRATEGIC
PLOYS
TARGET REVEAL
- **FIREFIGHT PHASE**
PERFORM ACTIONS

SCORE CARD



Scorecard

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Matched

Chaos Demons

Datalslate: Q3 2023
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Matched

Chaos Demons

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Scouting

Chaos Demons

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