

MACROMUNDA

CHAOS DAEMONS

HOUSE BOOK

LEGAL NOTICE & INTELLECTUAL PROPERTY ACKNOWLEDGEMENT

Unofficial. Macromunda is an unofficial, fan-made expansion for the tabletop game Necromunda. It is not affiliated with, endorsed by, sponsored by, licensed by, or approved by Games Workshop Limited in any way.

It requires the official products. Macromunda is an expansion — not a standalone game, and not a substitute for anything Games Workshop sells. To use it you must own the official Necromunda and Necromunda: Ash Wastes rulebooks. Wherever possible we omit the underlying Necromunda rules rather than restate them, giving only what is needed to use our own material; for the base game you must refer to the official rulebooks.

No Games Workshop content is reproduced. Macromunda contains no rules text, statistics, lore, fiction, artwork, imagery, or logos copied from any official Games Workshop material. Every rule, word, and image here has been created bespoke by the Macromunda team.

Non-commercial — permanently. Macromunda is free and strictly non-commercial. It is self-funded and run at a loss, purely as a passion project. No money is ever received or paid in connection with it: no sales, no donations, no Patreon or subscriptions, no advertising revenue, and no fundraising of any kind. It is, and always will be, distributed only as a free, no-charge download.

Trademark acknowledgement. Warhammer, Warhammer 40,000, Necromunda, Necromunda: Ash Wastes, the associated logos, names, races, characters, vehicles, locations and imagery, and all associated marks, are either ®, ™, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved. All other trademarks and copyrights are the property of their respective owners. Macromunda claims no ownership of Games Workshop's intellectual property and does not challenge or contest it.

Made in good faith. Macromunda is created by fans, out of respect and affection for the setting. It is not intended to harm the goodwill, reputation, or integrity of Games Workshop or its intellectual property, nor to compete with or substitute for any official product — on the contrary, it exists to send players toward the official books and miniatures they need in order to enjoy it.

Please support the official game. If you enjoy Macromunda, please support Games Workshop by buying the official Necromunda rulebooks and miniatures. Without them none of this is possible — and none of it is any fun.

CONTENTS

CHAOS DAEMONS 5

Faction Special Rules	6
Armoury	7
Weapon Traits	12

HOST OF KHORNE 14

Gang Composition	16
Gang Rules	17
Fighters	18
Vehicles	27
Gang Tactics	28
Alliances	32
Favours	33
Sub-plots	35
Legendary Names	35
Terrain	36
Scenarios	38

HOST OF NURGLE 40

Gang Composition	42
Gang Rules	43
Fighters	45
Vehicles	57
Gang Tactics	58
Alliances	62
Favours	63
Sub-plots	65
Legendary Names	65
Terrain	66
Scenarios	68

HOST OF SLAANESH 70

Gang Composition	71
Gang Rules	72

Fighters	74
Vehicles	85
Gang Tactics	86
Alliances	91
Favours	92
Sub-plots	94
Legendary Names	94
Terrain	95
Scenarios	97

HOST OF TZEENTCH 101

Gang Composition	103
Gang Rules	104
Fighters	105
Vehicles	117
Psychic Disciplines	118
Gang Tactics	119
Alliances	123
Favours	124
Sub-plots	126
Legendary Names	126
Terrain	127
Scenarios	129



F A C T I O N

CHAOS DAEMONS

The warded faction — glass bodies behind an AP-proof invulnerable field, melee-forward, arriving from the warp, terrifying on contact, and one nerve-break from cascading back into the warp; four mutually-exclusive god-hosts wear the one daemonic chassis a different way.

Chaos Daemons are the warp made flesh — a host that does not march to a battlefield so much as bleed into it, materialising from the immaterium wherever the veil runs thin. Every daemon is a fragile body worn behind a single unbreakable truth: the Daemonic Ward, an invulnerable field that shrugs a blow aside no matter how it was struck, unmoved by the sharpest armour-splitting edge. Beneath that field the flesh is thin — low of Toughness, a single Wound on the line body, no plate, no bionics, nothing bought to save it. What keeps a daemon on the field is not courage but its grip on reality, and that grip is conditional: press the host hard enough and its warriors cascade back into the warp, banished rather than slain. Four god-hosts wear this one chassis — the blood-fury of Khorne, the flickering sorcery of Tzeentch, the rotting endurance of Nurgle, the quicksilver excess of Slaanesh — each a mutually-exclusive warband, none able to march beside another. They are terrifying on contact, melee-forward, and forever one nerve-break from unmaking.

☠ FACTION SPECIAL RULES

✂ DAEMONIC INSTABILITY

GANG RULE

Daemonic Instability. A daemon's hold on the mortal world is conditional, and a host does not break the way mortals break — it cascades back into the warp. A Daemon never takes a Nerve test, and the host never Bottles. Instead, when a friendly fighter goes Out of Action within 3", or the Daemon ends its activation Seriously Injured, it takes an Instability test: roll a D6 and add the host's current Pressure — the tally of friendlies already lost or Banished this battle — against the fighter's Resolve, which stands at 6 for a Lesser Daemon, 8 for a Herald, and 10 for a Greater Daemon or Daemon Prince. Should the total exceed its Resolve, the daemon is Banished — removed from play, reforming in the warp: not taken Out of Action, and suffering no Lasting Injury. A friendly Herald or Greater Daemon within 6", or a Daemonic Icon, adds +2 to the Resolve of daemons nearby, and the first friendly lost each round forces no test at all — the host builds toward collapse rather than shattering in a single stroke.

✂ THE DAEMONIC WARD

SPECIAL RULE

The Daemonic Ward. A daemon wears no armour — its survival is an invulnerable field woven from the same warp-stuff as its body. The Ward turns a blow aside no matter how it was struck, wholly indifferent to armour-piercing edge or shot; the daemon shrugs the wound away. It grants a flat invulnerable save and stacks with nothing: the swarm and the lesser bodies ward on a 6+, the elite Lesser Daemons and the Heralds on a 5+, and the mounted, the Greater Daemons and the Daemon Princes on a 4+. Beneath the field the flesh stays thin, for the Ward is the whole of a daemon's defence.

DAEMONIC / CAUSE FEAR - EVERY DAEMON IS ✧ TERRIFYING AND WARP-BORN, GOVERNED BY INSTABILITY RATHER THAN MORTAL COURAGE

SPECIAL RULE

Daemonic. Every daemon is a thing of nightmare given form, and its mere presence unmans mortal foes — each fighter Causes Fear, Terrifying to any who face it. The warp-born do not share the frailties of flesh: a daemon suffers no bleeding spiral from its wounds, never wearies, and never flees the field by choice. It knows neither Nerve nor courage as a mortal does — it simply holds, present and lethal, until the warp reclaims it. A daemon leaves the battle only when it is Banished, never routed, never broken in spirit.

✧ MANIFESTATION

SPECIAL RULE

Manifestation. A daemonic host does not advance across open ground so much as arrive — its warriors deploy from reserve and materialise from the immaterium wherever the battle demands them, the warp tide surging up where the veil runs thin. The whole host may hold in reserve and manifest into the fray, terrifying on contact and already within reach of the foe. A Manifestation Beacon sharpens the trick: while it stands, one fighter each round may Manifest from reserve close to the beacon and clear of the enemy — a controlled tear in reality, opened at the host's chosen moment.

ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
☞ Warpflame	8"	16"	+1	—	4	-1	1	6+	Ignores cover Warp-flame
☞ Blue Fire Bolt	8"	16"	+1	—	3	—	1	6+	Warp-flame
☞ Brimstone Flicker	6"	12"	+1	—	2	—	1	6+	Swarm Warp-flame
☞ Flickering Firepike	10	20	—	—	4	-1	1	—	Blast Warp-flame
☞ Mutating Warpstaff	10	20	—	—	4	-1	1	—	Melee Mutate-touch (crit: target -1 to one stat) Warp-flame
☞ Plague Spew	8"	16"	—	—	3	—	1	6+	Blast Contagion Short
☞ Sonic Shriek	8"	16"	+1	—	3	—	1	6+	Concussion
☞ Sorcerous Staff	10"	20"	+1	—	4	-1	1	6+	Versatile (melee S+1, AP-1) Warp-flame
☞ Warpfire Template	T	—	—	—	4	-1	1	5+	Template Warp-flame
☞ Coruscating Flame	12"	24"	+1	—	5	-1	2	6+	Blast Warp-flame
☞ Entropy Cannon	24"	48"	—	—	6	-2	2	4+	Entropic
☞ Hellfire Skull Cannon	18"	36"	+1	—	5	-2	2	6+	Blast Hellfire
☞ Plagueburst Mortar	18"	36"	+1	—	5	-1	2	6+	Blast Contagion
☞ Rod Of Sorcery	12"	24"	+1	—	5	-2	2	6+	Blast Warp-flame
☞ Soul Grinder Cannon	18"	36"	+1	—	6	-1	2	6+	Blast Rapid Fire

✖ Baleful Sword	E	—	—	—	+1	-2	2	—	Master-crafted	Melee	Rending	
✖ Balesword	E	—	—	—	+2	-2	2	—	Melee	Plague	Toxin	
✖ Bedazzling Staff	E	—	—	—	+0	-1	1	—	Dazzle (target -1 to Hit)		Melee	Versatile
✖ Bilespurt Censer Maul	E	—	—	—	+2	-1	2	—	Knockback	Melee	Toxin	
✖ Bilesword	E	—	—	—	+1	-2	2	—	Disarm	Melee	Toxin	
✖ Bloodflail	E	—	—	—	+2	-2	2	—	Knockback	Melee	Versatile	
✖ Bloodglave	E	—	—	—	+2	-2	2	—	Melee	Reach	Rending	
✖ Brazen Rage Flail	E	—	—	—	+2	-1	2	—	Knockback	Melee	Versatile	
✖ Crushing Claws	E	—	—	—	+1	-1	2	—	Melee	Rending		
✖ Daemon Whip	E	—	—	—	+1	-1	1	—	Entangle	Melee	Versatile	
✖ Daemonic Axe	E	—	—	—	+2	-2	2	—	Knockback	Melee	Rending	
✖ Daemonic Blade	E	—	—	—	+1	-3	2	—	Melee	Parry	Power	
✖ Daemonic Talons	E	—	—	—	+2	-2	2	—	Melee	Rending		
✖ Deaths Head Sting	E	—	—	—	+1	-1	2	—	Impact	Melee	Toxin	
✖ Disc Blades	E	—	—	—	+1	-1	1	—	Impact (Fly-charge)		Melee	Rending
✖ Great Axe Of Khorne	E	—	—	—	+3	-3	3	—	Knockback	Melee	Rending	
✖ Great Cleaver Of Nurgle	E	—	—	—	+3	-2	3	—	Knockback	Melee	Plague	
✖ Greatclaws	E	—	—	—	+1	-2	1	—	Disarm	Lightning	Melee	Rending
✖ Hellblade	E	—	—	—	+1	-2	1	—	Daemonic	Melee	Rending	
✖ Hellblade Relic	E	—	—	—	+1	-2	2	—	Master-crafted	Melee	Rending	
✖ Hound Jaws	E	—	—	—	+0	-1	1	—	Melee	Rending		
✖ Juggernaut Hooves	E	—	—	—	+2	-1	2	—	Impact	Knockback	Melee	
✖ Lamprey Bite	E	—	—	—	+0	-1	1	—	Melee	Rending	Slashing-attack (on Fly-over)	
✖ Lash Of Khorne	E	—	—	—	+1	-1	1	—	Entangle	Melee	Versatile	Whip
✖ Lashing Claws	E	—	—	—	+1	-1	1	—	Melee	Rending	Versatile	Whip
✖ Lashing Tongue	E	—	—	—	+0	-1	1	—	Entangle	Melee	Versatile	
✖ Lesser Claws	E	—	—	—	+0	—	1	—	Melee	Rending		
✖ Lesser Hellblade	E	—	—	—	+0	-1	1	—	Melee	Rending		
✖ Nurgling Bite Swarm	E	—	—	—	+0	—	1	—	Melee	Swarm		
✖ Pestilent Claws	E	—	—	—	+0	-1	1	—	Melee	Rending	Toxin	
✖ Piercing Claws	E	—	—	—	+0	-1	1	—	Lightning	Melee	Rending	
✖ Plagueblade Relic	E	—	—	—	+1	-1	1	—	Contagion	Master-crafted	Melee	Toxin
✖ Plaguesword	E	—	—	—	+0	-1	1	—	Contagion	Melee	Toxin	
✖ Pox Flail	E	—	—	—	+1	-1	2	—	Knockback	Melee	Toxin	Versatile
✖ Rapturous Glaive	E	—	—	—	+1	-1	1	—	Lightning	Melee	Reach	Rending
✖ Reapers Bloodaxe	E	—	—	—	+1	-2	2	—	Disarm	Melee	Rending	
✖ Ritual Blades	E	—	—	—	+1	-2	1	—	Lightning	Master-crafted	Melee	Rending
✖ Rusted Plague Scythe	E	—	—	—	+1	-1	2	—	Contagion	Melee	Reach	Toxin
✖ Scythe Blades	E	—	—	—	+1	-1	2	—	Impact	Melee		
✖ Shrieking Lash	E	—	—	—	+0	-1	1	—	Concussion	Melee	Versatile	

✂ Sinistral Dextral Claws	E	—	—	—	+2	-2	2	—	Lightning	Melee	Rending	
✂ Skullreaper Glaive	E	—	—	—	+2	-2	2	—	Melee	Reach	Rending	
✂ Slayer Sword	E	—	—	—	+1	-3	2	—	Decapitate	Master-crafted	Melee	Rending
✂ Slobbering Tongue	E	—	—	—	+0	-1	1	—	Drag	Entangle	Melee	Versatile
✂ Soporific Sting	E	—	—	—	+1	-1	1	—	Melee	Rending	Soporific	
✂ Soul Grinder Claw	E	—	—	—	+3	-3	3	—	Melee	Rending		
✂ Witstealer Sword	E	—	—	—	+1	-2	2	—	Melee	Rending	Witstealer	

✂ DAEMONIC FLIGHT

MOBILITY

COST 30

RARE(9) ELIGIBLE CHASSIS GAINS FLY AND INCREASED MOVE

Daemonic Flight is the gift of wings — a daemon's body reshaped with pinions, membranes, or a haze of warp-borne lift. An eligible chassis that takes it gains the Fly trait and a swifter Move, crossing terrain and enemies alike to fall on the line where it is weakest. It suits the hunters and the avatars: a warded body that already weathers the return fire becomes far harder to pin once it takes to the air.

✂ DAEMONIC ICON

STATUS ITEMS

COST 40

RARE MAX 1 PER GANG IMPROVES NEARBY DAEMONIC INSTABILITY (THE +2 RESOLVE STEADIER)

The Daemonic Icon is the host's warp-totem — a standard of bound sigils and screaming faces that anchors the warband's grip on reality. Daemons near it stand steadier against their own instability, less easily dragged back into the warp when their fellows fall; it lends nearby fighters +2 to Resolve against a banishment. A host raises no more than one, and cutting down the fighter who bears it is often the swiftest way for a foe to break the daemons' nerve.

✂ DAEMONIC STANDARD

STATUS ITEMS

COST 35

RARE(9) FRIENDLY DAEMONS WITHIN RANGE RE-ROLL A FAILED CHARGE

The Daemonic Standard is a battle-banner distinct from the host's Icon — a hell-forged pennant borne aloft to drive the warband into contact. Friendly daemons within range of it may re-roll a failed Charge, the sight of it lashing them forward into the enemy's teeth. Where the daemonic host lives to close the distance, the Standard is what makes the charge land, turning a stumbled rush into a second, surer lunge.

✧ EPHEMERAL FORM

FIELD ARMOUR

COST 35

RARE(10) -1 TO BE HIT BY RANGED ATTACKS

Ephemeral Form leaves a daemon half-unreal — its flesh flickering between the warp and the world so that it is never quite where a gunner's aim expects. Attacks made against it at range suffer -1 to hit, the shot passing through a body that was solid an instant before. It shields the fragile line daemons best, those whose thin flesh cannot afford to be caught in the open, letting them cross fire-swept ground with a little more of themselves intact.

✧ INSTRUMENT OF CHAOS

STATUS ITEMS

COST 20

RARE(8) +1 TO THE BEARER'S GROUP'S CHARGE ROLLS

The Instrument of Chaos is a daemonic horn, bell, or shrieking pipe whose discordant call spurs the host to violence. The bearer's group adds +1 to its Charge rolls, the maddening noise driving the daemons that little further into the foe. In a warband built to close and butcher, it is a small, ugly thing that turns a great many near-charges into contact.

✧ LESSER SPLINTER FAMILIAR

EXOTIC BEASTS / CYBER-COMPANIONS

COST 35

RARE(9) A BONDED SWARM OF LESSER DAEMONS ESCORTING THE BEARER

The Lesser Splinter familiar is a bonded knot of the least daemons — Nurglings, Brimstone Horrors, or their kin — that swarms at a Herald's heels. Neither wholly a fighter nor mere decoration, the splinter escorts its master, fouling blades meant for it and adding its own spiteful little claws to the fight. It is the warp's habit of coming in numbers made into a single follower, a churning cluster that shares its patron's malice if not its stature.

✧ MANIFESTATION BEACON

PERSONAL EQUIPMENT

COST 35

RARE(10)

ONE FIGHTER PER ROUND MAY MANIFEST FROM RESERVE WITHIN 8" OF THE BEACON, MORE THAN 6" FROM ENEMIES

The Manifestation Beacon is the host's warp-anchor — a fixed point through which the immaterium is coaxed to spill reinforcements. While it stands, one fighter each round may Manifest from reserve within 8" of the beacon and more than 6" from any enemy, arriving from the warp exactly where the battle turns. It sharpens the host's native trick of materialising into the fray, letting the warband feed fresh bodies into the fight at a place of its own choosing.

✧ REFORMING ESSENCE

RECOVERY

COST 30

RARE(9) CAMPAIGN-ONLY POST-BATTLE, THE BEARER MAY IGNORE ONE LASTING INJURY

Reforming Essence is a purer strain of the warp-stuff a daemon is made from, so that when it is banished it reknits cleaner than it was cast out. After a battle, the bearer may ignore one Lasting Injury — for a daemon, banishment is removal and not true wounding, and this gift ensures it returns whole. It tells only across a campaign, where the slow accrual of harm is what wears a warband down, and the essence lets one fighter shrug that toll away.

✧ UNSTABLE FORM

FIELD ARMOUR

COST 60

RARE(12)

ONCE/BATTLE, ON A FAILED WARD THE BEARER MAY BLINK A SHORT RANDOM DISTANCE AND IGNORE THE WOUND

Unstable Form makes a daemon barely tethered to the world at all, its outline guttering like a flame in wind. Once per battle, when its Ward fails to turn a blow, the bearer may blink a short random distance away and ignore the wound entirely, flickering out of the warp the instant before the strike lands. It is the flickering daemon made a gift — an escape woven into the body, unreliable in where it leaves the fighter but decisive when it saves it.

✧ WARP BLESSING

FIELD ARMOUR

COST 50

RARE(10) IMPROVE THE BEARER'S WARD BY 1 (E.G. 5+ TO 4+)

Warp-Blessing is a god's direct favour made manifest — a daemon singled out for special regard, its invulnerable field drawn tighter than its kin's. The bearer improves its Ward by one, a 5+ becoming a 4+, a 4+ a 3+, so that even the blows the Ward already turns are turned more often still. It is the surest way to harden a body that has no armour to fall back on, granting the favoured fighter a durability the rest of the host can only envy.

✧ WARP SIGHT

WEAPON ACCESSORIES

COST 25

RARE(7) THE BEARER RE-ROLLS A HIT AFTER AN AIM

Warp-Sight is a daemon's unnatural perception — eyes, or something worse, that pierce smoke, cover, and deceit to find the flesh beneath. After taking Aim, the bearer may re-roll a failed Hit, the shot guided by a sight that does not depend on light or line the way a mortal's does. It rewards the patient marksman of the host, turning a steadied shot into a near-certain one.

✂ WARP TOUCHED FAMILIAR

EXOTIC BEASTS / CYBER-COMPANIONS

COST 40

RARE(9) A SINGLE BONDED LESSER-DAEMON IMP ESCORTING THE BEARER

The Warp-Touched Familiar is a single bonded imp — one lesser daemon leashed to a fighter's side rather than the churning swarm of a splinter. It scampers at the bearer's heel, a spiteful, darting thing that harries enemies drawn too close and shares in its master's malice. Smaller and more singular than a splinter-swarm, it is a companion first, but a companion with teeth, and no foe should mistake it for harmless.

✂ WARPSTEP CHARM

PERSONAL EQUIPMENT

COST 35

RARE(10) ONCE/BATTLE, THE BEARER IGNORES ALL TERRAIN AND MODELS DURING A SINGLE MOVE

The Warpstep Charm lets its bearer step briefly out of the world and back again. Once per battle, during a single Move, the fighter ignores all terrain and all models — friend, foe, and wall alike — passing through them as though the intervening battlefield simply were not there. It carries a daemon over a barricade, through a press of bodies, or across a gap no ordinary advance could cross, delivering it wherever a single unhindered stride can reach.

☠ WEAPON TRAITS

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ CONCUSSION

WEAPON TRAIT

The hit rattles the target: it counts as having **lower Initiative / is dazed** for reaction or knockdown purposes, making follow-up knockdowns/pinning easier. Maces, concussion weapons, some grav.

✂ DISARM

WEAPON TRAIT

On a hit (often a specific result), the target **loses/drops a weapon** or cannot use it for the activation. Whips, entangling blades.

✂ ENTANGLE

WEAPON TRAIT

The target is snared. On a hit (often on a specific result) the target is **Pinned/cannot move freely** or suffers an Initiative penalty to break free. Flails, chains, nets.

✂ KNOCKBACK

WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ MELEE

WEAPON TRAIT

The weapon can only be used at ****Engagement range**** (close combat). Baseline tag for CC weapons.

✂ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can ****force the attacker to re-roll one successful hit dice**** (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂ POWER

WEAPON TRAIT

A power-field melee weapon. ****Ignores the target's armour save entirely**** (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X ****additional**** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂ RENDING

WEAPON TRAIT

On a ****natural 6 to wound****, the attack improves: it gains additional AP and/or +1 Damage (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

✂ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop ****Flamer template**** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

✂ TOXIN

WEAPON TRAIT

Poison. Instead of using Strength-vs-Toughness, the attack wounds if the target ****fails a Toughness check**** (roll D6, fail if under T-related target). Toxin ****ignores Toughness scaling**** — equally lethal to tough fighters — but is negated by immunity (e.g. some constructs). Needle weapons, toxin blades.

✂ VERSATILE

WEAPON TRAIT

The melee weapon has ****reach****: the wielder can fight in close combat from slightly further away (e.g. up to 1–2") and can attack/strike fighters before they reach base contact, and benefits when being charged. Spears, glaives, whips.



CHAOS DAEMONS • HOUSE DOSSIER

HOST OF KHORNE

*The Blood God's chosen: a host that snowballs while it kills and cascades into
banishment the moment it is stalled — hard to kill, easy to break.*

The Blood Host is the melee fury of the Blood God given form — a warded tide of hellblade Bloodletters, Juggernaut cavalry and a Bloodthirster avatar that Manifests from the warp, charges across the field, and must keep killing to keep existing. Every daemon in it fights behind a Daemonic Ward instead of armour, ignoring the AP a mortal would fear, and none of them shoot: the House carries near-zero ranged threat and no sorcery at all, for the Blood God despises the witch. Where every daemon House wears the same ward a different way, this House wears it as pure momentum — the kill is its whole reason for being, its escalation, and its only stabiliser against Daemonic Instability.

At the table it snowballs while it is winning and cascades the moment it is stalled: hard to kill, easy to break. A melee kill drops the whole host's Pressure and feeds its fury, so a warband that is butchering the enemy grows steadier and deadlier by the turn; a warband denied combat watches its Pressure climb until its daemons banish back to the warp. Its Heralds anchor the coherence and radiate the charge, which makes them the enemy's cleanest target. Kill the Herald, deny the charge, kite the tide — starve it of the kills it needs — and the Blood Host comes apart. Let it into melee, and nothing else on the field matters.

◉ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Leader (Bloodthirster OR Daemon Prince of Khorne)
- ♦ 0-2 Heralds (Bloodmaster / Skullmaster)
- ♦ Bloodletters the bulk; Bloodcrushers 0-2; Flesh Hounds 0-2; Bloodlings cheap and plentiful
- ♦ 0-1 Skull Cannon / Soul Grinder Brute
- ♦ Backbone: Bloodletters (Gangers) $\geq$ Leaders + Heralds
- ♦ Skull Tally: Herald/Champion slots unlock off melee-kill reputation at 1.5x (skulls, not territory)
- ♦ Max 1 Daemonic Icon; no armour, no grenades - spend on bodies and cavalry
- ♦ Hard constraint (faithfulness): no psychic / no caster slot anywhere

A Blood Host forms on 1,500 credits. It fields exactly one Leader — either a Bloodthirster or a Daemon Prince of Khorne — and no more than two Heralds as its Champions, drawn from the foot Bloodmaster and the Juggernaut-mounted Skullmaster. Bloodletters make up the bulk of the warband, and the count of Bloodletter Gangers must at least equal the Leader and Heralds together: this is a warded body count, not an elite few and not a formless swarm. Bloodcrushers and Flesh Hounds are each fielded no more than two to a host, Bloodlings come cheap and plentiful to fill out the tide, and a single Skull Cannon or Soul Grinder may be taken as the one Brute.

The host spends its credits on bodies and cavalry rather than kit — no armour beyond the inherent Ward, no grenades, and at most one Daemonic Icon. Its slots grow by blood: Herald and Champion openings unlock from reputation earned in melee kills at one and a half times the ordinary rate, so a warband that bloods hard rises faster than one that merely holds ground. One rule binds absolutely: there is no psyker and no caster slot anywhere in the House, for the Blood God forbids sorcery in every fighter it claims.

🦴 GANG RULES

✂ BLOOD FOR THE BLOOD GOD

GANG RULE

Blood for the Blood God: The kill is the one thing that holds the Blood Host together. When any Khorne fighter takes an enemy Out of Action with a melee attack, the gang's Pressure drops by 1, to a minimum of 0, and the gang banks 1 Blood Tithe point. This is the House's defining mechanic — the same melee kill that wins the fight also steadies the whole warband against Daemonic Instability and feeds the Blood Tithe meter that fuels its Blood Boons. Every one of the six Blood Rage skills exists to make this trigger fire more often. The rule cuts both ways: a host that is killing in melee is at its most stable, its Pressure falling as fast as the enemy does; a host that is denied combat watches its Pressure climb with nothing to relieve it, and cascades toward banishment. Where other gangs kill to win, Khorne kills to keep existing. A turn that takes no enemy Out of Action in melee is a turn the host is quietly coming apart.

✂ LOCUS OF FURY

GANG RULE

Locus of Fury: The rage of the god radiates from its lieutenants, and the daemons around them charge all the harder for it. Friendly Khorne fighters within Short of a Herald gain +1 Attack on the turn they Charge, the aura sharpening every blade that hits the enemy alongside the Herald's own. It is why a Herald leads from the front of the tide rather than behind it: its worth is not just its Resolve steadier but the extra weight it lends the charge it rides in with. The counterplay is exact and unforgiving. Kill the Herald and the aura vanishes with it — and so does the +2 Resolve steadier the same fighter provides, stripping the nearby host of both its charge fury and its coherence in a single blow. A Blood Host that loses its Herald early can find its charges blunted and its Instability climbing at once, which is precisely the seam an opponent will hunt for.

FIGHTERS

BLOODTHIRSTER

LEADER

✖ 531 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	–	6	6	6	2+	5	4+	4+	5+	6+

SAVE 4+

SPECIAL RULES The Daemonic Ward (4+ Ward)

Daemonic Instability (*Greater Daemon Resolve 10 - rarely banishes; also a +2 Resolve steadier for nearby daemons*)

Blood for the Blood God (*every melee OOA relieves 1 Pressure and banks 1 Blood Tithe*)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (*Terrifying; governed by Instability, never flees*)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Broken

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Agility

Leadership

Blood Rage

STARTING GEAR Great Axe Of Khorne

FREE SKILL Murderlust

EQUIPMENT LIST

CLOSE-COMBAT

Bloodflail 35 credits

Lash Of Khorne 35 credits

Great Axe Of Khorne

included

ARMOUR

Blessing Of The Blood God 55 credits

STATUS

Brand Of The Blood God 30 credits

Icon Of Khorne 50 credits

The Bloodthirster is the Blood Host made flesh — a winged rage-avatar of brass and muscle that lands in the heart of the enemy line and takes it apart. It is the Leader the warband forms around: a multi-Wound behemoth that chain-kills so long as the lesser daemons keep feeding it bodies, and the centre of gravity every charge orbits.

It fights behind a 4+ Daemonic Ward, the AP-proof field that stands in place of armour, and it is the steadiest thing on the field — a Greater Daemon Resolve of 10 means it rarely banishes, and its presence lends nearby daemons +2 Resolve against Daemonic Instability. Like every daemon it is Terrifying and never flees; it is governed by Instability, not Nerve. Every enemy it takes Out of Action in melee feeds Blood for the Blood God, dropping the gang's Pressure and banking a Blood Tithe. It swings the Great Axe of Khorne, and it founds with Murderlust, so a single kill can cascade into a second. A Bloodthirster on the charge is the alpha strike the whole host exists to deliver — slow at M6", baitable, but close to unkillable while it is winning.

DAEMON PRINCE

LEADER

× 395 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	–	6	5	5	3+	4	5+	5+	6+	7+

SAVE 4+

SPECIAL RULES The Daemonic Ward (4+ Ward)

Daemonic Instability (Prince Resolve 10 - rarely banishes; a +2 Resolve steadier for nearby daemons)

Blood for the Blood God (every melee OOA relieves 1 Pressure and banks 1 Blood Tithe)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; Fly; governed by Instability, never flees)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Broken

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Agility

Leadership

Blood Rage

STARTING GEAR Daemonic Talons

FREE SKILL Rip And Tear

EQUIPMENT LIST

CLOSE-COMBAT

Daemonic Axe 30 credits

Daemon Whip 35 credits

Daemonic Blade 35 credits

Daemonic Talons

included

ARMOUR

Blessing Of The Blood God 55 credits

STATUS

Brand Of The Blood God 30 credits

The Daemon Prince of Khorne is a mortal champion ascended — a warlord who spilled enough blood to be remade as an immortal Fly melee monster. It is the Blood Host's alternate Leader: leaner than the Bloodthirster and quicker to reach the fight, a winged terror that hunts the enemy's centre.

It fights behind a 4+ Daemonic Ward, the AP-proof field in place of armour, and its Prince Resolve of 10 means it rarely banishes while lending nearby daemons +2 Resolve against Daemonic Instability — a steadier as well as a killer. Like every daemon it is Terrifying and never flees; it also has Fly, crossing terrain and models to land where it is needed. Every enemy it takes Out of Action in melee feeds Blood for the Blood God, dropping the gang's Pressure and banking a Blood Tithe. It founds with Rip and Tear, so a kill frees it to surge straight into the next foe, and it starts armed with Daemonic talons. Cheaper than the Bloodthirster and faster to commit, it is the Leader for a host built to strike first and never stop.

BLOODMASTER

CHAMPION

× 175 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	–	4	3	2	3+	3	5+	5+	6+	7+

SAVE 5+

SPECIAL RULES The Daemonic Ward (5+ Ward)

Daemonic Instability (*Herald Resolve 8; a +2 Resolve steadier for friendly daemons within 6"*)

Locus of Fury (*the aura source - friendly Khorne within Short gain +1 Attack on the charge*)

Blood for the Blood God (*every melee OOA relieves 1 Pressure and banks 1 Blood Tithe*) SEE SPECIAL RULES

Typed Effects

- +1

PRIMARY

Combat

Ferocity

Leadership

SECONDARY

Agility

Brawn

Blood Rage

STARTING GEAR Hellblade Relic

FREE SKILL Skull Harvest

EQUIPMENT LIST

CLOSE-COMBAT

☞ *Brazen Rage Flail* 40 credits

Built from a Bloodthirster bloodflail cut down to a Herald's brass chain-flail (Khorne daemon range). Priced above the stock bloodflail 35.

Hellblade Relic

included

ACCESSORY

Blood Hunger 25 credits

STATUS

Gorget Of Skulls 30 credits

Collar Of Khorne 40 credits

☞ *Skull Standard Of Wrath* 40 credits

Built from a Blood Throne skull-rack mounted on a standard pole (Khorne daemon range). Priced above the stock Daemonic Standard 35.

Icon Of Khorne 50 credits

The Bloodmaster is the Herald of Khorne on foot — the coherence anchor of the Blood Host. It is a Champion whose worth is measured less in its own kills than in what it holds together: the buff body that steadies the line and radiates the fury that wins the charge.

It fights behind a 5+ Daemonic Ward with two Wounds, a Herald Resolve of 8, and it lends every friendly daemon within 6" +2 Resolve against Daemonic Instability — the steadier a fragile host leans on to keep from cascading. It is the source of Locus of Fury: friendly Khorne within Short of it gain +1 Attack on the turn they Charge. Every enemy it takes Out of Action in melee feeds Blood for the Blood God, dropping Pressure and banking a Blood Tithe. It carries a Hellblade-relic, its Rending Master-crafted edge, and founds with Skull Harvest, extending its melee kills' relief to all friendly Khorne within Short — a mobile coherence-anchor. Kill the Bloodmaster and the host loses both its steadier and its charge aura at once: it is the linchpin, and the opponent's cleanest counterplay.

SKULLMASTER

CHAMPION

× 225 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	2+	–	5	5	3	3+	3	5+	5+	6+	7+

SAVE 4+

SPECIAL RULES The Daemonic Ward (4+ Ward - Juggernaut-mounted)

Daemonic Instability (Herald Resolve 8; a +2 Resolve steadier)

Locus of Fury (the aura source - friendly Khorne within Short gain +1 Attack on the charge)

Blood for the Blood God (every melee OOA relieves 1 Pressure and banks 1 Blood Tithe) SEE SPECIAL RULES

Typed Effects

- +1

PRIMARY

Agility

Brawn

Combat

SECONDARY

Ferocity

Leadership

Blood Rage

STARTING GEAR Hellblade · Juggernaut Hooves

FREE SKILL Devastating Charge

EQUIPMENT LIST

CLOSE-COMBAT

Hellblade

included

Juggernaut Hooves

included

ARMOUR

Blessing Of The Blood God

55 credits

WARGEAR

Juggernaut Blood Goad

35 credits

STATUS

Icon Of Khorne

50 credits

The Skullmaster is a Herald of Khorne mounted on a Juggernaut — the fast command of the Blood Host, a steadier that can actually keep pace with the cavalry alpha. It is the Champion a Brass Stampede is built around: the coherence anchor that charges at the front of the hammer instead of trailing the line.

It rides behind a 4+ Daemonic Ward at M8", a Herald Resolve of 8 that lends nearby daemons +2 Resolve against Daemonic Instability — a mobile steadier that stays with the Juggernaut wedge as it drives forward. It is a source of Locus of Fury: friendly Khorne within Short gain +1 Attack on the turn they Charge, so the aura arrives at the point of impact. Every enemy it takes Out of Action in melee feeds Blood for the Blood God, dropping Pressure and banking a Blood Tithe. It fights with a Hellblade and the daemon-steed's own Juggernaut hooves, and founds with Devastating Charge, so its charge lands with extra Strength and Damage. Where the Bloodmaster holds the line, the Skullmaster leads the gallop — the command that keeps a fast host coherent as it strikes.

BLOODCRUSHER

GANGER

× 180 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	3+	–	5	5	3	3+	3	7+	6+	7+	7+

SAVE 4+

SPECIAL RULES The Daemonic Ward (4+ Ward - Juggernaut-mounted; Impact hooves on the charge)

Daemonic Instability (Lesser Resolve 6)

Blood for the Blood God (every melee OOA relieves 1 Pressure and banks 1 Blood Tithe)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; governed by Instability, never flees)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Broken

PRIMARY

Agility

Brawn

SECONDARY

Combat

Ferocity

Blood Rage

STARTING GEAR Hellblade · Juggernaut Hooves

EQUIPMENT LIST

CLOSE-COMBAT

Bloodglaive 25 credits

✦ Skullreaper Glaive 30 credits

Kitbashed from a Bloodletter bellblade re-hafted onto a Bloodcrusher bloodglaive shaft (Khorne daemon range) — a reaching bellblade. Priced above the stock bloodglaive 25.

Hellblade

included

Juggernaut Hooves

included

WARGEAR

Juggernaut Blood Goad 35 credits

The Bloodcrusher is a Bloodletter mounted on a Juggernaut of Khorne — the heavy cavalry of the Blood Host, a multi-Wound hammer that hits the enemy line at a gallop. It is the alpha-charge made solid: the body a Brass Stampede leans on to reach combat first and break whatever it lands on.

It rides behind a 4+ Daemonic Ward at M8" with three Wounds — a far harder body to remove than the line, and one that banishes less often on its Lesser Resolve of 6 for having Wounds to spare. Its Juggernaut mount grants Impact hooves on the charge, trampling terrain and enemies as it drives in. Like every daemon it is Terrifying and never flees, governed by Daemonic Instability. Every enemy it takes Out of Action in melee feeds Blood for the Blood God, dropping Pressure and banking a Blood Tithe. It fights with a Hellblade and the steed's Juggernaut hooves, adding Knockback weight to its charge. Fielded in a pair behind a Skullmaster, the Bloodcrusher is the fast durable core of the cavalry build — the wedge that turns the Blood Host's first turn into a killing charge.

BLOODLETTER

GANGER

× 100 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	–	3	3	1	3+	2	7+	7+	7+	7+

SAVE 5+

SPECIAL RULES The Daemonic Ward (5+ Ward)

Daemonic Instability (*Lesser Resolve 6 - banishes readily; the body Pressure builds on*)

Blood for the Blood God (*every melee OOA relieves 1 Pressure and banks 1 Blood Tithe*)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (*Terrifying; governed by Instability, never flees*)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Broken

PRIMARY

Combat

Ferocity

SECONDARY

Brawn

Blood Rage

STARTING GEAR Hellblade

EQUIPMENT LIST	
CLOSE-COMBAT	ACCESSORY
Hellblade	Blood Hunger 25 credits
<i>included</i>	

The Bloodletter is the hellblade line troop — the warded bulk of the Blood Host and the body every other rule is measured against. T3 and a single Wound behind a 5+ Daemonic Ward: genuinely hard to kill in a fair trade, glass the moment the ward fails. It is the melee tide, and it exists to close and cut.

It carries no armour save — the 5+ Ward is its whole defence, ignoring AP where a mortal's plate would fold. Its Lesser Resolve of 6 means it banishes readily; a Bloodletter is the body the gang's Pressure builds on first, so it must keep killing to stay whole. Like every daemon it is Terrifying and never flees, governed by Daemonic Instability rather than Nerve. Every enemy it takes Out of Action in melee feeds Blood for the Blood God — the gang's Pressure drops and a Blood Tithe is banked — so a line of Bloodletters winning its fights steadies the whole host. It starts with a Hellblade, the Rending warp-edge that bites past armour. Cheap enough to field in numbers, deadly enough to matter, it is the melee body count Heralds and Icons hold together against the Instability that always threatens.

BLOODREAPER

GANGER

× 135 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	–	4	3	1	3+	3	6+	6+	7+	7+

SAVE 5+

SPECIAL RULES

The Daemonic Ward (5+ Ward)

Daemonic Instability (Lesser Resolve 6)

Blood for the Blood God (every melee OOA relieves 1 Pressure and banks 1 Blood Tithe)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; governed by Instability, never flees)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Broken

PRIMARY

Combat

Ferocity

Blood Rage

SECONDARY

Agility

Brawn

Leadership

STARTING GEAR Reapers Bloodaxe

EQUIPMENT LIST

CLOSE-COMBAT

Hellblade 20 credits

Reapers Bloodaxe

included

ACCESSORY

Blood Hunger 25 credits

STATUS

Brand Of The Blood God 30 credits

Gorget Of Skulls 30 credits

The Bloodreaper is the champion of the pack — a Bloodletter grown into the mid-line killer, faster with the blade and hungrier for skulls than the bodies it leads. It is the specialist the line sharpens to, the fighter a player invests in to turn a warded troop into a genuine threat.

It shares the line's frame — T3, one Wound, a 5+ Daemonic Ward and no armour — so it is a killer that still banishes readily on its Lesser Resolve of 6. It hits at WS2+ with three Attacks, the edge that separates it from the rank. Like every daemon it is Terrifying and never flees, governed by Daemonic Instability. Every enemy it takes Out of Action in melee feeds Blood for the Blood God, and a Bloodreaper reaches that kill more reliably than any Bloodletter beside it, so it does double duty: it removes bodies and it steadies the host. It swings a Reaper's bloodaxe, a Rending edge with the Disarm trait that strips an armed foe of its weapon. Fielded as the pack's cutting edge, it is where the Blood Host's melee snowball starts rolling.

FLESH HOUND

GANGER

× 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	3+	–	4	4	2	3+	2	8+	7+	6+	9+

SAVE 5+

SPECIAL RULES

The Daemonic Ward (5+ Ward)

Daemonic Instability (Lesser Resolve 6)

Blood for the Blood God (every melee OOA relieves 1 Pressure and banks 1 Blood Tithe)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; innate Collar of Khorne - anti-Wyrd field within 6", re-roll Hits vs psykers)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Broken

PRIMARY

Agility

Combat

SECONDARY

Brawn

Ferocity

Blood Rage

STARTING GEAR Hound Jaws

EQUIPMENT LIST

CLOSE-COMBAT

Hound Jaws

included

The Flesh Hound is the Blood God's hunting beast — a fast, four-legged killer loosed to run down the prey the host most despises. At M9" it is the quickest thing the Blood Host fields, and it exists to catch enemy psykers before they can work their sorcery and tear them apart.

It runs behind a 5+ Daemonic Ward with two Wounds, and its mid Willpower lets it hold against Daemonic Instability a little better than the line on its Lesser Resolve of 6. Like every daemon it is Terrifying and never flees. Its defining gift is an innate Collar of Khorne: an anti-Wyrd field within 6" that penalises enemy psychic powers, and it re-rolls failed Hits against psyker fighters — the god that forbids sorcery made into a hunter. Every enemy it takes Out of Action in melee feeds Blood for the Blood God, dropping Pressure and banking a Blood Tithe. It fights with its Hound jaws, a Rending bite. Fielded in a pack, or bound to a fighter by the Brass Collar Leash, the Flesh Hound is the House's answer to any gang that leans on casters: get there first, and shut them off.

BLOODLING

JUVE

× 40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	–	3	3	1	4+	1	8+	8+	8+	8+

SAVE 6+

SPECIAL RULES

The Daemonic Ward (6+ Ward)

Daemonic Instability (Lesser Resolve 6)

Blood for the Blood God (every melee OOA relieves 1 Pressure and banks 1 Blood Tithe)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; governed by Instability, never flees)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Broken

PRIMARY

Ferocity

SECONDARY

Agility

Combat

STARTING GEAR Lesser Hellblade

EQUIPMENT LIST

CLOSE-COMBAT

Lesser Hellblade

included

The Bloodling is a barely-coalesced lesser Bloodletter — a scrap of the Blood God's rage given just enough form to hold a blade. It fills the thin swarm tier: the cheap warded chaff that floods the board, screens the greater daemons, and throws its bodies onto the enemy to feed the tally.

It fights behind the weakest field in the House, a 6+ Daemonic Ward, and it is the body Pressure builds on fastest — a Lesser Resolve of 6 on the frailest frame means it banishes the moment the host stalls. Like every daemon it is Terrifying and never flees, governed by Daemonic Instability. Even so, each enemy it takes Out of Action in melee still feeds Blood for the Blood God, dropping the gang's Pressure and banking a Blood Tithe — a Bloodling that snatches a kill pays its way many times over. It carries a Lesser hellblade, a stunted Rending edge. It does not survive long, and is not asked to; it fights in numbers, swamping a target so a Bloodletter or the Bloodthirster can finish it, and keeping the body count above the line the composition demands.

VEHICLES

SKULL CANNON

VEHICLE

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	6	5	5	5	6+	4+	4+	7+	5+	6+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Hellfire Skull Cannon — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Terrifying

The Skull Cannon is the brass daemon-chariot — no longer a Brute on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. A Blood Throne of hot brass is dragged across the wastes by bound Bloodletters at Movement 8", the fastest thing the Blood Host can put a gun on, and its hull is thin: Toughness 6 to the front, 5 to the flank and rear, over five Hull Points behind a 4+ save. It is the one true shooting piece Khorne permits — the hellfire skull cannon on its fixed forward hardpoint hurls burning skulls into a clustered enemy and ruins them before the tide arrives, while the crew fight with their own hellblades when the charge finally lands. It is Terrifying, as every daemon is. It is also glassy and it knows it: an open chariot at speed, it dies to a bad Loss-of-Control roll as readily as to a lascannon, and its handling, damage and wreckage are all resolved through the Ash-Wastes vehicle rules. A fortune-gatekeeper at 0-1 per gang, priced **provisional** from the \$5c profile — a fast, rare, brittle gun-platform rather than the anchor the Soul Grinder is.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SOUL GRINDER

VEHICLE

✖ 360 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	4+	4+	7+	5+	6+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Soul Grinder Claw — Arm arc (Crew)
- ♦ Soul Grinder Cannon — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Daemonic Ward (Sv 4+ invulnerable, ignores AP — not armour)
- ♦ Terrifying

The Soul Grinder is the Forge-of-Souls war-engine, marked to Khorne — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. A striding crab-legged daemon-engine of front-weighted hull (Toughness 8 to the front, 7 flank, 6 rear) carries six Hull Points, and it advances at Movement 6" as the Blood God's premium war-engine. Its save is no armour but an inherent **Daemonic Ward** — a 4+ invulnerable that ignores AP entirely, the daemon-flesh convention that the save column *is* the ward — and it is **Terrifying** to those who face it. It rends with a great iron claw and spits its harvester cannon downrange, a fortune-gatekeeper sitting above the entry walkers and below the ~450 superheavy ceiling, 0-1 per gang; its provisional price is re-derived from the profile, and its damage, handling and violent Deadly Demise banishment are all resolved through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

🦴

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Blood Frenzy. Blood Frenzy. Play at any point in a round. One friendly fighter that has already made a Charge this round may immediately make a second Charge action against a different enemy within reach. The host's fury does not spend itself on a single foe — a Bloodletter that has tasted blood simply hurls itself at the next throat.	ANY ROUND
12	Skull Hungers Call. Skull-Hunger's Call. Play at the start of the battle. Your gang banks 2 Blood Tithe points at once, the god's hunger stirring before a blow is struck. The Blood Host arrives already thirsting, its meter primed for an early Blood Boon the moment the killing begins.	START OF BATTLE

13	Rage Unbound. Rage Unbound. Play when a friendly fighter Charges. Until the end of that fighter's activation, its melee attacks are made at +1 to Hit — the daemon's wrath slipping every leash the instant it closes. A charge under Rage Unbound lands truer than fury alone would allow.	WHEN A FRIENDLY FIGHTER CHARGES
14	The Red Thirst. The Red Thirst. Play at any point in a round. One friendly fighter may immediately re-roll all failed Wound rolls from its next melee attack this round. The thirst rises and the blade will not be denied its blood — a stroke that would have glanced now bites deep.	ANY ROUND
15	Wrath Of The Eightfold. Wrath of the Eightfold. Play at the start of a round. Until the end of the round, the first friendly fighter to Charge each activation adds +1 to its Attacks for that fight. The god's eightfold rage rolls through the host in sequence, sharpening every charge that follows the first.	START OF ROUND
16	Blood Calls To Blood. Blood Calls to Blood. Play when a friendly fighter takes an enemy Out of Action. Another friendly fighter within 6" of the kill may immediately make a free Move toward the nearest enemy. One death draws the host on — where blood is spilled, more daemons come running to spill their own.	WHEN A FRIENDLY FIGHTER TAKES AN ENEMY OUT OF ACTION
21	Unquenchable. Unquenchable. Play at any point in a round. One friendly fighter that is Seriously Injured immediately recovers to Standing and Active, hauled upright by a rage that will not let it fall. The Blood God's thirst is never slaked, and the fighter it burns in cannot yet be allowed to die.	ANY ROUND
22	Butchers Nail. Butcher's Nail. Play when a friendly fighter Charges. That fighter's melee attacks gain +1 Damage until the end of its activation, its blows falling with a savagery that no longer feels pain or restraint. The nail bites, and the daemon becomes a thing that only cuts.	WHEN A FRIENDLY FIGHTER CHARGES
23	Skulls For The Skull Throne. Skulls for the Skull Throne! Play at the start of a round. Until the end of the round, every enemy taken Out of Action by a friendly fighter banks 1 bonus Blood Tithe point on top of the usual. The host cries the god's name with each kill, and the god counts every skull twice over.	START OF ROUND
24	The Gathering Slaughter. The Gathering Slaughter. Play at the start of a round. For each enemy already taken Out of Action this battle, one friendly fighter of your choice adds +1" to its Move this round, to a maximum of +3". The more the host has killed, the faster it hunts what remains — slaughter feeding on its own momentum.	START OF ROUND
25	No Retreat. No Retreat. Play when a friendly fighter would take a Nerve test. That fighter automatically passes — the daemon knows no fear and no thought of flight, only the enemy before it. The Blood Host does not break and run; it dies where it stands, or it kills.	WHEN A FRIENDLY FIGHTER WOULD TAKE A NERVE TEST
26	Culling Sweep. Culling Sweep. Play when a friendly fighter takes an enemy Out of Action in melee while engaged with two or more foes. That fighter may immediately make one bonus melee attack against a second engaged enemy. One falls, and the blade sweeps on into the next without pause — a single cull becoming two.	WHEN A FRIENDLY FIGHTER TAKES AN ENEMY OUT OF ACTION IN MELEE
31	The Gate Opens. The Gate Opens. Play at the start of the battle. Up to two friendly fighters that would deploy normally may instead be held in reserve to Manifest from the warp during the first round, arriving where the host is most needed. The gate yawns wide, and the Blood God's children step onto the field already in reach of the enemy.	START OF BATTLE

32	The Charge Eternal. The Charge Eternal. Play when a friendly fighter Charges. That fighter adds +2" to the Move of its Charge this activation, closing a gap that should have been out of reach. The Blood Host's charge does not stop for distance — where the enemy thought itself safe, the daemon arrives anyway.	WHEN A FRIENDLY FIGHTER CHARGES
33	Frenzied Onslaught. Frenzied Onslaught. Play at any point in a round. One friendly fighter engaged in melee may immediately make one bonus Fight action, pouring out a fresh flurry of blows. The frenzy takes it, and for a moment it strikes as though it had two lifetimes of rage to spend at once.	ANY ROUND
34	The Blood God Watches. The Blood God Watches. Play when a friendly fighter would take a Daemonic Instability test. That test is automatically passed — the god's regard steadies its child at the very edge of banishment. Under the Blood God's eye the host holds firm, its form refusing to gutter while the god still finds the slaughter worth watching.	WHEN AN INSTABILITY TEST WOULD BE TAKEN
35	Skull Debt Called In. Skull Debt Called In. Play when a friendly fighter would take a Daemonic Instability test. You may spend 2 banked Blood Tithe points; if you do, that test is passed automatically. The skulls already offered buy the host a moment's coherence — a debt of blood called in to hold a daemon in the world.	WHEN A DAEMONIC INSTABILITY TEST WOULD BE TAKEN
36	The Killing Ground. The Killing Ground. Play at the start of a round. Until the end of the round, friendly fighters re-roll failed Hits in melee against any enemy that did not Move in its own previous activation. An enemy that holds still on ground the Blood Host has claimed has already chosen the place of its death.	START OF ROUND
41	Blood Slick Blades. Blood-Slick Blades. Play at any point in a round. One friendly fighter's melee weapon gains the Rending trait until the end of the round, its edge running with warp-blood that bites past armour. Every blade the god blesses this way finds the gap in a foe's plate as though the metal were not there.	ANY ROUND
42	The Host Answers. The Host Answers. Play at the start of a round. One Banished friendly fighter may reform: place it within 3" of a board edge or a friendly Herald, back in the fight it was torn from. The warp does not keep the Blood God's killers long — the host answers the call and returns to the slaughter.	START OF ROUND
43	Relentless Fury. Relentless Fury. Play at any point in a round. One friendly fighter that has already activated this round may make a single free Move toward the nearest enemy, unwilling to stand idle while blood is still to be spilled. The fury does not rest between activations — it drives the daemon on even after its turn is spent.	ANY ROUND
44	Death To The False. Death to the False. Play when a friendly fighter Charges an enemy Leader, Champion, or Psyker. Against that foe, the fighter's melee attacks are made at +1 to Hit and +1 to Wound until the end of its activation. The Blood God prizes the skulls of the mighty and the witch above all — and points its killers at them first.	WHEN A FRIENDLY FIGHTER CHARGES AN ENEMY LEADER, CHAMPION, OR PSYKER
45	Reckless Charge. Reckless Charge. Play at the start of a round. Until the end of the round, all friendly fighters add +2" to their Charge Moves, but every friendly fighter worsens its Daemonic Ward by 1. The host throws itself forward without a thought for its own form — faster into the enemy, and more fragile for it.	START OF ROUND

46	Warp Fed Muscle. Warp-Fed Muscle. Play at the start of a round. Choose one friendly fighter; until the end of the round, its melee attacks are made at +1 Strength, its form swelling with borrowed warp-substance. The Blood God pours a measure of its own boundless power into a chosen killer, and for a round the daemon hits like something far greater.	START OF ROUND
51	The Tally Rises. The Tally Rises. Play at the end of a round in which a friendly fighter took at least one enemy Out of Action in melee. Your gang banks 1 bonus Blood Tithe point. Every round the host bloods adds to the god's count — the tally climbing higher with each turn the slaughter continues.	END OF ROUND
52	Blind Wrath. Blind Wrath. Play at any point in a round. One friendly fighter gains +2 Attacks on its next melee attack this round, but must, if able, Charge or move toward the nearest enemy on its following activation. The wrath blinds it to all else — more blows now, and no choice but to keep swinging after.	ANY ROUND
53	Skull Offering. Skull Offering. Play when an enemy Leader or Champion is taken Out of Action by a friendly fighter. Your gang banks 3 Blood Tithe points and reduces its Pressure by 1, the mighty skull laid before the god as tribute. A great foe's death is worth a hundred lesser ones — and the god rewards the offering richly.	WHEN AN ENEMY LEADER OR CHAMPION IS TAKEN OUT OF ACTION
54	Unbroken Line. Unbroken Line. Play at any point in a round. Until your next turn, friendly fighters within 3" of a Herald may re-roll failed Daemonic Instability tests, the god's lieutenant holding the line by will alone. Where a Herald stands, the host does not come apart — the coherence runs down the whole line from it.	ANY ROUND
55	No Flesh Shall Cower. No Flesh Shall Cower. Play at the start of a round. Until the end of the round, no friendly fighter may become Pinned, and each ignores the effects of being Broken. The Blood God suffers no cowering in its children — under this tactic the host simply cannot be made to flinch or falter.	START OF ROUND
56	Decapitating Strike. Decapitating Strike. Play at any point in a round. Until the end of the round, any critical hit scored by a friendly fighter in melee inflicts an instant Out of Action on its target, the blow taking the head clean. When the host strikes true this round, the enemy does not fall wounded — it simply falls.	ANY ROUND
61	Apoplectic Rage. Apoplectic Rage. Play when a friendly fighter is reduced to its last Wound. Until the end of its next activation, that fighter gains +1 Attack and +1 Strength, its fury redoubling as its form fails. A daemon on the edge of banishment is at its most murderous — the last of its rage spent in one apoplectic burst.	WHEN A FRIENDLY FIGHTER IS REDUCED TO ITS LAST WOUND
62	The Warp Surge. The Warp Surge. Play at the start of a round. Until the end of the round, friendly fighters add +1" to all Move distances, the warp-tide swelling beneath the host and carrying it forward. The Blood God's fury runs through the ground itself, hurrying its children toward the enemy line.	START OF ROUND
63	The Gods Eye. The God's Eye. Play at the start of the battle. Choose one enemy fighter; friendly fighters re-roll failed Hits against it in melee for the whole game. The Blood God fixes its gaze on one foe before the first blow, and every daemon in the host knows whose skull the god demands.	START OF BATTLE
64	Carnage Feeds Carnage. Carnage Feeds Carnage. Play when a friendly fighter takes an enemy Out of Action. That fighter gains +1 Attack until the end of the battle, each kill making it hungrier and deadlier than the last. In the Blood Host, slaughter is never sated — it only grows, one death feeding the next.	WHEN A FRIENDLY FIGHTER TAKES AN ENEMY OUT OF ACTION

65	No Mercy No Respite. No Mercy, No Respite. Play at the start of a round. Until the end of the round, friendly fighters may re-roll failed Hits against any enemy that is Prone, Pinned, or Seriously Injured. The Blood Host grants no quarter to a fallen foe — a daemon that sees weakness only strikes the harder.	START OF ROUND
66	Skulls Uncounted. Skulls Uncounted. Play at the start of a round, once per battle. Until the end of the round, every enemy taken Out of Action in melee by a friendly fighter reduces your gang's Pressure by 2 instead of 1. For one round the killing steadies the host twice over — a slaughter so great the god cannot count the skulls fast enough.	START OF ROUND, ONCE PER BATTLE

ALLIANCES

THE BLOOD PACT

ALLIANCE

WHO	a mortal Chaos war-host or blood-cult - a Chaos Space Marine warband, a Blood Pact regiment, or another Chaos host (any such gang; generic, chosen when the pact is struck, NEVER a fixed named gang)
FACTION	chaos
MY ROLE	the Blood God's slaughter for hire - the Blood Host lends its warded killers and borrows mortal thralls to feed the tally, a bond bought in skulls and blood rather than sworn
PHASE GATE	struck on a contested world once both the Blood Host and a mortal Chaos ally hold ground there (a local phase before the Cataclysm); it lapses the moment the blood stops flowing
TERMS	campaign-only blood-pact: for a campaign benefit the two gangs share a mortal Hired-Gun / thrall pool and agree map-level non-aggression while both are blooding the same enemy; NO cross-gang daemon or mortal fighter enters the other's normal-battle roster - the Blood God cares not from whence the blood flows, only that it flows, and the pact holds no longer than the slaughter serves both

The Blood Host keeps no oaths, but it will strike a bargain in blood. A Blood Pact is struck on a contested world once both the Blood Host and a mortal Chaos war-host — a Chaos Space Marine warband, a Blood Pact regiment, or any such gang — hold ground there, in a local phase before the campaign's Cataclysm. The partner is chosen when the pact is made and is never a fixed named gang; the Blood God cares not from whence the blood flows, only that it flows.

For the length of the pact the two gangs share a pool of mortal Hired Guns and thralls, and agree map-level non-aggression while both are blooding the same enemy. No daemon and no mortal fighter crosses into the other's normal-battle roster — this is a campaign arrangement only, never a combined gang. The pact holds no longer than the slaughter serves both sides, and lapses the moment the blood stops flowing between them.

WHO	a World Eaters warband - the Blood God's own mortal Astartes (world-eaters.md, any World Eaters gang the pact is struck with; generic, never a fixed named gang)
FACTION	world-eaters
MY ROLE	the Blood Host as the god's tide, summoned in front of his favoured mortals - the Blood Host answers a World Eaters Blood Summons and deep-strikes a Bloodletter/Flesh Hound retinue into a shared battle, fighting under its own Blood Host rules, then returns to the warp
PHASE GATE	struck on a contested world once the campaign reaches its declared middle phase and both gangs hold ground there (a local phase before the Cataclysm); the summon opens only while the World Eaters' tally runs high enough to call the god's children
TERMS	campaign-only summon-pact, the mirror of the World Eaters' own Blood Host alliance: when the World Eaters tear open a Blood Summons in a shared battle, the Blood Host arrives by that gate and fights under its own rules for the fight, then goes back to the warp. NO shared roster and no daemon enters a normal World Eaters battle list except by the summon; this is kin answering kin, not a combined gang, and the pact holds only while the same god's blood is flowing on the same ground

The Blood Host answers its own kind. When a World Eaters warband — the Blood God's favoured mortal Astartes — tears open a Blood Summons in a shared battle, the Blood Host arrives by that gate: a retinue of Bloodletters and Flesh Hounds deep-striking onto the field to fight under its own Blood Host rules, then returning to the warp when the killing is done. This is the mirror of the World Eaters' own alliance, kin answering kin.

The pact is struck on a contested world once the campaign reaches its declared middle phase and both gangs hold ground there, before the Cataclysm; the summon opens only while the World Eaters' tally runs high enough to call the god's children. There is no shared roster, and no daemon enters a normal World Eaters battle list except by the summon. It is not a combined gang but a summoning, and it holds only while the same god's blood is flowing on the same ground.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	A Taste Of Blood. A Taste of Blood. The Blood God spares your host only the smallest measure of its regard, a passing glance carried by the blood-cults. For your next battle this phase, one nominated friendly fighter begins the game already thirsting: the first time it Charges, its melee attacks are made at +1 to Hit. It is the least of the god's gifts — a single sharpened charge — but even a taste of blood points the host toward the kill.	THE BLOOD GOD'S REGARD, CARRIED BY THE BLOOD PACT BLOOD-CULTS
4	Blood Won Vigour. Blood-Won Vigour. The god pours a little of its strength into a chosen killer. For your next battle this phase, one nominated friendly fighter recovers as though the warp itself were knitting it back together: the first time it would go Out of Action, roll a D6, and on a 4 or higher it instead stays on its feet with a single Wound. The Blood God does not save the weak — only the ones still killing for it.	THE BLOOD GOD'S REGARD, CARRIED BY THE BLOOD PACT BLOOD-CULTS

5	A Gift Of Skulls. A Gift of Skulls. The blood-cults lay a tribute of skulls before your host, and the god is pleased. Your gang begins its next battle this phase with 2 Blood Tithe points already banked, ready to spend on a Blood Boon before a single blow has fallen. A head start on the killing meter — the god rewarding slaughter it has not yet seen, in the certainty that it will.	THE BLOOD GOD'S REGARD, CARRIED BY THE BLOOD PACT BLOOD- CULTS
6	The Cull Marked. The Cull-Marked. The god names a prey for your host. Before your next battle this phase, choose one enemy fighter; that fighter is the Cull-Marked. All friendly fighters re-roll failed Hits against it in melee, and the first time it is taken Out of Action your gang banks 1 bonus Blood Tithe. The Blood God cares nothing for the battle's shape — only that the marked one dies, and dies to a blade.	THE BLOOD GOD'S REGARD, CARRIED BY THE BLOOD PACT BLOOD- CULTS
7	The Gods Gaze. The God's Gaze. The Blood God turns its full attention on the coming slaughter, and its daemons stand the steadier for being watched. For your next battle this phase, your gang may re-roll the first failed Daemonic Instability test it takes each round. The weight of the god's regard holds the host together a little longer — long enough, the god trusts, to reach the enemy and begin the killing that would steady it anyway.	THE BLOOD GOD'S REGARD, CARRIED BY THE BLOOD PACT BLOOD- CULTS
8	The Tide Held Firm. The Tide Held Firm. The god lends its host the will to endure the crossing. For your next battle this phase, the first friendly fighter that would be Banished by Daemonic Instability each round is not removed, its form guttering but holding. The Blood God knows the danger is not the enemy's blades but the empty turns before the charge lands, and it steadies the tide just long enough to reach the slaughter that keeps it whole.	THE BLOOD GOD'S REGARD, CARRIED BY THE BLOOD PACT BLOOD- CULTS
9	A Berserker's Fury. A Berserker's Fury. The god fills a chosen killer with a rage that will not be spent. For your next battle this phase, one nominated friendly fighter gains +1 Attack for the whole game, but it must always Charge or move toward the nearest enemy if it is able, and can never voluntarily leave a combat. A great gift and a leash in one — more blows to give, and no choice left but to give them.	THE BLOOD GOD'S REGARD, CARRIED BY THE BLOOD PACT BLOOD- CULTS
10	Blood Fed Frenzy. Blood-Fed Frenzy. The god sets the whole host alight with the killing hunger. For your next battle this phase, every time a friendly fighter takes an enemy Out of Action in melee, the Blood for the Blood God relief reduces your gang's Pressure by 2 instead of 1. A host under this favour steadies twice as fast as it slaughters — so long as it keeps slaughtering, it becomes nearly impossible to break.	THE BLOOD GOD'S REGARD, CARRIED BY THE BLOOD PACT BLOOD- CULTS
12	The Blood Gods Favour. The Blood God's Favour. The god pours out its full regard — the greatest gift the blood-cults can bring. For your next battle this phase, choose one: your gang begins with 4 Blood Tithe points banked, or one nominated friendly fighter gains +1 Attack and +1 Strength for the whole game, or your entire host adds +1" to its Charge for the battle. The Blood God rewards its most-blooded warbands lavishly, and lets them choose the shape of the slaughter to come.	THE BLOOD GOD'S REGARD, CARRIED BY THE BLOOD PACT BLOOD- CULTS

☠ SUB-PLOTS

✂ THE GREAT BLOODING

SUB-PLOT

Reward: The god sends a killer to join the host: the gang gains one free Bloodling recruit added permanently to its roster. This sub-plot can be claimed only once per campaign.

The Great Blooding. Sometimes a slaughter is total enough to draw the god's eye. If your gang wins a battle by taking the entire enemy gang Out of Action or Banished — a clean sweep, no survivors left standing on the field — the Blood God takes notice of the butchery. It sends a fresh killer to join the host: your gang gains one free Bloodling recruit, added permanently to its roster. You may claim this sub-plot only once in a campaign; the god rewards a perfect slaughter, but only the first.

✂ THE RISING TALLY

SUB-PLOT

Reward: The gang's blooding is proven: for the rest of the campaign it begins every battle with 1 Blood Tithe point already banked, and its Skull Tally reputation for melee kills counts at an extra +0.5x. This sub-plot can be claimed only once per campaign.

The Rising Tally. A host proves itself not in one battle but in a mounting count of skulls. If, across the campaign, your gang fights three separate battles in each of which it took four or more enemy fighters Out of Action in melee, its blooding is proven beyond doubt. For the rest of the campaign your gang begins every battle with 1 Blood Tithe point already banked, and its Skull Tally reputation for melee kills counts at an extra half again. You may claim this sub-plot only once; the tally, once risen, stays risen.

☠ LEGENDARY NAMES

✂ HUNDREDSKULL

BLOODLETTER OR BLOODMASTER

XP cost (random): 6

XP cost (chosen): 12

Hundredskull is the name a line killer earns when it has taken a hundred skulls and stands on the very edge of daemonic ascension — a title borne by a Bloodletter or Bloodmaster whose hoard has grown into a kind of gravity. A fighter claims it through advancement, either as a random honour or a chosen one at greater cost.

Whenever Hundredskull takes an enemy Out of Action in melee, the Blood for the Blood God relief it triggers reduces the gang's Pressure by 2 instead of 1 — a hoard of skulls so great it steadies the whole host with every fresh kill. But the name is a hunger as much as an honour: Hundredskull is jealous of every skull, and can never make a Move that takes it away from the nearest enemy, nor voluntarily leave a combat. Its greed will not let it disengage, hold an objective, or fall back while a single foe still stands within reach.

✧ THE EXILED ONES FURY

BLOODTHIRSTER

XP cost (random): 9

XP cost (chosen): 18

The Exiled One's Fury is the name given to a Bloodthirster consumed by blind, boundless wrath — a rage-avatar in the mould of Skarbrand, the greatest and most damned of the Blood God's exiles, who kills without thought or mercy. It is claimed through hard advancement, as a random honour or a chosen one at steeper cost, and it remakes the avatar into something that knows only the killing.

On any turn the Exiled One's Fury Charges, it makes one additional melee attack, and its melee attacks re-roll failed Wounds — a storm of blows nothing in reach survives. But such wrath cannot be steadied and gives no steadying: it never benefits from a Herald, Icon or aura's +2 Resolve, it must always Charge or advance toward the nearest enemy, and it can never be ordered to hold or fall back. It is the purest expression of the House and its curse both — unstoppable while it kills, ungovernable always.

✧ THE SKULLTAKER

HERALD OR BLOODREAPER

XP cost (random): 6

XP cost (chosen): 12

The Skulltaker is the name of a challenge-hunting duellist, borne by a Herald or Bloodreaper in the mould of Skulltaker himself, greatest of the Blood God's champions, who seeks out the mightiest foe on any field and claims its skull first. A fighter earns it through advancement, as a random honour or a chosen one at greater cost.

Against any enemy Leader or Champion, the Skulltaker re-rolls failed Hits and failed Wounds in melee — it hunts the strongest and takes their skulls before any lesser prey. But the name carries the champion's fatal pride: the Skulltaker can never decline a challenge, and must, if able, move toward and engage the highest-value enemy fighter it can reach each round, even walking knowingly into a trap. It cares only for the greatest skull, never for the battle turning around it.

☠ TERRAIN

✧ BLOODED ARENA

TERRAIN

The Blooded Arena is a killing-ground the host has claimed and consecrated — a pit of sand and old blood where the Blood Pact cults and the daemons fight for the god's regard, and where the mortal faithful gather to watch the slaughter. It is the Blood Host's home ground, a place made holy by the deaths worked in it.

Held as a campaign territory, the Blooded Arena generates Skull Tally reputation each muster-week — the Blood Host's economy is kills, not credits — along with a small tribute trickle of coin from the cults that come to see the killing. It confers no boon in battle of its own; it is the host's hearth and its skull-income, the ground the warband returns to between slaughters, not a feature fought over on the field.

The Skull Altar, sometimes called the Brass Shrine, is a mound of piled skulls and beaten brass raised on ground the Blood Host means to keep bleeding — a place that hums with the god's regard, drinking in every death near it. It is a signature feature of a Khorne warzone, as much a claim on the ground as a decoration.

In a battle fought over ground bearing the Skull Altar, whenever any fighter is taken Out of Action within 3" of it, the controlling Khorne gang banks 1 bonus Blood Tithe point — the shrine feeding the god its due. Held as a campaign territory, the Altar yields no credits, for the Blood Host does not trade; instead it generates Skull Tally reputation each muster-week, a steady stream of the god's skull-income for the warband that keeps it.

✕ NO QUARTER

SCENARIO

ATTACKER	either gang (a stand-up slaughter both sides declared to)
DEFENDER	either gang (there is no fleeing this fight — it ends when one side is gone)
DEPLOY	both gangs deploy in two opposed lines at close range, a killing ground between them; no reserves, no objectives, nowhere to run
OBJECTIVE	take the enemy gang apart in melee; the Blood Host wants exactly this fight, and the mission gives it no way out for either side
VICTORY	a gang wins when the opposing gang is broken — all enemy fighters Out of Action, Banished, or having fled the field; there is no points win and no timer beyond the last body standing
CONTROL TRACK	the winner takes the contested world (one game, one world); a draw by mutual destruction holds the world for its prior holder

A stand-up slaughter both sides have declared to — the fight the Blood Host most wants, and the one it gives no side any way out of.

ATTACKER & DEFENDER There is no attacker and no defender here; either gang may be treated as either. Both sides have chosen this fight, and it ends only when one of them is gone.

BATTLEFIELD An open killing ground with a clear space at its centre and terrain enough at the edges to fight through, but nowhere truly to hide and no line to hold behind.

DEPLOYMENT Both gangs deploy in full, in two opposed lines at close range with the killing ground between them. There are no reserves and no objectives — every fighter starts on the board, facing the enemy.

ENDING THE BATTLE The battle ends when one gang is broken — all of its fighters Out of Action, Banished, or fled from the field. There is no points total and no timer; the last body standing decides it.

VICTORY The gang that breaks the other wins. If both are destroyed together in the same round, the battle is a mutual slaughter and no gang claims the win.

REWARDS Both gangs earn reputation for the sheer butchery. The Blood Host banks its melee kills toward the Skull Tally as ever, and a decisive winner takes the spoils of the field.

TACTICS This is the mission the Blood Host is built for — no ground to lose, no clock to beat, only an enemy in reach and a whole gang to take apart. The host that keeps its Pressure down by killing will outlast the one that falters; a gang that cannot match the slaughter should never have declared to it.

ATTACKER	the Blood Host (Manifesting onto the world to slaughter its way to stability)
DEFENDER	the holding gang (which wins by denying the charge and starving the host)
DEPLOY	the Blood Host holds most of its gang in reserve to Manifest across the board turn one; the defender deploys spread with a clear board edge to fall back toward and lanes of fire to punish the crossing
OBJECTIVE	the Blood Host must take enemy fighters Out of Action in melee, round on round, to keep its Pressure down and its host whole; the defender must survive the alpha and blunt the charge until the host cascades
VICTORY	the Blood Host wins if it takes 4+ enemy fighters Out of Action in melee before the game ends; the defender wins if it holds until the end of the game having lost 3 or fewer fighters, or if the Blood Host is reduced to banishment before it reaches the kill count
REWARDS	a Blood Host win banks a surge of skulls toward the Skull Tally (a Reputation windfall at 1.5x); the defender gains Reputation for weathering the tide and the credits of a repelled assault
CONTROL TRACK	a Blood Host win takes the world outright, one game one world (the slaughter is the conquest); a defender win holds the world and marks it as having broken a Khorne charge once

The Blood Host Manifests onto a held world and must slaughter its way to stability before the crossing breaks it. The defender wins by denying the charge and starving the host of the kills it needs.

ATTACKER The Blood Host, arriving from the warp to blood the world.

DEFENDER The holding gang, which must weather the alpha strike and blunt the charge until the host cascades.

BATTLEFIELD Open ground with a defensible edge for the holder to fall back toward and clear lanes of fire to punish the daemons as they cross.

DEPLOYMENT The Blood Host holds most of its gang in reserve, to Manifest across the board on the first round. The defender deploys spread out, with a board edge to give ground toward and firing lanes to make the crossing costly.

SPECIAL RULES — THE CROSSING The Blood Host must take enemy fighters Out of Action in melee, round on round, to keep its Pressure down and its form whole. The defender must survive the alpha and keep the daemons at range, letting empty turns do the work its guns cannot.

ENDING THE BATTLE The battle ends when the Blood Host reaches its kill count, when the defender's losses mount past the line below, or when the host is reduced to banishment.

VICTORY The Blood Host wins if it takes four or more enemy fighters Out of Action in melee before the game ends. The defender wins if it holds to the end of the game having lost three or fewer fighters, or if the Blood Host is banished before it reaches the kill count.

REWARDS A Blood Host win banks a surge of skulls toward the Skull Tally, a reputation windfall at one and a half times the usual. The defender gains reputation for weathering the tide, and the spoils of a repelled assault.

TACTICS For the Blood Host this is a race against its own Instability — commit hard, reach melee fast, and never let a round pass without a kill. For the defender it is an exercise in patience: give ground, keep the daemons crossing open fire-lanes, and let the host tear itself apart on the empty turns.



CHAOS DAEMONS · HOUSE DOSSIER

HOST OF NURGLE

The Plague God's chosen: a smiling, warded tide that cannot be killed fast enough, spreading Contagion that rots the enemy away and grows deadlier the longer the war grinds on — most dangerous in the late turns, when a lesser host has spent itself.

The Plague Host is the grinding endurance of the warp made flesh — the god armoured twice over, in ward and in unnatural resilience both, who wins by outlasting the enemy rather than out-hitting it. Where the other powers of Chaos are fury, sorcery, or speed, Nurgle is the immovable object: a slow, smiling tide of Toughness 5 Plaguebearers behind a Daemonic Ward and a Feel-No-Pain layer both, anchored by a Great Unclean One, that the enemy cannot afford to remove and cannot push off the field.

It fights by rot rather than by the killing blow. As it grinds forward it spreads Contagion — a disease that leaps from fighter to fighter through the enemy gang, eats their resilience, and only worsens the longer the battle runs through the Cycle of Decay. It does not out-trade a foe; it out-lasts one. This House is most dangerous in the late turns, exactly when a fury warband has either won outright or banished itself, and the rot has had time to bloom.

Its weakness is honest and named: a mobile enemy that out-ranges the Plodding host and lands few-but-fat hits can kite the tide and beat the disease before it takes hold. But let the garden close, and there is no pushing it back — only the long, losing wait as everything begins to rot.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Leader (Great Unclean One OR Daemon Prince of Nurgle)
- ♦ 0-2 Heralds (Poxbringer / Bilepiper)
- ♦ Plaguebearers the bulk; Plague Drones 0-2; Beasts of Nurgle 0-2; Nurglings cheap and plentiful
- ♦ 0-1 Plagueburst Crawler / Soul Grinder Brute
- ♦ Backbone: Plaguebearers (Gangers) $\geq$ Leaders + Heralds
- ♦ Pox Tally: Herald/Champion slots unlock off reputation from enemies OOA while Contagion-afflicted, at 1.5x (plague, not territory)
- ♦ Max 1 Daemonic Icon; no armour, no grenades - spend on bodies and the contagion package
- ♦ The Cycle of Decay is a passive meter that climbs during battle; it is never bought or spent

A Plague Host musters on the converter-standard 1500 credits. It fields exactly one Leader — either a Great Unclean One or a Daemon Prince of Nurgle — and may take up to two Heralds, drawn from the Poxbringer and Bilepiper. Plaguebearers form the bulk of the warband, and their number must at least equal the Leader and Heralds combined: the wall of line bodies is the House, and the host is never all command. Plague Drones and Beasts of Nurgle come in ones and twos, Nurglings cheap and plentiful, and a single Plagueburst Crawler or Soul Grinder may anchor the line as a Brute.

The host spends its credits on bodies and the contagion package rather than kit: it takes no armour and no grenades, and may carry only one Daemonic Icon. Its growth follows the Pox Tally — the seven-fold count measured in plague rather than territory — so Champion and Herald slots unlock from Reputation earned when enemies are taken Out of Action while afflicted by Contagion, counted at one-and-a-half times the usual rate. The garden grows by spreading, not by conquest.

🦴 GANG RULES

✂ CONTAGION

GANG RULE

Contagion is the Plague of Unbelief — the spreading, stacking disease that sets the Plague Host apart from every other warband of the warp. It is the host's true weapon: not the killing blow, but the slow rot that undoes an enemy gang from within, and the engine on which the whole build turns.

Nurgle fighters inflict Contagion tokens as they fight. A Plaguebearer places one on any melee Hit through its plaguesword; the Foul Contagion skills, the Censer, and the plague-spew all sow more. A fighter carrying 1 or more Contagion tokens suffers -1 Toughness, growing easier to wound with every stroke that follows. At 3 or more tokens, it additionally takes 1 automatic wound at the start of each round, the rot now killing on its own without a blow. Tokens never leave once placed — the disease does not heal — and they spread, leaping to fresh bodies through Virulent Spread and the Censer's fog. A turn in which the host sows no Contagion is a turn it has merely tanked; the garden wins by counting, not by killing.

✂ THE CYCLE OF DECAY

GANG RULE

The Cycle of Decay is the Tally of Seven — the garden's slow ripening, measured across the whole battle. It is a meter, not a purse: the gang's tally begins each battle at 0 and only ever climbs, never falling, and nothing is ever bought or spent from it. It simply pays out, gang-wide and automatically, as it rises.

The tally advances a step whenever Contagion spreads to a fresh enemy or an afflicted enemy is taken Out of Action; the Tocsin of Misery and the Icon of Nurgle each add further steps. Its brackets ripen the whole host as they are reached. At 2, Contagion's first threshold worsens, a bearer now suffering -1 Toughness and -1 Initiative. At 3, every Nurgle body improves its Disgustingly Resilient roll by 1 for the rest of the battle. At 5, the automatic wound begins to bite at 2 or more tokens rather than 3. At 7 — the garden in full bloom — every enemy carrying any Contagion suffers -1 to all its save rolls. The longer the battle runs, the worse the rot; the host is most dangerous in the late turns, exactly when a fury gang has spent itself.

✂ FOUL ENDURANCE

GANG RULE

Foul Endurance is the Grandfather's patience made into nerve — the reason the Plague Host is the hardest warband in the faction to break and banish. Its durability is not only of flesh but of will, and the will is fed by the very disease the host spreads.

Every Nurgle body carries +1 Resolve as a baseline, lifting the whole host above the daemon standard and making it the last to fail its tests against Instability. On top of that, whenever an enemy bearing a Contagion token is taken Out of Action, the gang's Pressure drops by 1, to a minimum of nothing. This is the divergence that marks Nurgle out: where other daemons steady on a fresh kill or a swift one, the Plague Host steadies on a plague-kill — finishing a diseased foe eases the strain on the whole warband's nerve. It binds the host's nerve to the spreading of the plague: spread the rot, then reap the diseased, and the host grows steadier for the reaping even as it grows harder to remove.

Rancid Vigour is the Plaguefather's blessing radiating out from his lieutenant — the reason a host clusters around its Herald. While a Poxbringer stands on the field, friendly Nurgle fighters within Short of it improve their Disgustingly Resilient roll by 1, the whole knot of bodies around the Herald festering into something that barely dies at all.

That concentration is also the aura's weakness, and the enemy's clean answer. Kill the Poxbringer and the blessing dies with it: every fighter that was drawing on Rancid Vigour loses the improved roll, and the host loses the Herald's +2 Resolve steadier in the same stroke — thinning the line's Feel-No-Pain and risking a cascade of Instability at once. The wall is at its most immovable gathered close about its Herald; break the Herald, and the wall begins, slowly, to come apart.

FIGHTERS

DAEMON PRINCE

LEADER

✖ 365 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	–	6	6	6	4+	4	5+	5+	5+	6+

SAVE 4+

SPECIAL RULES The Daemonic Ward (4+ Ward) Disgustingly Resilient (5+ Feel-No-Pain after the ward)

Daemonic Instability (Prince Resolve 11 - rarely banishes; a +2 Resolve steadier for nearby daemons)

Foul Endurance (+1 Resolve baked in; a Contagion-afflicted enemy OOA relieves 1 Pressure)

Contagion (the balesword sows tokens on a telling blow)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; Fly; governed by Instability, never flees)

SEE SPECIAL RULES

Typed Effects

- grant-save feel-no-pain
- grant-immunity Broken

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Leadership

Shooting

Foul Contagion

STARTING GEAR Balesword

FREE SKILL Plague Touch

EQUIPMENT LIST

CLOSE-COMBAT

Daemonic Talons 25 credits

Balesword

included

ARMOUR

Mantle Of Pestilence 45 credits

STATUS

Icon Of Nurgle 50 credits

A mortal champion of the Grandfather ascended into a lumbering Fly-monster, the Daemon Prince of Nurgle is the host's mobile alternative to the Great Unclean One. It is not Plodding — it flies, moving as a jump over the wreckage the slow line cannot cross, and it hits at Strength 6 with four Attacks. Toughness 6 and six Wounds sit behind a 4+ Daemonic Ward and a 5+ Disgustingly Resilient roll, so it survives being the first thing into the enemy.

Its balesword carries the Toxin and Plague edges and sows Contagion on a telling blow, seeding the disease deep in the enemy line where the foot troops are too slow to reach. Resolve 11 keeps it on the field and lends nearby daemons the +2 steadier; Foul Endurance adds its baseline +1 and relieves pressure on each diseased kill. It is founded

with Plague Touch, so every Hit it lands leaves rot behind. Where the Great Unclean One anchors, the Prince ranges — the arm of the garden that can actually catch a fleeing foe.

GREAT UNCLEAN ONE

LEADER

525 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	4+	6	7	8	5+	4	4+	4+	4+	5+

SAVE 4+

SPECIAL RULES The Daemonic Ward (4+ Ward) Disgustingly Resilient (5+ Feel-No-Pain after the ward)

Daemonic Instability (Greater Resolve 11 - rarely banishes; a +2 Resolve steadier for nearby daemons)

Foul Endurance (+1 Resolve baked in; a Contagion-afflicted enemy OOA relieves 1 Pressure)

Contagion (the cleaver and balesword sow tokens; the garden's heart) Plodding (the slowest Move; no Sprint)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; governed by Instability, never flees)

SEE SPECIAL RULES

Typed Effects

- grant-save feel-no-pain
- grant-immunity Broken

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Shooting

Leadership

Foul Contagion

STARTING GEAR Great Cleaver Of Nurgle

FREE SKILL Living Plague

EQUIPMENT LIST

CLOSE-COMBAT

Balesword 30 credits

Bilesword 30 credits

♣ Bilesputr Censer Maul 35 credits

Built from a swinging plague-censer forged onto a two-handed maul-haft (Nurgle daemon range). Priced above the stock bilesword 30.

Great Cleaver Of Nurgle

included

ARMOUR

Mantle Of Pestilence 45 credits

STATUS

Censer Of Pestilence 45 credits

Icon Of Nurgle 50 credits

The Great Unclean One is the garden's heart made flesh — a vast, bloated avatar of the Plaguefather that the whole host screens and grinds behind. Nothing on the roster is harder to be rid of: eight Wounds at Toughness 7 behind a 4+ Daemonic Ward, and a 5+ Disgustingly Resilient roll that shrugs off wounds the Ward lets through. It walks at the slowest pace on the field and cannot Sprint, so it does not chase — it arrives, plants itself, and refuses to leave.

In melee it is a slaughterhouse: the Great Cleaver of Nurgle falls with Knockback and the rotting Plague edge, and its blows sow Contagion into everything it touches. Its Resolve of 11 means it is almost never banished, and it steadies every daemon nearby, adding +2 to their Resolve; Foul Endurance folds a further +1 into the whole host

and eases the Instability pressure each time a diseased enemy is finished. Living Plague comes founded on the body. Kill it and the grind loses its anchor — but reaching it through the tide is the whole problem.

BILEPIPER

CHAMPION

× 135 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	4+	4	5	3	4+	2	5+	5+	5+	6+

SAVE 5+

SPECIAL RULES The Daemonic Ward (5+ Ward) Disgustingly Resilient (6+ Feel-No-Pain after the ward)

Daemonic Instability (Herald Resolve 9; a +2 Resolve steadier for nearby daemons)

Foul Endurance (+1 Resolve baked in; a Contagion-afflicted enemy OOA relieves 1 Pressure)

Contagion (the contagion-spreader Herald - amplifies the disease around it) Plodding (the slowest Move; no Sprint)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; governed by Instability, never flees)

SEE SPECIAL RULES

Typed Effects

- grant-save feel-no-pain
- grant-immunity Broken

PRIMARY

Cunning

Ferocity

Leadership

SECONDARY

Brawn

Combat

Shooting

Foul Contagion

STARTING GEAR Plaguesword

FREE SKILL Noxious Miasma

EQUIPMENT LIST

SPECIAL

Plague Spew 20 credits

CLOSE-COMBAT

Plaguesword

included

ARMOUR

Mantle Of Pestilence 45 credits

STATUS

Tocsin Of Misery 30 credits

The Sloppity Bilepiper is the morbid Herald variant — the disease-vector command body, where the Poxbringer is the resilience anchor. It does not so much fight as conduct, amplifying the Contagion that boils around it and dragging the enemy's morale down with its capering, tuneless dirge. It shares the Herald frame: Toughness 5, three Wounds, a 5+ Ward and a 6+ Disgustingly Resilient roll, Resolve 9 with Foul Endurance, and the +2 steadier for nearby daemons.

It carries a plaguesword with the Toxin and Contagion edges and is founded with Noxious Miasma, so enemies that linger within Short of it rot to a lower Toughness — softening them for the stacking wounds Contagion inflicts. Its skill access opens Cunning, the disease treated as a dirty trick: a Bilepiper-led host advances down the spreading-plague path rather than the immovable-wall one. It walks at the Plodding pace of the host, content to let the enemy come to the flies.

POXBRINGER

CHAMPION

× 150 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	4+	4	5	3	4+	2	5+	5+	5+	6+

SAVE 5+

SPECIAL RULES The Daemonic Ward (5+ Ward) Disgustingly Resilient (6+ Feel-No-Pain after the ward)

Daemonic Instability (*Herald Resolve 9; a +2 Resolve steadier for nearby daemons*)

Foul Endurance (+1 Resolve baked in; a Contagion-afflicted enemy OOA relieves 1 Pressure)

Rancid Vigour (*friendly Nurgle within Short improve Disgustingly Resilient by 1*)

Contagion (*a pox-caster; the plagueblade-relic sows tokens*) Plodding (*the slowest Move; no Sprint*)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (*Terrifying; governed by Instability, never flees*)

SEE SPECIAL RULES

Typed Effects

- grant-save feel-no-pain
- +1
- grant-immunity Broken

PRIMARY Combat Ferocity Leadership SECONDARY Brawn Cunning Shooting
Foul Contagion

STARTING GEAR Plagueblade Relic

FREE SKILL Virulent Spread

EQUIPMENT LIST

SPECIAL	STATUS
Plague Spew 20 credits	Censer Of Pestilence 45 credits
CLOSE-COMBAT	Icon Of Nurgle 50 credits
Plagueblade Relic	✦ Rot Swarm Hive 50 credits
included	Built from Nurgleling swarm-bases fused into a fly-choked hive-sac (Nurgle daemon range). Priced above the stock Censer of Pestilence 45.
ARMOUR	
Mantle Of Pestilence 45 credits	

The Poxbringer is the foot Herald of Nurgle — the resilience anchor around which a Plague Host builds. It projects Rancid Vigour: friendly Nurgle within Short of it improve their Disgustingly Resilient roll by 1, turning an already-stubborn line into one that barely dies at all. It also steadies nerve, adding +2 Resolve to daemons nearby, and its own Resolve of 9 with Foul Endurance keeps it standing long after lesser things banish.

It fights as a pox-caster, its Master-crafted plagueblade-relic sowing Contagion with each cut, and it is founded with Virulent Spread so the disease leaps from body to body around it. Toughness 5 and three Wounds behind a 5+ Ward and a 6+ Disgustingly Resilient roll make it durable for a command body, but it is the obvious answer to

the whole host: kill the Poxbringer and its Rancid Vigour aura and +2 steadier both vanish, thinning the line's Feel-No-Pain and risking a cascade of Instability in the same stroke. It walks at the host's Plodding pace.

BEAST OF NURGLE

GANGER

× 140 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	–	4	5	4	4+	3	8+	7+	7+	9+

SAVE 5+

SPECIAL RULES The Daemonic Ward (5+ Ward)

Disgustingly Resilient (5+ Feel-No-Pain, and Relentless Regeneration - recovers 1 Wound at the start of each round)

Daemonic Instability (Resolve 8; a mindless daemon-beast)

Foul Endurance (+1 Resolve baked in; a Contagion-afflicted enemy OOA relieves 1 Pressure)

Contagion (the pestilent claws sow tokens; the slobbering tongue drags the prey in to be rotted)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; a loping beast (ignores the Plodding tax); governed by Instability, never flees)

SEE SPECIAL RULES

Typed Effects

- grant-save feel-no-pain
- grant-immunity Broken

PRIMARY

BrawnCombat

SECONDARY

AgilityFerocity

Foul Contagion

STARTING GEAR Slobbering Tongue · Pestilent Claws

EQUIPMENT LIST	
CLOSE-COMBAT	ARMOUR
Pestilent Claws	Glutinous Hide35 credits
included	
Slobbering Tongue	
included	

The Beast of Nurgle is a great slobbering daemon-hound, delighted by everything it meets and impossible to keep down. It lopes at Move 5, faster than the walking line and free of the Plodding gait, hunting on four Attacks with a maw and claws. Four Wounds at Toughness 5 sit behind a 5+ Ward and a 5+ Disgustingly Resilient roll, and on top of that it heals: Relentless Regeneration recovers a Wound at the start of each round, so an enemy that fails to finish it in one turn finds it whole again.

It fights close and clinging. Its slobbering tongue is a Versatile reach weapon with Entangle and Drag, hauling a chosen foe in to be smothered, while its pestilent claws carry the Toxin and Rending edges and sow Contagion into the prey it pins. Its low nerve is irrelevant — a mindless beast steadied by the same Foul Endurance and Instability as the rest of the host. Turned loose on the enemy backfield, it drags fighters down and simply will not stay dead.

PLAGUE DRONE

GANGER

× 165 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	4+	4+	4	6	4	4+	2	7+	6+	6+	7+

SAVE 4+

SPECIAL RULES

The Daemonic Ward (4+ Ward)

Disgustingly Resilient (5+ Feel-No-Pain after the ward)

Daemonic Instability (Resolve 8; the cavalry body)

Foul Endurance (+1 Resolve baked in; a Contagion-afflicted enemy OOA relieves 1 Pressure)

Contagion (the death's-head sting sows a token on the Fly-charge)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; Fly (moves as a jump, ignores the Plodding tax); governed by Instability, never flees)

SEE SPECIAL RULES

Typed Effects

- grant-save feel-no-pain
- grant-immunity Broken

PRIMARY

Brawn

SECONDARY

Agility

Combat

Ferocity

Shooting

Foul Contagion

STARTING GEAR Deaths Head Sting

EQUIPMENT LIST	
SPECIAL	WARGEAR
Plague Spew20 credits	Rot Fly Goad35 credits
CLOSE-COMBAT	
Deaths Head Sting	
included	

The Plague Drone is a Plaguebearer borne aloft on a droning Rot Fly — the one fast body in an otherwise Plodding host, and the host’s answer to an enemy that tries to kite it. It Flies at Move 7, moving as a jump and ignoring the ground the foot line cannot cross, and it is a heavy multi-Wound flyer: four Wounds at Toughness 6 behind a 4+ Ward and a 5+ Disgustingly Resilient roll.

Its death's-head sting strikes with the Toxin and Impact edges, biting harder on the charge, and sows Contagion into whatever it reaches — carrying the disease to a foe the walking line would never catch. Resolve 8 with Foul Endurance keeps it steady, and each diseased enemy finished eases the host's Instability. Its skill access opens Agility as a Secondary, the only chassis besides the Beast to touch it, reflecting a body that actually manoeuvres. A Drone host trades some of the wall's stubbornness for the reach to force the grind onto a running enemy.

PLAGUEBEARER

GANGER

× 60 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	–	3	5	1	5+	1	7+	6+	6+	7+

SAVE 5+

SPECIAL RULES

The Daemonic Ward (5+ Ward)

Disgustingly Resilient (6+ Feel-No-Pain after the ward)

Daemonic Instability (Line Resolve 7)

Foul Endurance (+1 Resolve baked in; a Contagion-afflicted enemy OOA relieves 1 Pressure)

Contagion (the tally-keeper)

Plodding (the slowest Move; no Sprint)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; governed by Instability, never flees)

SEE SPECIAL RULES

Typed Effects

- grant-save feel-no-pain
- grant-immunity Broken

PRIMARY

Brawn

Ferocity

SECONDARY

Combat

Foul Contagion

STARTING GEAR Plaguesword

EQUIPMENT LIST

CLOSE-COMBAT

Plaguesword

included

PERSONAL

Plague Brew

25 credits

The Plaguebearer is the line troop of the Plague Host and the tally-keeper of the Grandfather's count — the immovable body around which everything else is built. It is a single Wound at Toughness 5, with no armour but a 5+ Daemonic Ward and a 6+ Disgustingly Resilient roll layered behind it, so the enemy pays far more to remove it than it costs to field. It moves at the host's slowest pace and cannot Sprint; it does not chase, it advances, and it does not leave.

Its plaguesword carries the Toxin and Contagion edges, so every melee Hit — telling or not — leaves a Contagion token on the foe, and Plaguebearers are the innate vector by which the disease enters the enemy gang. Its Resolve of 7, the highest baseline in the faction through Foul Endurance, makes the line the last thing to break, and each diseased enemy finished eases the host's Instability. The wall that walks the plague forward: cheap, warded, and nearly impossible to be rid of.

PLAGUERIDDEN

GANGER

× 115 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	–	4	5	2	4+	2	6+	6+	6+	7+

SAVE 5+

SPECIAL RULES The Daemonic Ward (5+ Ward) Disgustingly Resilient (6+ Feel-No-Pain after the ward)

Daemonic Instability (Resolve 8; the mid-line grinder)

Foul Endurance (+1 Resolve baked in; a Contagion-afflicted enemy OOA relieves 1 Pressure)

Contagion (the pox flail sows tokens; the pack-champion of the tally) Plodding (the slowest Move; no Sprint)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; governed by Instability, never flees)

SEE SPECIAL RULES

Typed Effects

- grant-save feel-no-pain
- grant-immunity Broken

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Cunning

Leadership

Foul Contagion

STARTING GEAR Pox Flail

EQUIPMENT LIST

SPECIAL

Plague Spew 20 credits

CLOSE-COMBAT

Plaguesword 15 credits

✦ Rusted Plague Scythe 30 credits

Kitbashed from a Plaguebearer plaguesword lashed to a rotting Poxbringer haft (Nurgle daemon range) — a reaching contagion-blade. Priced above the stock pox-flail 25.

Pox Flail

included

ARMOUR

Mantle Of Pestilence 45 credits

PERSONAL

Plague Brew 25 credits

The Plagueridden is a Plaguebearer swollen into a pack-champion — the specialist grinder of the mid-line and the keeper of the tally among the rank and file. It upgrades the line body with a second Wound, a second Attack, and a keener eye, while keeping the same durable spine: Toughness 5 behind a 5+ Ward and a 6+ Disgustingly Resilient roll, Resolve 8, Foul Endurance folded in.

It fights with a pox flail — a Versatile reach weapon with Knockback and the Toxin edge — sowing Contagion as it grinds, and it can trade down to a plaguesword or take up the plague-spew. Its skill access leans hard into Brawn, Combat, Ferocity and the Foul Contagion set, with Cunning opening as a Secondary so it can specialise as a

spreader if the host wants one in the line rather than the command tier. Like the rest of the wall it is Plodding, walking the disease forward one deliberate step at a time.

NURGLINGS

JUVE

× 36 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	5+	–	2	4	1	5+	1	8+	8+	8+	8+

SAVE 6+

SPECIAL RULES

The Daemonic Ward (6+ Ward)

Daemonic Instability (*Resolve 7 with Foul Endurance; the cheap body Pressure builds on*)

Foul Endurance (+1 Resolve baked in; a Contagion-afflicted enemy OOA relieves 1 Pressure)

Contagion (*the bite-swarm sows tokens on what it swamps*)

Plodding (*the slowest Move; no Sprint*)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (*Terrifying; governed by Instability, never flees*)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Broken

SECONDARY

Brawn

Cunning

STARTING GEAR Nurgling Bite Swarm

EQUIPMENT LIST

CLOSE-COMBAT

Nurgling Bite Swarm

included

A base of Nurglings is three giggling splinters of the Grandfather's mirth — the cheapest, most plentiful bodies in the host, and the expendable screen the wall hides its Heralds behind. They are the swarm tier: Toughness 4, a single Wound, and a 6+ Daemonic Ward with no Disgustingly Resilient roll, so they die where the line endures. That is the point — they are there to be spent, soaking hits and clogging the enemy's path while the slow, durable bodies grind up behind them.

Their biting swarm floods a target with many low-Strength hits and sows Contagion into whatever it swamps, so even the chaff carries the disease forward. They walk at the host's Plodding pace and cannot Sprint. Resolve 7 through Foul Endurance is high for so cheap a body, giving the enemy a stubborn nuisance to clear, and each diseased kill they help make eases the host's Instability. Plentiful, disposable, and still faithful to the garden: rot delivered by the fistful.

PLAGUEBURST CRAWLER

VEHICLE

✖ 350 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	9	8	7	8	7+	4+	4+	6+	4+	5+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Plagueburst Mortar — Front arc (Crew)
- ♦ Entropy Cannon — Left arc (Crew)
- ♦ Entropy Cannon — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Daemonic Ward (4+ invulnerable — an inherent survivability layer riding ON the vehicle: a separate save, not the chassis Sv)
- ♦ Terrifying

The Plagueburst Crawler is the trundling contagion-engine — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. A Foetid Palanquin of rusted iron grinds forward on its tracks at Movement 4", the same unhurried pace as the Plodding host it escorts, and it is built to endure: Toughness 9 to the front, 8 to the flank, 7 to the rear, over eight Hull Points behind a 4+ hull save. On top of the armour rides the daemonic **4+ ward** — an inherent survivability layer of the warp, a save of its own and not the chassis armour, so the Crawler shrugs off what should have killed it and keeps rolling. Its plagueburst mortar lobbs contagion-shells over cover from the front hardpoint, seeding Blast and Contagion tokens across the board long before the engine itself arrives, while the twin entropy cannons on the flanks rot the armour off anything that tries to trade fire with it. It is Terrifying, slow, and hard to steer (Handling 7+), a rolling fortress rather than a spearhead. A fortune-gatekeeper at 0-1 per gang, priced **provisional** from the \$5c profile; its damage, handling and violent banishment are all resolved through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SOUL GRINDER

VEHICLE

✖ 360 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	4+	4+	7+	5+	6+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Soul Grinder Claw — Arm arc (Crew)
- ♦ Soul Grinder Cannon — Front arc (Crew)

SPECIAL RULES

- ♦ [object Object]
- ♦ [object Object]
- ♦ 0-1 per gang

The Soul Grinder is a daemon soul welded into a striding engine of brass and bone — a shared war-machine of the warp, here marked to the Grandfather and dragged into the Plague Host. As of the Core-wide reckoning it is no longer the host's heaviest Brute on the fighter grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. It is a Walker of front-weighted hull (Toughness 8 to the fore, 7 to the flank, 6 to the rear) over six Hull Points, striding forward at six inches — quicker than the walking line it anchors. Its defence is no armour but a 4+ Daemonic Ward: an AP-proof warp-field that ignores rend, the Sv column itself being the Ward. In melee its iron claw and warpsword tear through armour with the Rending edge; at range its hull-mounted harvester cannon lays down heavy fire, a Rapid Fire and Blast profile that gives the melee-heavy host a second gun beside the Crawler. It carries none of Nurgle's own Contagion in its frame — it is a borrowed monster, not a plague-body — but it anchors the line all the same. A fortune-gatekeeper the host fields at most one of; Terrifying, it advances and kills until torn apart, at which point it banishes back to the warp in a violent implosion, its damage, handling and Deadly Demise all resolved through the Ash-Wastes vehicle rules. Its price is provisional, derived from the \$5c profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

☠

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Plague Wind. A gust of diseased air rolls off the host and through the enemy line. Play at the start of any round: every enemy fighter within Short of one or more of your Nurgle fighters gains 1 Contagion token as the plague-wind settles on them.	ANY ROUND

12	The Seventh Blessing. The Grandfather counts his favour early, and the garden ripens ahead of its time. Play in any round: advance your gang's Cycle of Decay by 2 steps immediately, bringing its brackets to bear sooner than the battle alone would.	ANY ROUND
13	Disgusting Resilience. The rot closes over every wound as fast as it opens. Play at the start of any round: until the end of that round, your Nurgle fighters may re-roll failed Disgustingly Resilient rolls, shrugging off harm that would fell a lesser body.	ANY ROUND
14	It Will Not Die. Some servants of the garden simply refuse the end. Play when a friendly fighter would be taken Out of Action: instead, it stays standing with 1 Wound remaining, still in the fight. This tactic may be used only once per battle.	WHEN A FRIENDLY FIGHTER IS TAKEN OUT OF ACTION
15	Putrid Explosion. A slain daemon of the garden does not fall quietly — its bloated body bursts in a spray of filth. Play when a friendly Nurgle fighter is taken Out of Action: every enemy within Short of it gains 2 Contagion tokens as the rot showers over them.	WHEN A FRIENDLY NURGLE FIGHTER IS TAKEN OUT OF ACTION
16	Endless Patience. The host is in no hurry, and nothing the enemy does can rattle it. Play at the start of any round: until the end of that round, your Nurgle fighters automatically pass any Nerve tests they are called on to make, standing unshaken however the battle turns.	ANY ROUND
21	Weight Of Rot. The sheer bloated mass of the charging daemon bowls its target off its feet. Play when a friendly Nurgle fighter charges: the enemy it reaches is knocked back and left Prone as the weight of rot crashes into it.	WHEN CHARGING
22	Bloated Advance. The tide gathers itself and rolls a little further than the enemy hoped. Play at the start of a round: until the end of that round, your Nurgle fighters add 1" to their Move as the whole bloated host surges forward.	START OF ROUND
23	Sour Ground. The earth beneath a stretch of the battlefield curdles and festers. Play in any round: choose a terrain feature or a marked patch of ground; until the end of that round, any enemy that ends its activation on or within it gains 1 Contagion token as the sour ground sickens it.	ANY ROUND
24	Cloud Of Flies Tactic. A droning cloud of flies boils up to spoil the shot. Play when an enemy targets one of your Nurgle fighters with a ranged attack: that attack suffers -1 to hit as the swarm fouls the enemy's aim.	ENEMY SHOOTING
25	Contagious Wounds. Every cut the host lands festers on the instant. Play at the start of any round: until the end of that round, whenever one of your Nurgle fighters Wounds an enemy in melee, that enemy gains an extra Contagion token as the wound turns rotten.	ANY ROUND
26	The Doom Bell Tolls. The cracked bell of the host sounds across the field, and the enemy's heart sinks to hear it. Play in any round: until the end of that round, enemy fighters within Short of one of your Nurgle fighters suffer -1 to any Cool or Nerve tests they are called on to make.	ANY ROUND
31	Unyielding. The wall does not give ground. Play in any round: until the end of that round, your Nurgle fighters cannot be moved against their will by Knockback or any similar effect, holding exactly where they stand.	ANY ROUND
32	Miasmatic Shroud. A reeking haze rolls out across the host and saps the strength of any who breathe it. Play in any round: until the end of that round, enemy fighters within Short of one of your Nurgle fighters suffer -1 Toughness, softening them for the disease and every blow that follows.	ANY ROUND

33	Regenerative Filth. The wounds knit closed with weeping, stinking flesh. Play at the start of a round: choose a friendly fighter that has lost one or more Wounds; it immediately recovers 1 lost Wound as the rot fills the gap.	START OF ROUND
34	Swarming Splinters. The little splinters of the garden boil up in a frenzy of biting. Play in any round: choose a friendly Nurgling base; until the end of that round it makes one additional Attack, and any enemy it Hits in melee gains 1 Contagion token.	ANY ROUND
35	Wallow. A servant of the garden settles into the filth and comes up refreshed. Play in any round: choose a friendly fighter within any terrain feature or difficult ground; it immediately removes one Flesh Wound as it wallows in the muck.	ANY ROUND
36	Festering Blow. The first strike of the charge lands rotten and deep. Play when a friendly Nurgle fighter charges: it may re-roll one failed hit from its charge attacks, and its first successful Hit this round inflicts an extra Contagion token on the target.	WHEN CHARGING
41	Spread The Joy. The Grandfather's gifts are made to be shared. Play in any round: each enemy fighter that already bears a Contagion token passes 1 token to another enemy of your choice within Short of it, the joy of the plague leaping onward.	ANY ROUND
42	Grandfathers Gaze. The Grandfather turns his fond, terrible attention upon a single foe. Play in any round: choose an enemy fighter in sight of one of your Nurgle fighters; until the end of that round it suffers -1 to all its hit rolls, unnerved by the weight of that gaze.	ANY ROUND
43	Slow Inevitability. Whatever happens on the field, the rot advances one more step. Play in the end phase of any round: advance your gang's Cycle of Decay by 1 step, the garden ripening with the passing of time alone.	END PHASE
44	Bilious Tide. The rising tide of filth washes over any foe caught between the host's bodies. Play in any round: every enemy fighter that is within Short of two or more of your Nurgle fighters immediately gains 1 Contagion token.	ANY ROUND
45	Rooted. The daemon sinks its bulk into the ground and becomes part of it. Play in any round: choose a friendly Nurgle fighter that then makes no move this round; until it next moves it improves its Disgustingly Resilient roll by 1 and cannot be shifted from its spot against its will.	ANY ROUND
46	Corpse Harvest. Every diseased body that falls feeds the garden's count. Play at the start of any round: until the end of that round, each time an enemy bearing a Contagion token is taken Out of Action, advance your gang's Cycle of Decay by an additional step.	ANY ROUND
51	Second Skin. A fresh layer of boils and rubbery hide swells up to take the next blow. Play in any round: choose a friendly Nurgle fighter, which improves its Disgustingly Resilient roll by 1 until the end of that round.	ANY ROUND
52	Nurgles Rot. The signature plague of the Grandfather blooms in a body already thick with it. Play in any round: choose an enemy fighter bearing 3 or more Contagion tokens; it immediately suffers 1 additional automatic wound as the rot surges through it.	ANY ROUND
53	Buboes Burst. Strike a servant of the garden and its swollen sores rupture over the attacker. Play when a friendly Nurgle fighter is Wounded in melee: the enemy that dealt the wound immediately gains 1 Contagion token as the burst boils spatter it.	WHEN A FRIENDLY FIGHTER IS WOUNDED IN MELEE
54	Ponderous Charge. Slow it may be, but once it commits there is no stopping it. Play when a friendly Nurgle fighter charges: it adds 2" to its charge move, closing a gap the plodding host could not otherwise cross.	WHEN CHARGING

55	Fly Blown. The flies find a single foe and settle on it in a seething mass. Play in any round: choose an enemy fighter within Short of one of your Nurgle fighters; it immediately gains 2 Contagion tokens as the swarm crawls over it.	ANY ROUND
56	Tally Of Seven. The Tallyman's count leaps forward as the diseased are reckoned up. Play in any round: count the enemy fighters that bear one or more Contagion tokens; if there are three or more, advance your gang's Cycle of Decay by 1 step, and if there are six or more, advance it by 2 instead.	ANY ROUND
61	Stubborn Meat. There is a great deal of the enemy to kill, and it does not stay down easily. Play in any round: the first time a friendly fighter would be taken Out of Action before the end of that round, roll a D6 — on a 4 or higher it is Seriously Injured instead, clinging to life amid the rot.	ANY ROUND
62	Contaminated Air. The very air around the host turns thick and poisonous. Play at the start of any round: until the end of that round, any enemy that ends its activation within Short of one of your Nurgle fighters gains 1 Contagion token from the fouled air alone.	ANY ROUND
63	Relentless. A body already half-rotted feels its fresh hurts not at all. Play in any round: choose a friendly fighter, which ignores all penalties from its Flesh Wounds until the end of that round, fighting as though whole.	ANY ROUND
64	Blessing Of Decay. The Grandfather lays a favour on the host and hastens the rot in the same breath. Play in any round: advance your gang's Cycle of Decay by 1 step, and until the end of that round one friendly Nurgle fighter of your choice improves its Disgustingly Resilient roll by 1.	ANY ROUND
65	Overripe. A body swollen with the plague splits and sags. Play in any round: choose an enemy fighter bearing 3 or more Contagion tokens; until the end of that round it suffers -1 to all its save rolls as the rot leaves it soft and overripe.	ANY ROUND
66	The Garden Claims All. As the round closes, the garden reaches out and takes a little more of the enemy. Play in the end phase of any round: every enemy fighter that already bears one or more Contagion tokens gains 1 further token as the rot claims deeper hold.	END PHASE



ALLIANCES

✕ THE GRANDFATHERS GARDEN

ALLIANCE

WHO	a Death Guard cult-legion warband - the plague-Marines of the same Grandfather (any such Death Guard gang; generic, chosen when the pact is struck, NEVER a fixed named gang)
FACTION	death-guard
MY ROLE	the summoned garden - the Plague Host answers the Death Guard's call as kin, deep-striking a Plaguebearer / Nurgling retinue into a shared battle via the Marines' Plague Summons, fighting under its own Plague Host rules; a family reunion, not a hired sword
PHASE GATE	opens once the campaign reaches its declared middle phase, while both the Plague Host and a Death Guard warband hold ground on the same world (a local phase before the Cataclysm) - the garden does not open lightly
TERMS	campaign-only, phase-gated Grandfather's-garden pact: for a campaign benefit the Death Guard may summon the Plague Host into a shared battle, where the daemons arrive by Plague Summons and fight under their own rules; NO daemon enters a normal Death Guard battle list and no Marine joins the Plague Host's roster - this is the garden lent to its favoured mortals, not a combined gang, and the Death Guard's own campaign heart authors the mirror from its side

The garden lends itself to its favoured mortals. The partner is a Death Guard cult-legion warband — the plague-Marines of the same Grandfather — chosen when the pact is struck and never a fixed named gang.

The bond is kinship, not hire. When the pact is invoked, the Plague Host answers the Death Guard's call as family, deep-striking a Plaguebearer and Nurgling retinue into a shared battle through the Marines' Plague Summons, where the daemons fight under their own Plague Host rules. It is a reunion of the same faith, not a sword bought for coin.

The pact opens only once the campaign reaches its declared middle phase, while both a Plague Host and a Death Guard warband hold ground on the same world — a local phase before the Cataclysm. The garden does not open lightly. For a campaign benefit, the Death Guard may summon the Plague Host into a shared battle, the daemons arriving by Plague Summons and fighting under their own rules; but no daemon joins a normal Death Guard battle list and no Marine joins the Plague Host's roster. This is the garden lent to its mortal kin, not a combined gang, and the Death Guard's own campaign heart authors the mirror of this pact from its side.

WHO	a rival gang built to refuse the grind - a mobile kiting line or a high-Damage gun-gang that has learned the named counter to the Plague Host (generic, chosen when the feud is struck, NEVER a fixed named gang)
MY ROLE	the walking host this rival is built to starve - the feud runs cold: the snipers refuse the melee, out-range the Plodding line, and land few-but-fat high-Damage hits that blow past the ward and the Feel-No-Pain before the disease can spread, and the Plague Host fights to force the grind onto a foe determined never to close
PHASE GATE	opens once a rival gang has out-ranged a Plague Host and beaten it before its Contagion took hold in a prior battle (the grudge born of the one time the garden was starved)
TERMS	campaign-only feud, NOT an alliance of aid: when the two gangs meet, the rival deploys weighted toward fast kitters or high-Damage ranged weapons and gains a bonus to refuse or escape melee, or to land a telling hit on a Nurgle centrepiece (e.g. re-roll a Retreat, or +1 Damage against a body already at full Wounds); the Plague Host gains a reputation bounty for reaching the late turns with its Cycle of Decay high despite the counter; NO shared roster - this is enmity, the map-level shape of the House's named counter

This is a feud, not an alliance — the map-level shape of the Plague Host's one honest weakness. The rival is any gang built to refuse the grind: a mobile kiting line or a high-Damage gun-gang that has learned the named counter to the host. It is chosen when the feud is struck and is never a fixed named gang.

The enmity runs cold and patient on both sides. The rival refuses the melee, out-ranges the Plodding line, and lands few-but-fat hits that punch past the Ward and the Feel-No-Pain before the disease can take hold; the Plague Host fights to force the grind onto a foe determined never to close.

The feud opens once a rival gang has out-ranged a Plague Host and beaten it before its Contagion took root — the grudge born of the one time the garden was starved. When the two meet, the rival deploys weighted toward fast kitters or heavy ranged weapons and gains a bonus to refuse or escape melee, or to land a telling hit on a Nurgle centrepiece, such as re-rolling a Retreat or striking with +1 Damage against a body still at full Wounds. The Plague Host, for its part, earns a reputation bounty for reaching the late turns with its Cycle of Decay still high despite the counter. There is no shared roster; this is enmity, not aid.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
6	A Blessing Of Boils. The Plaguefather grants a small, fond gift of festering flesh. Choose one fighter in your gang; in its next battle it improves its Disgustingly Resilient roll by 1, a fresh crop of boils swallowing the blows that come. It is the least of the garden's regard, and the most common — a modest thickening of an already-stubborn hide.	THE PLAGUEFATHER'S REGARD, BORNE BY THE PLAGUE-CULTS THAT TEND THE GARDEN

7	Seven Small Gifts. The Grandfather sends seven of his little gifts ahead of the battle. At the start of your next battle, place 7 Contagion tokens, distributing them among enemy fighters as you choose, with no more than 2 placed on any single fighter. The seven-fold blessing arrives before a blow is struck, and the garden begins the fight already sown.	THE PLAGUEFATHER'S REGARD, BORNE BY THE PLAGUE-CULTS THAT TEND THE GARDEN
8	A Loaned Swarm. The plague-cults send a churning base of Nurglings to join the muster. For your next battle, add one base of Nurglings to your gang at no cost; it fights as any Nurgling base does and is returned to the garden when the battle ends. A gift of bodies to be spent, the cheapest and most plentiful of the Grandfather's regard.	THE PLAGUEFATHER'S REGARD, BORNE BY THE PLAGUE-CULTS THAT TEND THE GARDEN
9	The Fly Lords Attention. The Fly Lord fixes his gaze on a single foe and marks it for the garden. At the start of your next battle, choose one enemy fighter; it begins the game already bearing 2 Contagion tokens, the flies having found it before the fighting even opens. A pointed favour, aimed at a foe you most want rotting early.	THE PLAGUEFATHER'S REGARD, BORNE BY THE PLAGUE-CULTS THAT TEND THE GARDEN
10	A Pox Well Kept. A pox nursed across the campaign blooms early in the next fight. Your gang's Cycle of Decay begins your next battle already at 1 step, the garden ripe before the first round. It is a generous regard, letting the host's brackets bite sooner than a fresh battle would allow.	THE PLAGUEFATHER'S REGARD, BORNE BY THE PLAGUE-CULTS THAT TEND THE GARDEN
11	The Rotmasters Favour. The Rotmaster himself tends one of your favoured servants. Choose one fighter carrying a Lasting Injury; for your next battle it sets that injury aside entirely, the rot knitting it whole for one more war. A deep and rare regard — the garden mending what should not mend, if only for a single battle.	THE PLAGUEFATHER'S REGARD, BORNE BY THE PLAGUE-CULTS THAT TEND THE GARDEN
12	The Plaguefathers Own Blessing. The greatest regard the garden can bestow: the Plaguefather turns his vast, smiling attention on your whole host. For your next battle, your gang's Cycle of Decay begins already at 2 steps, and one fighter of your choice improves its Disgustingly Resilient roll by 1 for the duration. When the Grandfather himself blesses the muster, the war is half-rotten before it starts.	THE PLAGUEFATHER'S REGARD, BORNE BY THE PLAGUE-CULTS THAT TEND THE GARDEN

☠ SUB-PLOTS

✂ THE SPREADING GARDEN

SUB-PLOT

Reward: The gang's garden is rooted: for the rest of the campaign it begins every battle with its Cycle of Decay already at 2 steps, and its Pox Tally reputation for Contagion-afflicted kills counts at an extra +0.5x. This sub-plot can be claimed only once per campaign.

TRIGGER. Across the campaign, your gang drives its Cycle of Decay to 5 or higher in three separate battles — the garden reaching full bloom, war after war, until the rot has taken root in the very ground you fight over.

REWARD. The garden is rooted for good. For the rest of the campaign your gang begins every battle with its Cycle of Decay already at 2 steps, and its Pox Tally reputation for kills made against Contagion-afflicted enemies counts at an additional half again. This sub-plot may be claimed only once per campaign.

✂ THE UNKILLABLE HOST

SUB-PLOT

Reward: The gang's endurance is proven: for the rest of the campaign, once per battle it may re-roll a single failed Bottle test or a single failed Disgustingly Resilient roll on a Leader or Champion. This sub-plot can be claimed only once per campaign.

TRIGGER. Across the campaign, your gang fights three separate battles all the way to the final round without ever being broken or forced to bottle out — the host that simply would not leave the table, however hard the enemy pushed.

REWARD. The host's endurance becomes legend. For the rest of the campaign, once per battle you may re-roll a single failed Bottle test, or a single failed Disgustingly Resilient roll made by a Leader or Champion. This sub-plot may be claimed only once per campaign.

☠ LEGENDARY NAMES

✂ KEEPER OF THE SEVENTH POX

POXBRINGER OR BILEPIPER

XP cost (random): 5

XP cost (chosen): 10

Reserved for a Poxbringer or Bilepiper, the Keeper of the Seventh Pox is a Herald who has counted the seven-fold pox in the mould of Epidemius the Tallyman — the one who reckons every blessing the garden gives.

BENEFIT. Whenever the Keeper's group inflicts Contagion, the gang's Cycle of Decay advances by an extra step, exactly as though the Keeper bore a Tocsin of Misery, and this stacks with an actual Tocsin. The Keeper counts every pox, and the count climbs faster for the counting.

DRAWBACK. The Keeper is obsessed with the tally and will not leave a diseased foe unfinished. If able, it must each round move toward and attack the nearest Contagion-bearing enemy, even away from the gang's objective or into open danger; and it may never carry a ranged weapon, for the counter does its work by hand.

✧ THE HUNDRED PLAGUED

PLAGUEBEARER OR PLAGUERIDDEN

XP cost (random): 5

XP cost (chosen): 9

Reserved for a Plaguebearer or Plagueridden, the Hundred-Plagued is a line body that has spread a hundred contagions and rotted a hundred times over without ever quite dying — a walking testament to the garden's patience.

BENEFIT. The Hundred-Plagued treats its Disgustingly Resilient roll as one step better, to the House floor of 4+, and its melee weapon inflicts an extra Contagion token on a telling Hit. A body that has survived a hundred plagues is nearly impossible to be rid of, and everything it touches rots.

DRAWBACK. It is so riddled with the god's gifts that it is permanently slowed. It always counts as Plodding, even on a chassis that would otherwise escape it, and can never make a Sprint action or benefit from any effect that would let it exceed its base Move.

✧ THE RAINFATHER

GREAT UNCLEAN ONE OR DAEMON PRINCE

XP cost (random): 6

XP cost (chosen): 12

Reserved for a Great Unclean One or a Daemon Prince, the Rainfather is a garden-tender in the mould of Rotigus — one of the deepest-blessed of the Plaguefather's avatars, the rain of rot walking made flesh.

BENEFIT. While the Rainfather is on the field, the gang's Cycle of Decay begins every battle already at 1 step, and the fighter itself improves its Disgustingly Resilient roll by 1, to the House floor of 4+. The garden grows wherever the Rainfather walks.

DRAWBACK. The Rainfather cannot be held in reserve or brought on by Manifestation — it must begin every battle on the board and in the open, a vast and obvious target the enemy will hound from the first round. Should it be taken Out of Action, the gang's Cycle of Decay immediately drops by 2 steps as the garden recoils from the loss.

☠ TERRAIN

✧ FECULENT GNARLMAW

TERRAIN

The Feculent Gnarlmau is a great, weeping daemon-tree of rusted bark and dripping sap, sprouted from ground the Plague Host means to keep and humming with the Grandfather's presence. Where it grows, the garden has already begun.

In a battle fought over ground bearing the Gnarlmau, a friendly Nurgle fighter that ends its activation within 3" of the tree advances the gang's Cycle of Decay by 1 step, and any enemy within 3" at the start of each round gains 1 Contagion token. Held as a campaign territory, the Gnarlmau yields no credits, but each muster-week it generates Pox Tally reputation — the garden's steady income of spread disease.

A stagnant, reeking pool of pooled filth and disease-bearing runoff gathers at the low point of a claimed board — thick enough to wade through and foul enough to sicken any living thing that lingers in it.

In a battle fought over this ground, a fighter without the Daemonic Ward that ends its activation in the mire gains 1 Contagion token as the runoff sickens it; friendly Nurgle fighters are untouched by the filth and treat it as open ground. Held as a campaign territory, the pool generates Pox Tally reputation each muster-week, along with a small trickle of scavenged credits skimmed from the drowned wreckage.

SCENARIOS

✂ HOLD THE GARDEN

SCENARIO

ATTACKER	the Plague Host (which claims the festering ground and dares the enemy to take it back)
DEFENDER	the assaulting gang (which must break the un-removable host off the objective before the rot spreads too far)
DEPLOY	a Feculent Gnarlmau stands at the centre; the Plague Host deploys around it, dug in; the assaulting gang deploys at the board edges and must come to the garden to contest it
OBJECTIVE	the Plague Host must hold the ground within Short of the Gnarlmau to the end of the game while the Cycle of Decay climbs; the assaulting gang must clear the host off the objective and hold it themselves at the final round
VICTORY	the Plague Host wins if it controls the Gnarlmau at the end of the game; the assaulting gang wins if it controls the Gnarlmau at the end, or reduces the Plague Host below half strength
REWARDS	a Plague Host win claims the Gnarlmau as a campaign territory (Pox Tally income); the assaulting gang gains Reputation for breaking a dug-in Plague Host and the credits of the contested ground
CONTROL TRACK	a Plague Host win plants the garden and shifts the Control-Track one step to Nurgle; an assault win drives the host off and holds the world

ATTACKER / DEFENDER. The Plague Host holds, claiming the festering ground and daring the enemy to take it back. The assaulting gang attacks, and must break the un-removable host off the objective before the rot spreads too far.

BATTLEFIELD. A Feculent Gnarlmau stands at the centre of the board, the ground around it already souring under the daemon-tree's presence.

DEPLOYMENT. The Plague Host deploys around the Gnarlmau, dug in. The assaulting gang deploys at the board edges and must come to the garden to contest it.

OBJECTIVE. The Plague Host must hold the ground within Short of the Gnarlmau to the end of the game while the Cycle of Decay climbs. The assaulting gang must clear the host off the objective and hold it themselves at the final round.

ENDING THE BATTLE. The battle ends at the close of the agreed final round, or when one gang bottles out.

VICTORY. The Plague Host wins if it controls the Gnarlmau at the end of the game. The assaulting gang wins if it controls the Gnarlmau at the end, or reduces the Plague Host below half strength.

REWARDS. A Plague Host win claims the Gnarlmau as a campaign territory and its Pox Tally income. The assaulting gang gains reputation for breaking a dug-in Plague Host and the credits of the contested ground.

CONTROL TRACK. A Plague Host win plants the garden and shifts the Control-Track one step to Nurgle. An assault win drives the host off and holds the world.

ATTACKER	the Plague Host (grinding forward to spread its Contagion through the enemy and simply refuse to leave)
DEFENDER	the mobile gang (which wins by kiting the Plodding host, out-ranging it, and killing it before the disease compounds)
DEPLOY	the Plague Host deploys in a dense block toward the centre; the defender deploys spread and mobile, with a clear board edge to fall back toward and lanes of fire to punish the slow advance
OBJECTIVE	the Plague Host must spread Contagion through the enemy gang and survive to the late turns, when the Cycle of Decay and the compounding disease win the clock; the defender must out-range and out-pace the host, refusing the grind and thinning it before the rot takes hold
VICTORY	the Plague Host wins if, at the end of the game, it has 4+ enemy fighters bearing Contagion tokens AND its Cycle of Decay is at 3 or higher; the defender wins if it reduces the Plague Host below half strength, or ends the game with fewer than 3 of its own fighters carrying Contagion
REWARDS	a Plague Host win banks a surge toward the Pox Tally (a Reputation windfall at 1.5x); the defender gains Reputation for starving the garden and the credits of a battle survived at range
CONTROL TRACK	a Plague Host win rots the world toward its own, shifting the Control-Track marker one step to Nurgle (the ground itself begins to fester); a defender win holds the world and marks it as having out-paced a Plague Host once

ATTACKER / DEFENDER. The Plague Host attacks, grinding forward to spread its Contagion through the enemy and simply refuse to leave. The defender is a mobile gang that wins by kiting the Plodding host, out-ranging it, and killing it before the disease compounds.

BATTLEFIELD. An open field with scattered cover and long lanes of fire, giving the defender room to fall back and the host ground to trudge across.

DEPLOYMENT. The Plague Host deploys in a dense block toward the centre. The defender deploys spread and mobile, with a clear board edge to fall back toward and firing lanes to punish the slow advance.

OBJECTIVE. The Plague Host must spread Contagion through the enemy gang and survive to the late turns, when the Cycle of Decay and the compounding disease win the clock. The defender must out-range and out-pace the host, refusing the grind and thinning it before the rot takes hold.

ENDING THE BATTLE. The battle ends at the close of the agreed final round, or when one gang bottles out.

VICTORY. The Plague Host wins if, at the end of the game, four or more enemy fighters bear Contagion tokens and its Cycle of Decay stands at 3 or higher. The defender wins if it reduces the Plague Host below half strength, or ends the game with fewer than three of its own fighters carrying Contagion.

REWARDS. A Plague Host win banks a surge toward the Pox Tally, a reputation windfall counted at one-and-a-half times. The defender gains reputation for starving the garden and the credits of a battle survived at range.

CONTROL TRACK. A Plague Host win rots the world toward its own, shifting the Control-Track marker one step to Nurgle as the ground itself begins to fester. A defender win holds the world and marks it as having out-paced a Plague Host once.



CHAOS DAEMONS • HOUSE DOSSIER

HOST OF SLAANESH

The Dark Prince's chosen: a blindingly swift tide of multi-Attack Daemonettes that strikes first everywhere and slips out of reach before the enemy can answer

Slaanesh is the god that outruns everything. Its daemons are a blisteringly fast tide of multi-Attack Daemonettes and a Keeper of Secrets that crosses the battlefield in a single turn — a host that decides where and when every fight happens, wins the first exchange everywhere, and consolidates out of reach before the enemy can answer. Where the other gods endure or overwhelm, this one arrives already inside the enemy's guard. Its whole art is tempo. Through Quicksilver its fighters carry the highest Movement and Initiative in the field and strike first in melee regardless of who charged, and every kill landed before the foe can act steadies the host through Euphoric Onslaught. There is no armour beneath the daemons — only the Daemonic Ward, the lowest Toughness band of any god's daemons, a single Wound on the line bodies. That fragility never tells while the host keeps moving. It is the fastest, most fragile glass-cannon of the four gods: the one the enemy never gets to strike at twice, most lethal in the first exchange, undone only by a wall that survives the rush and stands.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Leader (Keeper of Secrets OR Daemon Prince of Slaanesh)
- ♦ 0-2 Heralds (Tormentor / Steed-Herald)
- ♦ Daemonettes the bulk; Seekers 0-2; Fiends 0-2; lesser splinters cheap and plentiful
- ♦ 0-1 Seeker Chariot / Soul Grinder Brute
- ♦ Backbone: Daemonettes (Gangers) $\geq$ Leaders + Heralds
- ♦ Excess Tally: Herald/Champion slots unlock off first-strike kills - Reputation from enemies OOA before they activate, at 1.5x (initiative seized, not skulls or territory)
- ♦ Max 1 Daemonic Icon; no armour, no grenades - spend on fast bodies and cavalry, not kit
- ♦ The Crescendo of Excess is a passive meter that only ever climbs during a battle - there is no resource to bank or spend

A Swift Host musters on 1500 credits and is built to move, not to mass. The controlling player fields exactly one Leader — a Keeper of Secrets or a Daemon Prince of Slaanesh — and may add up to two Heralds, a Tormentor on foot or a Steed-Herald at the head of the cavalry. Daemonettes are the bulk of the host, and their count must be at least the number of Leaders and Heralds combined: the tide is the gang, not a screen for a single monster. Seekers and Fiends come in pairs at most, cheap splinters fill the swarm freely, and a single Seeker Chariot or Soul Grinder may anchor the line. The daemons buy almost no kit — at most one Daemonic Icon, no armour, no grenades — so credits go into fast bodies and cavalry rather than equipment. Champion and Herald slots do not open on skulls or ground held but on the Excess Tally: enemies taken Out of Action before they activate accrue Reputation at 1.5 times the normal rate, the raptures earned in initiative seized. The Crescendo of Excess only ever climbs during a battle — it is a passive meter, never a resource to bank or spend.

👤 GANG RULES

✂ THE CRESCENDO OF EXCESS - THE RAPTURE

GANG RULE

The Crescendo of Excess: a Slaanesh battle is a piece of music that only ever gets louder. The gang keeps a Crescendo count that begins each battle at zero and only ever climbs — never spent, never reduced. It advances by one step whenever a Slaanesh fighter takes a speed-kill (an enemy taken Out of Action before it activated) or makes a Charge of 8" or more, and the Icon of Slaanesh adds further steps. As the count passes each threshold, its blessing applies to the whole gang for the rest of the battle:

- **At 2:** every fighter gains +1" of Movement — the host accelerates.
- **At 3:** the fight-first edge also holds the first time each round a Slaanesh fighter is charged by a faster-acting enemy — it still strikes first.
- **At 5:** +1 Attack on the Charge, gang-wide.
- **At 7:** once this battle, the host seizes the moment entirely — every Slaanesh fighter activates before any enemy this round.

The music only rises, and it pays out as it goes: every kill makes the host faster, and faster makes the next kill surer. The enemy cannot freeze the snowball, only try to outlast it — and outlasting a host that grows quicker every round is its own trap. The crescendo does not build toward a payoff; the crescendo is the payoff, and it never resolves.

✂ EUPHORIC ONSLAUGHT

GANG RULE

Euphoric Onslaught: the host is anchored against Daemonic Instability by out-pacing the enemy. When a Slaanesh fighter takes an enemy Out of Action that had not yet activated this round — a speed-kill, a foe caught before it could move or act — the gang's Pressure drops by 1, to a minimum of zero, easing the count that drives Banishment. The kill must be a speed-kill: a foe still waiting its turn. An enemy cut down after it has already activated is a fine kill, but it does not feed the rapture. This binds the host's stability to its tempo. A warband that strikes across the field and takes the enemy before it acts keeps its Pressure low while its speed stays high, and its daemons hold firm exactly as long as they keep catching the foe unawares. A host bogged into slow, grinding, turn-after-turn trades kills only after the enemy has acted — its Pressure never falls, and its daemons flicker out. The Swift Host that keeps seizing the moment cannot be broken; the one that loses its tempo comes apart with frightening speed.

Locus of Swiftness: the Tormentor is the point from which the host's impossible grace radiates. While a friendly Slaanesh fighter is within Short range of a Tormentor, it gains +1 Initiative and +1" to both its Charge and its Move — the whole warband quickens around its lieutenant, faster to reach the enemy and surer to strike first when it arrives. The aura layers over the +2 Resolve steadier the Tormentor already projects against Daemonic Instability, so the Herald both hastens the host and holds it together. That double role is also the clean counterplay: killing the Tormentor removes the Locus of Swiftness and its Resolve steadier in the same stroke. Slow the host first, then break it — cut down the lieutenant and the fighters around it lose a step of speed and a point of nerve at once, the tempo faltering exactly where it was fastest.

✧ QUICKSILVER

Quicksilver — the Perfect Strike: the enemy never gets to go first against the Swift Host. Slaanesh fighters carry the highest Movement and Initiative in the game, and above all they strike first. In any melee, a Slaanesh fighter resolves all of its attacks before an engaged non-Slaanesh enemy resolves any of theirs — regardless of who charged. If the enemy charged the daemon, the daemon still strikes first. Where Initiative would be tied, the Slaanesh fighter always wins the tie. This is the only House that fights out of turn, and it is the whole of its defence: a fragile body that kills before it can be struck is not fragile in practice, merely lethal and untouched. The counterplay is the strike that does not land. If the first blow fails to kill, the enemy takes its turn, and a Toughness 3 daemon with a single Wound survives very few of those. Every enemy taken Out of Action before it had activated this round feeds Euphoric Onslaught and advances the Crescendo of Excess.

FIGHTERS

DAEMON PRINCE

LEADER

✖ 385 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	2+	–	5	4	5	2+	5	5+	5+	6+	6+

SAVE 4+

SPECIAL RULES The Daemonic Ward (4+ Ward)

Quicksilver (strikes first in melee even when not charging; wins Initiative ties)

Euphoric Onslaught (a speed-kill (enemy OOA before it activated) relieves 1 Pressure)

Daemonic Instability (Prince Resolve 10 - rarely banishes; a +2 Resolve steadier for nearby daemons)

Restless (no Overwatch; must Move each activation; cannot hold ground)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; Fly; governed by Instability, never flees)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Broken

PRIMARY

Agility

Combat

Ferocity

SECONDARY

Brawn

Cunning

Leadership

Quicksilver Grace

STARTING GEAR Witstealer Sword

FREE SKILL Disarming Allure

EQUIPMENT LIST

CLOSE-COMBAT

Daemonic Talons 25 credits

Daemonic Blade 35 credits

Witstealer Sword

included

ARMOUR

Mantle Of Quicksilver 50 credits

STATUS

Icon Of Slaanesh 50 credits

The Daemon Prince of Slaanesh is the host's alternative Leader — an ascended champion raised to daemonhood and marked by the Dark Prince, a Fly duellist-monster that hunts across the battlefield on wings. Where the Keeper of Secrets is the swifter centrepiece, the Prince is the more mobile threat, its flight carrying it over terrain and screens to fall on whatever it chooses. Five Wounds behind a 4+ Ward and five Attacks at Weapon Skill 2+ make it a killer that trades up into anything, and Quicksilver ensures it strikes first when it lands. It carries a Witstealer sword to unpick a foe's mind before its body. Prince Resolve 10 keeps it steady against Daemonic Instability and lets it anchor the daemons near it with a +2 Resolve steadier. Its free Disarming Allure lets it seize a moment out of the enemy's turn — dropping onto a target the instant before it acts, taking it Out of Action, and feeding the host's

rapture with the perfect speed-kill. Restless like all its kind, it must always be moving, which suits a hunter that never wanted to hold still.

KEEPER OF SECRETS

LEADER

✖ 515 CREDITS

M	WS	BS	S	T	W	I	A	Ld	CL	Wil	Int
10"	2+	–	6	5	6	2+	6	4+	4+	5+	5+

SAVE 4+

SPECIAL RULES The Daemonic Ward (4+ Ward)

Quicksilver (*strikes first in melee even when not charging; the fastest Greater Daemon (M10); wins Initiative ties*)

Euphoric Onslaught (*a speed-kill (enemy OOA before it activated) relieves 1 Pressure*)

Daemonic Instability (*Greater Resolve 10 - rarely banishes; a +2 Resolve steadier for nearby daemons*)

Restless (*no Overwatch; must Move each activation; cannot hold ground*)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (*Terrifying; governed by Instability, never flees*)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Broken

PRIMARY

Agility

Combat

Ferocity

SECONDARY

Brawn

Cunning

Leadership

Quicksilver Grace

STARTING GEAR Witstealer Sword

FREE SKILL Quicksilver Swiftiness

EQUIPMENT LIST

CLOSE-COMBAT

Lashing Claws 35 credits

Sinistral Dextral Claws 35 credits

✧ *Shrieking Lash* 40 credits

Built from an Infernal Enrapture's sonic-shriek emitter woven into a Herald's lash (Slaanesh daemon range). Priced above the stock sinistral/dextral claws 35.

Witstealer Sword

included

ARMOUR

Mantle Of Quicksilver 50 credits

STATUS

Icon Of Slaanesh 50 credits

The Keeper of Secrets is the Swift Host's Leader and its centrepiece — the fastest Greater Daemon the warp fields, crossing the whole battlefield in a single turn on its Movement of 10". With six Attacks at Weapon Skill 2+ and an Initiative of 2+ it is a duellist without peer, striking before anything it faces and cutting down champions and monsters alike before they can answer. Quicksilver makes its blows land first regardless of who charged; a Witstealer sword robs its foe of wit before it robs it of flesh, and its Keeper's option of lashing or sinistral-dextral claws tailors it to sweep or to shatter. Its 4+ Ward is the whole of its armour — there is nothing beneath it, and its Toughness is high only by the host's fragile standard. Greater Resolve 10 means it rarely feels Daemonic Instability itself, and its presence steadies the daemons around it. Its free Quicksilver Swiftiness perfects the strike-first art to

an absolute. It is a glass god: near-untouchable while it kills first, ruinous to lose if the enemy weathers its rush and lives to strike back.

STEED HERALD

CHAMPION

× 215 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
14"	2+	–	4	4	3	2+	3	5+	5+	6+	6+

SAVE 4+

SPECIAL RULES The Daemonic Ward (4+ Ward)

Quicksilver (*strikes first in melee even when not charging; the M14 cavalry alpha; wins Initiative ties*)

Euphoric Onslaught (*a speed-kill (enemy OOA before it activated) relieves 1 Pressure*)

Daemonic Instability (*Herald Resolve 8; a +2 Resolve steadier for nearby daemons*)

Restless (*no Overwatch; must Move each activation; cannot hold ground*)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (*Terrifying; the Steed grants Impact on the charge; governed by Instability, never flees*)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Broken

PRIMARY

Agility

Combat

Quicksilver Grace

SECONDARY

Brawn

Cunning

Ferocity

Leadership

STARTING GEAR Ritual Blades · Lashing Tongue

FREE SKILL Excess Of Violence

EQUIPMENT LIST	
CLOSE-COMBAT	WARGEAR
⚔ <i>Rapturous Glaive</i> 35 credits	Steed Goad 35 credits
<i>Kitbashed from a Daemonette's piercing claws re-forged onto a Seeker's lashing haft (Slaanesh daemon range) — a reaching strike-first claw. Priced above the stock ritual-blades 30.</i>	STATUS
Lashing Tongue	Icon Of Slaanesh 50 credits
<i>included</i>	
Ritual Blades	
<i>included</i>	

The Steed-Herald is a Herald of Slaanesh mounted on a Steed of Slaanesh — the host's Champion of the cavalry alpha, tearing across the field at Movement 14" to lead the turn-one rush. Where the Tormentor anchors the foot host, the Steed-Herald is the spearhead: a 4+ Ward, three Attacks at Weapon Skill 2+, and the Steed's own Impact on the charge, so it hits like a war-engine the instant it arrives. Quicksilver ensures it strikes first when it does, and Herald Resolve 8 lets it steady the daemons around it against Daemonic Instability with a +2 totem. It carries ritual blades and the Steed's lashing tongue, and a Steed-Goad drives the mount faster and arms its tongue with Rending on the charge. Its free Excess of Violence lets it kill and immediately move on — consolidating out of reach or closing on the next victim before the enemy can reply. Restless and fragile like all the host, it wins by

reaching the enemy first and being gone before the answer comes; a Steed-Herald that bogs down in a grind loses everything that made it dangerous.

TORMENTOR

CHAMPION

✖ 160 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	2+	–	3	3	2	2+	3	5+	5+	6+	6+

SAVE 5+

SPECIAL RULES The Daemonic Ward (5+ Ward)

Quicksilver (*strikes first in melee even when not charging; wins Initiative ties*)

Euphoric Onslaught (*a speed-kill (enemy OOA before it activated) relieves 1 Pressure*) Daemonic Instability

Restless (*no Overwatch; must Move each activation; cannot hold ground*)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (*Terrifying; governed by Instability, never flees*)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Broken

PRIMARY

Agility

Combat

Cunning

SECONDARY

Ferocity

Leadership

Quicksilver Grace

STARTING GEAR Ritual Blades

FREE SKILL Aura Of Acquiescence

EQUIPMENT LIST	
SPECIAL	STATUS
Sonic Shriek25 credits	Lash Of Torment35 credits
CLOSE-COMBAT	⚔ Chime Of Excess40 credits
Ritual Blades	Built from Instrument-of-Chaos pipes fused into a shrieking brass chime (Slaanesh daemon range). Priced above the stock Lash of Torment 35.
included	Icon Of Slaanesh50 credits

The Tormentor is a Herald of Slaanesh on foot — the host's Champion, its tempo-anchor, and the keystone the whole warband is built around. It is no great killer by the Dark Prince's standards, with three Attacks and two Wounds behind a 5+ Ward, but its worth is in what it projects. Through the Locus of Swiftness aura, friendly Slaanesh within Short range gain +1 Initiative and +1" to Charge and Move, the host quickening around its lieutenant; and as a Herald it steadies nearby daemons against Daemonic Instability with a +2 Resolve totem. Killing it slows the host and unsteadies it in one stroke, so the enemy will hunt it — the Tormentor must lead the tide, not trail it. It carries ritual blades and may take a sonic shriek to soften a target at range. Its free Aura of Acquiescence dulls every enemy near it, and Quicksilver keeps its own strikes early. It is the conductor of the crescendo: fragile, vital, and best kept surrounded by the daemons it makes faster.

ALLURESS

GANGER

× 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	2+	–	4	3	1	2+	4	6+	6+	7+	7+

SAVE 5+

SPECIAL RULES The Daemonic Ward (5+ Ward)

Quicksilver (*strikes first in melee even when not charging; wins Initiative ties*)

Euphoric Onslaught (*a speed-kill (enemy OOA before it activated) relieves 1 Pressure*)

Daemonic Instability (*Lesser Resolve 6 - fragile despite the killing skill*)

Restless (*no Overwatch; must Move each activation; cannot hold ground*)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (*Terrifying; governed by Instability, never flees*)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Broken

PRIMARY

Agility

Combat

Cunning

SECONDARY

Ferocity

Leadership

Quicksilver Grace

STARTING GEAR Greatclaws

EQUIPMENT LIST

CLOSE-COMBAT

Piercing Claws 20 credits

Greatclaws

included

PERSONAL

Quicksilver Charm 35 credits

ACCESSORY

Auric Talons 25 credits

The Alluress is a Daemonette raised to champion of the line — a Ganger specialist, the host's finest first-strike killer among the rank and file. She keeps the Daemonette's frame, Toughness 3 and a single Wound behind a 5+ Ward, but sharpens everything that kills: Weapon Skill 2+, four Attacks, and Strength 4, wielding oversized greatclaws that shear armour and strip a foe's weapon aside with the Disarm trait. Quicksilver makes her blows land first, and against a foe left disarmed and unanswered she is nearly unbeatable in the opening exchange. Her fragility is unchanged, so she lives by killing before she can be hit — a role her greatclaws and Quicksilver together make her supremely suited to. She may carry a Quicksilver Charm to slip clear of a closing trap, and Auric Talons to keep her strike-first edge on any blade. As the pack-champion she is the tip of the claw-tide: thrown at the enemy's best fighter to win the duel outright before it begins.

DAEMONETTE

GANGER

× 105 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	–	3	3	1	2+	3	7+	6+	7+	7+

SAVE 5+

SPECIAL RULES The Daemonic Ward (5+ Ward)

Quicksilver (*strikes first in melee even when not charging; wins Initiative ties*)

Euphoric Onslaught (*a speed-kill (enemy OOA before it activated) relieves 1 Pressure*)

Daemonic Instability (*Lesser Resolve 6*)

Restless (*no Overwatch; must Move each activation; cannot hold ground*)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (*Terrifying; governed by Instability, never flees*)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Broken

PRIMARY

Agility

Combat

SECONDARY

Cunning

Ferocity

Quicksilver Grace

STARTING GEAR Piercing Claws

EQUIPMENT LIST

CLOSE-COMBAT

Piercing Claws

included

PERSONAL

Soulscent Draught

25 credits

ACCESSORY

Auric Talons

25 credits

The Daemonette is the line troop of the Swift Host and the bulk of any gang — the fast claw-tide the whole war-band is named for. Three Attacks at Weapon Skill 3+ and an Initiative of 2+ make a single trooper a real threat, and Quicksilver turns that threat lethal: it strikes first in melee regardless of who charged, opening the enemy before the enemy can swing. Behind that first strike there is almost nothing — Toughness 3, a single Wound, and a 5+ Ward for its only armour, the most fragile line body in the faction. It fights on piercing claws that pierce armour and land early, and a speed-kill it scores relieves the host's Pressure through Euphoric Onslaught and quickens the Crescendo. Restless, it cannot hold ground or go on Overwatch; it must keep moving. That is no loss for a Daemonette, which was only ever meant to charge, kill first, and be somewhere else before the reply. Fielded in numbers, it out-tempos and out-attacks anything that tries to stand and trade.

FIEND

GANGER

× 170 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
10"	3+	–	4	4	3	3+	3	8+	7+	6+	9+

SAVE 5+

SPECIAL RULES The Daemonic Ward (5+ Ward)

Quicksilver (*strikes first in melee even when not charging; wins Initiative ties*)

Euphoric Onslaught (*a speed-kill (enemy OOA before it activated) relieves 1 Pressure*) Daemonic Instability (*Lesser Resolve 6*)

Restless (*no Overwatch; must Move each activation; cannot hold ground*)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (*Terrifying; a dissonant aura quells nearby psykers' Willpower; governed by Instability, never flees*)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Broken

PRIMARY

Agility

Combat

SECONDARY

Brawn

Ferocity

Quicksilver Grace

STARTING GEAR Soporific Sting · Crushing Claws

EQUIPMENT LIST

CLOSE-COMBAT

Crushing Claws

included

Soporific Sting

included

The Fiend of Slaanesh is the host's beast — a loping, multi-limbed daemon-hound that hunts by robbing its prey of the will to fight back. At Movement 10", Toughness 4 and three Wounds behind a 5+ Ward, it is sturdier and more self-reliant than the line Daemonettes, a patient predator rather than a body flung forward in the tide. Its soporific sting floods a foe with drowning pleasure and strips an action away, and its crushing claws break the slowed thing the sting has caught; a dissonant aura radiating from the beast quells the Willpower of nearby psykers, smothering their power. Quicksilver keeps its own strikes early. This makes the Fiend the host's answer to two problems it otherwise struggles with: action-economy gangs that would out-activate the daemons, and psyker warbands whose casters the aura silences. It may run loose in a pair, or be bound to a fighter by a Bound Fiend-leash to carry its hunting kit wherever the gang needs it most.

SEEKER

GANGER

✖ 135 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
14"	3+	–	3	4	2	2+	3	7+	6+	7+	7+

SAVE 5+

SPECIAL RULES The Daemonic Ward (5+ Ward)

Quicksilver (*strikes first in melee even when not charging; the fastest line in the game (M14); wins Initiative ties*)

Euphoric Onslaught (*a speed-kill (enemy OOA before it activated) relieves 1 Pressure*) Daemonic Instability (*Lesser Resolve 6*)

Restless (*no Overwatch; must Move each activation; cannot hold ground*)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (*Terrifying; the Steed grants Impact on the charge; governed by Instability, never flees*)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Broken

PRIMARY Agility

SECONDARY Brawn Combat Cunning

Quicksilver Grace

STARTING GEAR Piercing Claws · Lashing Tongue

EQUIPMENT LIST	
CLOSE-COMBAT	WARGEAR
Lashing Tongue	Steed Goad 35 credits
<i>included</i>	
Piercing Claws	
<i>included</i>	

The Seeker is a Daemonette mounted on a Steed of Slaanesh — the fastest line body in the game, crossing the field at Movement 14" to strike on turn one where a foot host could not reach until turn two. The Steed lifts its rider's Toughness to 4 and its Wounds to two, a shade sturdier than a foot Daemonette, and grants Impact on the charge so the mount itself hits home as it arrives. Quicksilver keeps the Seeker's own strikes early, its piercing claws opening the enemy before it can react, while the Steed's lashing tongue snares a foe in place. Its 5+ Ward is all its armour, and Restless it must always be moving — no burden for the swiftest cavalry the host fields. A Steed-Goad drives it faster still. Fielded in a pair or two, Seekers are the turn-one alpha: they pick the fight, reach it before anyone expects, win the first exchange, and are gone across the board before the enemy has finished turning to face them.

DAEMONETTE SPLINTER

JUVE

× 50 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	4+	–	2	3	1	3+	2	8+	7+	8+	8+

SAVE 6+

SPECIAL RULES The Daemonic Ward (6+ Ward)

Quicksilver (*strikes first in melee even when not charging; wins Initiative ties*)

Euphoric Onslaught (*a speed-kill (enemy OOA before it activated) relieves 1 Pressure*)

Daemonic Instability (*Lesser Resolve 6*)

Restless (*no Overwatch; must Move each activation; cannot hold ground*)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (*Terrifying; governed by Instability, never flees*)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Broken

PRIMARY

Agility

SECONDARY

Combat

Ferocity

STARTING GEAR Lesser Claws

EQUIPMENT LIST

CLOSE-COMBAT

Lesser Claws

included

The Daemonette splinter is a barely-formed thing torn loose from the greater host — the Swift Host's Juve, the cheap fast body that fills out the swarm. It is the frailest daemon in the faction: Weapon Skill 4+, two Attacks, a single Wound, and only a 6+ Ward for its armour, the barest field the warp grants. But it still moves fast and it still fights first through Quicksilver, and a splinter that catches an enemy before it acts feeds the host's rapture exactly as a true Daemonette would. It carries only lesser claws, thin talons that tear at weak points. Restless like all its kin, it cannot hold ground — nor is it meant to. The splinter is the expendable fast screen: flung forward in numbers to swamp the enemy line, tie up the dangerous foes, and score the cheap speed-kills that climb the Crescendo, its short existence spent buying the greater daemons the tempo they need.

VEHICLES

SEEKER CHARIOT

VEHICLE

✖ 190 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	5	5	4	4	6+	5+	5+	7+	5+	6+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Scythe Blades — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Terrifying

The Seeker Chariot is the racing scythe-chariot — no longer a Brute on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. Drawn by the Steeds of Slaanesh, it is the fastest thing in the roster at Movement 12", an open Exalted chariot of gilded plate and screaming axles, and it is bought entirely with speed: Toughness 5 to the front and flank, 4 to the rear, four Hull Points behind a 5+ save. It carries no gun worth the name. What it carries is the scythe-blades bolted to its forward hardpoint — inherent to the chassis, never a shopping choice — and the whole engine is a delivery system for the charge-over, carving a line straight through a formation with Impact and leaving the wreckage behind it. It is Terrifying, as every daemon is, and it is glassy in a way the host finds beautiful: at that speed a bad Loss-of-Control roll ends it as surely as a lascannon. A fortune-gate-keeper at 0-1 per gang, priced **provisional** from the \$5c profile; its damage and handling are resolved through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SOUL GRINDER

VEHICLE

✖ 360 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	4+	4+	7+	5+	6+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Soul Grinder Claw — Arm arc (Crew)
- ♦ Soul Grinder Cannon — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Daemonic Ward (Sv 4+ invulnerable, ignores AP — not armour)
- ♦ Terrifying

The Soul Grinder is the Forge-of-Souls war-engine, marked to Slaanesh — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. A striding crab-legged daemon-engine of front-weighted hull (Toughness 8 to the front, 7 flank, 6 rear) carries six Hull Points, and it advances at Movement 6" as the Dark Prince's premium war-engine. Its save is no armour but an inherent **Daemonic Ward** — a 4+ invulnerable that ignores AP entirely, the daemon-flesh convention that the save column *is* the ward — and it is **Terrifying** to those who face it. It rends with a great iron claw and spits its harvester cannon downrange, a fortune-gatekeeper sitting above the entry walkers and below the ~450 superheavy ceiling, 0-1 per gang; its provisional price is re-derived from the profile, and its damage, handling and violent Deadly Demise banishment are all resolved through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

🦴

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Quicksilver Rush. Quicksilver Rush. Play at any point during a round. Choose one friendly Slaanesh fighter: it may immediately make a free Move — not a Charge, simply a burst of impossible speed carrying it across the field. Use it to reach a fight a turn early, to slip a fighter clear of a closing trap, or to put a killer exactly where the next opening will be.	ANY ROUND
12	The First Cut. The First Cut. Play at the start of a round. Until the end of the round, the first melee Hit each of your fighters lands is resolved with +1 to its Wound roll — the opening stroke of every exchange landing that much crueller. Your host lives to win the first cut; this makes each one bite deeper.	START OF ROUND

13	Perfect Grace. Perfect Grace. Play at any point during a round. Until the end of the round, you may re-roll all failed melee Hit rolls for your gang — the whole host moving with a flawless, dreadful precision, every claw and blade finding its mark. A round of Perfect Grace is a round where the first exchange goes exactly as you intend it, everywhere at once.	ANY ROUND
14	Seize The Moment. Seize the Moment. Play when an enemy fighter is about to activate. A second fighter in your gang may seize the initiative this round — interrupting and taking its own full activation first, out of the normal order, even if one of your fighters has already done so through Disarming Allure. Two stolen moments in a single round can unravel an entire enemy plan.	ENEMY ACTIVATION
15	Soporific Wave. Soporific Wave. Play at any point during a round. Every enemy fighter within Short range of a Slaanesh fighter must pass a Cool test or lose one action on its next activation — a rolling tide of drowning, ruinous pleasure washing across the enemy line at once. Against a host that already strikes first, an enemy that loses an action often does not get to strike at all.	ANY ROUND
16	The Rising Rapture. The Rising Rapture. Play at any point during a round. Immediately advance your gang's Crescendo of Excess by two steps — the music leaping forward, the host surging toward its next threshold ahead of the killing. Play it to cross a bracket you are one step short of, or to race the meter toward the perfect crescendo before the battle can slip away.	ANY ROUND
21	Blur Of Motion. Blur of Motion. Play at any point during a round. Choose one friendly Slaanesh fighter that has Moved this round: until the start of your next turn, enemies suffer -1 to Hit rolls against it, the daemon too fast a smear of motion to fix. A killer left exposed deep in the enemy line becomes, for a round, something the foe can barely lay a blow on.	ANY ROUND
22	Impossible Speed. Impossible Speed. Play at the start of the battle, before the first round. Every fighter in your gang gains +2" to its Move for the first round of the game — the host crossing the field faster than anything the enemy has braced for, arriving in the enemy's lines a full turn before it should. Use it to make the alpha-strike land where the foe thought it had a round to spare.	START OF BATTLE
23	Lightning Strike. Lightning Strike. Play at any point during a round. Choose one friendly Slaanesh fighter that Charges this round: it makes one additional Attack in the ensuing melee — the charge landing with a speed and fury the enemy cannot track. The first exchange is where your host wins its fights, and this makes the opening flurry that much harder to survive.	ANY ROUND
24	Dance Of Blades. Dance of Blades. Play at any point during a round. Choose one friendly Slaanesh fighter engaged with more than one enemy: until the end of the round, it may split its Attacks freely between all foes in base contact, and enemies suffer -1 to Hit rolls against it. A lone daemon at the centre of a knot of foes becomes a whirling, untouchable dancer, cutting in every direction at once.	ANY ROUND
25	Wrong Footed. Wrong-Footed. Play when an enemy fighter is about to activate. That fighter suffers -1 to all its Hit rolls and may not benefit from Overwatch until the end of its activation — caught off balance by the host's shifting grace, striking a beat behind where it meant to. Use it to blunt the enemy's most dangerous activation just as it commits.	ENEMY ACTIVATION
26	The Endless Charge. The Endless Charge. Play at any point during a round. Choose one friendly Slaanesh fighter that takes an enemy Out of Action in melee this round: after the kill, it may immediately Charge a second enemy within reach, flowing straight from one fight into the next without pause. The host's appetite is never sated by a single kill — this lets one killer run down a whole stretch of the enemy line.	ANY ROUND

31	Cruel Tempo. Cruel Tempo. Play at any point during a round. Until the end of the round, every enemy fighter within Short range of a Slaanesh fighter suffers -1 Initiative — the whole enemy line dragged a step behind the host's rhythm. Against a gang that already fights first, slowing the enemy's Initiative widens the gap further, ensuring your daemons strike before the reply everywhere they are engaged.	ANY ROUND
32	Mesmerising Beauty. Mesmerising Beauty. Play at any point during a round. Choose one enemy fighter within Short range of a Slaanesh fighter: until the end of the round, it suffers -1 to all Hit rolls and may not be given a Charge action, held half-transfixed by the daemon's terrible allure. Use it to smother the enemy's deadliest killer for a round while your host cuts up the line around it.	ANY ROUND
33	Giddy Excess. Giddy Excess. Play at any point during a round. For the rest of the round, each time one of your fighters takes an enemy Out of Action, immediately advance your Crescendo of Excess by a step — the host drunk on the killing, the rapture climbing with every fallen foe. Play it in a round you expect to be bloody, and ride the surge toward the next threshold.	ANY ROUND
34	Flensing Pace. Flensing Pace. Play at any point during a round. Choose one friendly Slaanesh fighter: until the end of the round, its melee weapons gain the Rending trait if they lacked it, and it adds +1" to its Move — the daemon moving so fast its claws seem to find every seam at once. Turn a lesser killer into a flensing blur for a single, decisive exchange.	ANY ROUND
35	The Perfect Strike. The Perfect Strike. Play at any point during a round. Choose one friendly Slaanesh fighter: the next melee attack it makes this round that lands automatically counts as a critical hit, resolved at its weapon's full effect — a single flawless blow struck at the exact instant it will hurt most. Save it for the throat that matters: an enemy champion, a fragile specialist, the fighter the whole enemy plan turns on.	ANY ROUND
36	Slip The Noose. Slip the Noose. Play at any point during a round. Choose one friendly Slaanesh fighter that is Engaged: it may immediately make a free move to break away from combat without the enemy making a reaction, drifting clear of a fight that has nothing left to offer. It is the escape from the trap your own fragility sets — a fighter that wins its exchange, then is simply gone before the enemy's turn can take its revenge.	ANY ROUND
41	Rapturous Frenzy. Rapturous Frenzy. Play at any point during a round while your Crescendo of Excess stands at 3 or higher. Until the end of the round, every fighter in your gang makes one additional Attack in melee — the whole host tipping over into ecstatic slaughter, drunk on the rising music. The deeper into the crescendo you play it, the more killers there are to share the frenzy.	ANY ROUND (CRESCENDO 3+)
42	Heedless Rush. Heedless Rush. Play at any point during a round. Choose one friendly Slaanesh fighter making a Charge this round: it adds +3" to the Charge distance but suffers -1 to Hit on the resulting attacks — flinging itself forward past all caution to reach a foe it had no right to catch. Use it to land a charge the enemy was certain lay out of reach, and accept the wild, ecstatic clumsiness of the arrival.	ANY ROUND
43	The Swift Death. The Swift Death. Play at any point during a round. The next time one of your fighters takes an enemy Out of Action that had not yet activated this round, that speed-kill relieves an additional point of Pressure and advances your Crescendo of Excess an extra step — a perfect kill drunk twice over. It rewards exactly the killing your host is built for: catching the enemy before it can move.	ANY ROUND

44	Discordant Shriek. Discordant Shriek. Play at any point during a round. Choose one enemy fighter within 6" of a Slaanesh fighter: it must pass a Willpower test or be Pinned, its senses torn apart by a wave of maddening, dissonant sound. Against a gunline bracing to answer your rush, a well-timed shriek silences a shooter for a crucial turn while your claws close the distance.	ANY ROUND
45	Unbearable Radiance. Unbearable Radiance. Play at any point during a round. Choose one friendly Slaanesh fighter: until the start of your next turn, every enemy within Short range of it suffers -1 to Hit rolls, whoever they are aiming at, transfixed by the daemon's terrible beauty. Play it on a fighter deep in the enemy line to drag a whole crowd of foes down a point at once, shielding the fragile daemons around it.	ANY ROUND
46	First Among Many. First Among Many. Play at the start of a round. This round, you may activate two of your fighters in succession before your opponent activates any — the host surging forward together, two killers moving as one before the enemy can answer either. Use it to open a round with a coordinated strike the foe has no chance to interrupt.	START OF ROUND
51	The Cutting Turn. The Cutting Turn. Play at any point during a round. Choose one friendly Slaanesh fighter that takes an enemy Out of Action in melee this round: after the kill it may immediately turn and make a single free Attack against another enemy in base contact — the daemon's blade already flowing to the next throat before the first body has fallen. One kill becomes the opening of the next.	ANY ROUND
52	Whirl Of Claws. Whirl of Claws. Play at any point during a round. Choose one friendly Slaanesh fighter engaged with two or more enemies: it makes one additional Attack for each enemy in base contact beyond the first, a spinning storm of blades lashing out in every direction. The more foes that surround the daemon, the more terrible the whirl becomes.	ANY ROUND
53	Taunting Grace. Taunting Grace. Play when an enemy fighter is about to activate. Choose a Slaanesh fighter within Short range of it: the enemy must make its Charge, if it is able, against that daemon rather than any other target — goaded into lunging at the thing dancing just out of reach. Bait a dangerous foe into charging your fastest, hardest-to-hit fighter, and let it swing at empty air.	ENEMY ACTIVATION
54	Fleet Of Foot. Fleet of Foot. Play at any point during a round. Until the end of the round, your fighters ignore the effects of difficult terrain on their movement and may move through it as though it were open ground — the host flowing over rubble, wire and wreckage without breaking stride. Play it to launch a rush across ground the enemy thought would slow you, and arrive untouched by the obstacles between.	ANY ROUND
55	Exquisite Agony. Exquisite Agony. Play at any point during a round. The next time one of your fighters causes an enemy to become Seriously Injured or take a Flesh Wound, that enemy must also pass a Cool test or lose one action on its next activation — the pain arriving as a drowning, ruinous pleasure that steals its wits. Your host does not merely hurt the enemy; it makes the hurt a distraction the foe cannot fight through.	ANY ROUND
56	The Hunt Quickens. The Hunt Quickens. Play at any point during a round while your Crescendo of Excess stands at 5 or higher. Until the end of the round, every fighter in your gang gains +2" to its Move and may re-roll a failed Charge roll — the host, deep in its rapture, moving faster than it did at the battle's start. Late in the fight, when the music has climbed, this turns an already-inescapable host into something the enemy simply cannot flee.	ANY ROUND (CRESCENDO 5+)

61	Breakneck Alpha. Breakneck Alpha. Play during the first round of the battle only. Every fighter in your gang may add +3" to any Charge distance this round — the whole host flinging itself across the field in a single breakneck lunge, reaching the enemy line before it has finished bracing. This is the alpha-strike made total: play it turn one and land your rush everywhere at once, before the foe gets a single reply.	FIRST ROUND ONLY
62	Sensory Overload. Sensory Overload. Play at any point during a round. Choose one enemy fighter within Short range of a Slaanesh fighter: until the end of its next activation it suffers -1 to Hit and -1 Initiative, its senses swamped by a flood of unbearable sensation. Stack it on the enemy's most dangerous fighter to leave it hitting worse and acting later, drowning just long enough for your host to take it apart.	ANY ROUND
63	The Swift Host. The Swift Host. Play at any point during a round. Until the end of the round, every fighter in your gang gains +1" to its Move and wins Initiative ties even against enemies that would otherwise beat them — the whole host moving and striking as one perfect, unanswerable tide. It is the gang's identity distilled into a single round: faster than everything, first before everyone.	ANY ROUND
64	Riotous Crescendo. Riotous Crescendo. Play at any point during a round. Immediately advance your Crescendo of Excess by a step, and until the end of the round every speed-kill your gang scores advances it by an additional step — the music tipping over into riot, the rapture feeding itself faster than the killing alone could drive it. Play it in a round you mean to make bloody, and let the crescendo run wild.	ANY ROUND
65	Unanswerable. Unanswerable. Play at any point during a round. Choose one friendly Slaanesh fighter: until the start of your next turn, no enemy it takes to melee may strike back if the daemon takes it Out of Action — and if the daemon's blow fails to kill, it still resolves all its attacks first. For one round, one killer becomes exactly what the whole host aspires to be: a strike the enemy simply cannot answer.	ANY ROUND
66	The Perfect Rapture. The Perfect Rapture. Play at any point during a round while your Crescendo of Excess stands at 7 — the perfect crest of the music. This round, every Slaanesh fighter in your gang activates before any enemy activates, the whole host moving in a single flawless sweep while the foe stands frozen. It is the crescendo's ultimate payoff, the round the enemy army simply does not get to move before you do.	ANY ROUND (CRESCENDO 7)

THE DARK PRINCES BLADE

ALLIANCE

WHO	an Emperor's Children cult-legion warband - the mortal Astartes of the same Dark Prince (any such Emperor's Children gang; generic, chosen when the pact is struck, NEVER a fixed named gang)
FACTION	emperors-children
MY ROLE	the summoned blade - the Swift Host answers the Emperor's Children's call as kin, arriving by their Sensorium Summons to fight in a shared battle under its own Quicksilver rules; a Daemonette retinue that strikes first beside the mortal line, an indulgence shared, not a hired sword
PHASE GATE	opens once the campaign reaches its declared middle phase, while both the Swift Host and an Emperor's Children warband hold ground on the same world (a local phase before the Cataclysm) - the Dark Prince does not lend his children lightly
TERMS	campaign-only, phase-gated Dark-Prince's pact: for a campaign benefit the Emperor's Children may summon the Swift Host into a shared battle, where the daemons arrive by Sensorium Summons and fight under their own Quicksilver rules; NO daemon enters a normal Emperor's Children battle list and no Marine joins the Swift Host's roster - this is the Dark Prince lending his mortal children a daemon blade, not a combined gang, and the Emperor's Children's own campaign heart authors the mirror from its side

The Dark Prince's Blade. The Swift Host and the Emperor's Children are kin in the same god — the daemons and the mortal Astartes who share the Dark Prince's mark. This is the daemon side of a phase-gated pact: the summoned blade, answering when the Emperor's Children call.

The partner is an Emperor's Children cult-legion warband, chosen when the pact is struck and never a fixed named gang. The pact opens once the campaign reaches its declared middle phase — a local phase before the Cataclysm — while both the Swift Host and an Emperor's Children warband hold ground on the same world. The Dark Prince does not lend his children lightly.

For a campaign benefit, the Emperor's Children may summon the Swift Host into a shared battle. The daemons arrive by the mortals' Sensorium Summons and fight under their own Quicksilver rules — a Daemonette retinue that strikes first beside the Astartes line, an indulgence shared rather than a hired sword. No daemon enters a normal Emperor's Children battle list, and no Marine joins the Swift Host's roster: this is the Dark Prince lending his mortal children a daemon blade, not a combined gang. The Emperor's Children's own campaign heart authors the mirror of this pact from its side.

WHO	a rival gang built to survive the alpha - a durable wall or a pinning gunline that has learned the named counter to the Swift Host (generic, chosen when the feud is struck, NEVER a fixed named gang; the sibling Nurgle Plague Host is its truest form)
MY ROLE	the glass this rival is built to catch - the feud runs cold: the wall weathers the first exchange, pins the fragile daemons where they stand, and beats them in the second exchange they cannot afford, while the Swift Host fights to land its alpha and be gone before the durable line can close its grip
PHASE GATE	opens once a rival gang has survived a Swift Host's alpha-strike and beaten it in a prior battle (the grudge born of the one time the glass was caught and shattered)
TERMS	campaign-only feud, NOT an alliance of aid: when the two gangs meet, the rival deploys weighted toward durability, pinning, or immobilising weapons and gains a bonus to weather the first exchange or to trap a Slaanesh fighter in the open (e.g. re-roll a failed save on the first round, or +1 to Pin a fighter that has Moved); the Swift Host gains a reputation bounty for winning by tempo despite the counter; NO shared roster - this is enmity, the map-level shape of the House's named counter

The Wall and the Glass. Every Swift Host meets, sooner or later, the one gang built to catch it — a durable wall or a pinning gunline that has learned the named counter to the daemons' speed. This is a feud, not an alliance of aid, and it runs cold: the grudge born the one time the glass was caught and shattered.

The rival is chosen when the feud is struck and is never a fixed named gang, though the sibling Nurgle Plague Host is its truest form — the wall that outlasts the glass. The feud opens once a rival gang has survived a Swift Host's alpha-strike and beaten it in a prior battle.

When the two gangs meet, the rival deploys weighted toward durability, pinning, or immobilising weapons, and gains a bonus to weather the first exchange or to trap a Slaanesh fighter in the open — for instance, a re-roll of a failed save on the first round, or +1 to Pin a fighter that has Moved. The Swift Host, for its part, gains a reputation bounty for winning by tempo despite the counter. There is no shared roster: this is enmity, the map-level shape of the House's own named weakness — the wall weathers the first exchange, pins the fragile daemons where they stand, and beats them in the second exchange they cannot afford, while the Swift Host fights to land its alpha and be gone before the durable line can close its grip.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
6	A Taste Of Speed. A Taste of Speed. The Dark Prince's regard, borne by the pleasure-cults that dance in the god's name, grants the smallest of its gifts — a fleeting quickening, gone almost before it is felt. For the coming battle, choose one fighter in your gang: it gains +1" to its Move. A minor blessing, but on the fighter leading your rush it can be the stride that reaches the enemy a turn early.	THE DARK PRINCE'S REGARD, BORNE BY THE PLEASURE-CULTS THAT DANCE IN THE GOD'S NAME

7	The First Dance. The First Dance. The Dark Prince's regard, borne by the pleasure-cults that dance in the god's name, blesses the opening of the fight. For the coming battle, your gang begins with its Crescendo of Excess already advanced by one step — the music starting a beat sooner, the host quickened from the first moment of the dance rather than having to earn its rapture from silence.	THE DARK PRINCE'S REGARD, BORNE BY THE PLEASURE-CULTS THAT DANCE IN THE GOD'S NAME
8	A Loaned Blade. A Loaned Blade. The Dark Prince's regard, borne by the pleasure-cults that dance in the god's name, sends a single perfect killer to your side. For the coming battle, a lone Daemonette fights for your gang at no cost — a swift, fight-first body summoned from the warp to join the rush, taking the field alongside your host and vanishing back to the god when the battle ends. It is the Dark Prince's small indulgence: one more claw in the tide, given freely for the pleasure of the killing.	THE DARK PRINCE'S REGARD, BORNE BY THE PLEASURE-CULTS THAT DANCE IN THE GOD'S NAME
9	The Rapture Rising. The Rapture Rising. The Dark Prince's regard, borne by the pleasure-cults that dance in the god's name, pours fuel on the music. For the coming battle, the first speed-kill your gang scores advances your Crescendo of Excess by two steps instead of one — the rapture catching alight the instant the first foe falls unanswered, the host surging into its dance far faster than a lesser warband ever could.	THE DARK PRINCE'S REGARD, BORNE BY THE PLEASURE-CULTS THAT DANCE IN THE GOD'S NAME
10	The Swift Blessing. The Swift Blessing. The Dark Prince's regard, borne by the pleasure-cults that dance in the god's name, quickens the whole host at once. For the coming battle, every fighter in your gang gains +1" to its Move — the entire warband a stride faster, the rush crossing ground that should have taken a turn longer to cover. It is the blessing that turns an already-fast host into one the enemy simply cannot outrun to safety.	THE DARK PRINCE'S REGARD, BORNE BY THE PLEASURE-CULTS THAT DANCE IN THE GOD'S NAME
11	The Dark Princes Eye. The Dark Prince's Eye. The Dark Prince's regard, borne by the pleasure-cults that dance in the god's name, turns its full attention upon one chosen killer. For the coming battle, select a fighter in your gang: once during the battle, it may interrupt an enemy about to activate and take its own full activation first, seizing the initiative outright — the god's eye showing it the perfect moment to strike. A fighter that already knows Disarming Allure may use this a second time. The Dark Prince watches, and where it watches, the host acts first.	THE DARK PRINCE'S REGARD, BORNE BY THE PLEASURE-CULTS THAT DANCE IN THE GOD'S NAME
12	Shalaxis Favour. Shalaxi's Favour. The Dark Prince's regard, borne by the pleasure-cults that dance in the god's name, grants its highest blessing — the favour of the greatest hunter of warlords, given only to the most perfect host. For the coming battle, choose your Leader or a Champion: it always strikes first in melee regardless of any enemy skill or rule, and adds +1 Attack and +1" to its Move for the whole battle, elevated for a single fight toward the swiftness of Shalaxi Helbane herself. When the god sends this favour, it means to see a warlord fall.	THE DARK PRINCE'S REGARD, BORNE BY THE PLEASURE-CULTS THAT DANCE IN THE GOD'S NAME

☠ SUB-PLOTS

✂ THE ENDLESS HUNGER

SUB-PLOT

Reward: The host has learned to chase the crescendo; for the rest of the campaign, it begins every battle with its Crescendo of Excess already at 1 step. This sub-plot can be claimed only once per campaign.

The Endless Hunger. There is no peak of rapture the Swift Host will not chase past. This sub-plot begins the moment the gang has driven its Crescendo of Excess to its maximum of seven steps in two separate battles — the rapture carried to its perfect crest, twice over.

Once claimed, the host has learned to chase the crescendo from the very first note. For the rest of the campaign, your gang begins every battle with its Crescendo of Excess already advanced by one step. The Endless Hunger can be claimed only once per campaign.

✂ THE UNBROKEN DANCE

SUB-PLOT

Reward: The host's perfect record is proven; for the rest of the campaign, once per battle it may re-roll a single failed Charge roll or a single failed Hit roll on the first round of combat. This sub-plot can be claimed only once per campaign.

The Unbroken Dance. The perfect host is the one whose alpha never once whiffs. This sub-plot begins once your gang has won the opening exchange of three separate battles decisively — scoring the first fighter taken Out of Action of the game before the enemy took any, three times over.

Once claimed, the host's perfect record is proven true. For the rest of the campaign, once per battle you may re-roll a single failed Charge roll or a single failed Hit roll made during the first round of combat — the surety that the dance begins clean. The Unbroken Dance can be claimed only once per campaign.

☠ LEGENDARY NAMES

✂ THE HUNDRED FIRST EXCHANGES

ALLURESS OR DAEMONETTE

XP cost (random): 5

XP cost (chosen): 10

The Hundred First Exchanges. A name earned by an Alluress or Daemonette who has seized more opening strikes than any other in the host — the perfect opener, deadliest in the very first moment of any fight. It costs 5 experience to take when rolled at random, or 10 to choose outright.

When the fighter bearing it strikes first against an enemy that has not yet activated this round, it makes one additional Attack, the opening exchange turned lethal beyond any other's.

But the Hundred First Exchanges cannot resist a fight it can begin. It must Charge an enemy within reach whenever it is able, even into a trap, and it gains no benefit from cover — forever committed to the front of the rush, never able to hang back and choose its moment.

✂ THE SWIFTEST BLADE

KEEPER OF SECRETS OR DAEMON PRINCE

XP cost (random): 6

XP cost (chosen): 12

The Swiftest Blade. A name earned by a Keeper of Secrets or Daemon Prince who has become the swiftest and most perfect of the Dark Prince's avatars — a hunter of warlords in the mould of Shalaxi Helbane. It costs 6 experience to take when rolled at random, or 12 to choose outright.

The fighter bearing it always strikes first in melee even without the Quicksilver Swiftiness skill, and adds +2" to its Move — the perfect duellist, faster and surer than any blade it faces.

But the Swiftest Blade cannot be held back. It may not begin a battle in reserve or deploy from Manifestation; it must start every game on the board, an obvious and coveted target the enemy will hunt from the first round. And it may never end an activation without having Moved, so it can never guard a chokepoint or hold an objective — forever committed to the rush.

✂ THE TORMENTOR'S SONG

TORMENTOR

XP cost (random): 6

XP cost (chosen): 12

The Tormentor's Song. A name earned by a Tormentor whose Locus of Swiftiness has carried the host through battle after battle — a Herald whose grace has become the rhythm the whole warband moves to. It costs 6 experience to take when rolled at random, or 12 to choose outright.

The fighter's Locus of Swiftiness extends to Long range instead of Short, blanketing far more of the host with its +1 Initiative and +1" to Charge and Move. The whole gang moves to its song.

But that song is the loudest note on the field. The fighter may always be targeted by ranged attacks even when a closer target exists, and if it is taken Out of Action the gang's Crescendo of Excess immediately drops by 2 steps as the music falters — a lieutenant whose loss is felt across the whole host at once.

💀 TERRAIN

✂ CARNIVAL OF EXCESS

TERRAIN

The Carnival of Excess. A perpetual, riotous revel of the god's devotees that follows the Swift Host from world to world — a moving festival of sensation, music, and indulgence held wherever the gang makes its ground. It is less a place than a tide of worshippers drawn in the daemons' wake.

Held as a campaign territory, the Carnival of Excess generates Excess Tally reputation and a small trickle of scavenged credits each muster-week, the offerings of a world drawn into the revel. It confers no rule in battle — its worth is the rapture-income that feeds the host's own economy of speed and sensation.

The Pleasure-Shrine (Mirror-Maze). A glittering, disorienting warren of mirrored halls and sensory excess, raised on a world the Swift Host has claimed — intoxicating to cross and near-impossible to hold against the daemons who revel in it. The host moves through the maze as through a dance it knows by heart; the enemy is lost and dazzled in it.

In a battle fought over the Pleasure-Shrine, a Slaanesh fighter within 3" of it advances the gang's Crescendo of Excess a step and gains +1" to its Move, quickened by the shrine's rapture. Any enemy fighter within 3" suffers -1 Initiative, lost among the endless mirrored reflections. Held as a campaign territory, the Pleasure-Shrine generates Excess Tally reputation each muster-week, a world's fascination drawn steadily into the revel.

THE LIGHTNING RAID

SCENARIO

ATTACKER	the Swift Host (racing in to seize a prize and be gone before the enemy can bring its weight to bear)
DEFENDER	the defending gang (which wins by holding the prize and trapping the raiders long enough for its durability to tell)
DEPLOY	a single objective is placed at the centre of the board; the defender deploys around it in strength, the Swift Host deploys along one edge with a clear run at the prize and an escape route back the way it came
OBJECTIVE	the Swift Host must seize the central objective and carry it off its own board edge before the game ends; the defender must keep the objective, or pin the carrier and take it back before the raiders escape
VICTORY	the Swift Host wins if it carries the objective off its board edge; the defender wins if it holds the objective at game end, or takes Out of Action the fighter carrying it and recovers it
REWARDS	a successful raid banks the prize's credits plus an Excess Tally windfall for the perfect snatch; the defender gains Reputation and a bounty for every raider taken Out of Action before it could flee
CONTROL TRACK	a Swift Host win carries a world's wealth into the rapture, shifting the Control-Track marker one step to Slaanesh; a defender win keeps the prize and marks the ground as having outlasted a raid

The Swift Host does not besiege. It races in, seizes a prize, and is gone before the enemy can bring its weight to bear. This scenario is the raid made rules: a smash-and-grab against a gang built to hold, where the daemons win only if they move faster than the line can close.

ATTACKER AND DEFENDER

The Swift Host is the attacker, racing to snatch a prize and escape before the enemy's durability can tell. The defending gang wins by holding that prize and trapping the raiders long enough for its strength to matter.

THE BATTLEFIELD

A single objective is placed at the centre of the board — the prize the raid is fought over. The rest of the field should offer the raiders open lanes to cross and a clear escape route back the way they came.

DEPLOYMENT

The defender deploys around the central objective in strength. The Swift Host deploys along one board edge, with a clean run at the prize and the escape route at its back.

THE RAID

The Swift Host must seize the central objective and carry it off its own board edge before the game ends. A fighter carrying the prize may pass it to another Slaanesh fighter it is in base contact with. The defender must keep the objective, or pin the carrier and take it back before the raiders escape.

ENDING THE BATTLE

The battle ends when the Swift Host carries the prize off its board edge, when the carrier is taken Out of Action and the prize recovered, or when either side bottles out.

VICTORY

The Swift Host wins if it carries the objective off its board edge. The defender wins if it holds the objective at game end, or takes the carrier Out of Action and recovers the prize.

REWARDS

A successful raid banks the prize's credits plus an Excess Tally windfall for the perfect snatch. The defender gains Reputation and a bounty for every raider taken Out of Action before it could flee.

THE WORLD'S FATE

A Swift Host win carries a world's wealth into the rapture, shifting the Control-Track marker one step toward Slaanesh. A defender win keeps the prize and marks the ground as having outlasted a raid.

ATTACKER	the Swift Host (crossing the board in a turn to win the first exchange everywhere and consolidate out of reach before the enemy can answer)
DEFENDER	the durable gang (which wins by surviving the alpha-strike intact, pinning the fragile host, and beating it in the second exchange the daemons cannot afford)
DEPLOY	the Swift Host deploys along one board edge with open lanes to cross; the defender deploys central and dug in, with cover to weather the first turn and the space to counter-charge once the daemons have committed
OBJECTIVE	the Swift Host must take enemy fighters Out of Action before they activate (speed-kills) and end each round with its killers out of the enemy's reach; the defender must survive the opening turns with its line intact, then pin and destroy the glass bodies the alpha has exposed
VICTORY	the Swift Host wins if, by the end of the game, it has scored more speed-kills than it has lost fighters AND its Crescendo of Excess is at 5 or higher; the defender wins if it reduces the Swift Host below half strength, or ends the game with the daemons' Crescendo below 3
REWARDS	a Swift Host win banks a surge toward the Excess Tally (a Reputation windfall at 1.5x); the defender gains Reputation for weathering the alpha and the credits of a line held against the fastest gang alive
CONTROL TRACK	a Swift Host win seizes the world in a single perfect stroke, shifting the Control-Track marker one step to Slaanesh; a defender win holds the ground and marks it as having survived a Swift Host's opening rush once

This is the Swift Host's defining test and its truest danger: a race between the alpha-strike and the wall built to survive it. The daemons must win the first exchange everywhere and stay out of reach; the enemy must weather the opening turns, then pin the glass and break it in the second exchange the host cannot afford.

ATTACKER AND DEFENDER

The Swift Host is the attacker, crossing the board in a turn to win the first exchange everywhere and consolidate out of reach. The durable gang is the defender, winning by surviving the alpha-strike intact, pinning the fragile host, and beating it once the daemons have committed.

THE BATTLEFIELD

Open lanes run from the Swift Host's edge toward a central killing ground, with cover clustered where the defender sets its line — space for the daemons to cross, and space for the enemy to counter-charge once they have.

DEPLOYMENT

The Swift Host deploys along one board edge with open lanes to cross. The defender deploys central and dug in, with cover to weather the first turn and the room to counter once the daemons are exposed.

THE STRIKE AND THE ANSWER

The Swift Host scores by taking enemy fighters Out of Action before they activate — speed-kills — and by ending each round with its killers beyond the enemy's reach. The defender scores by surviving the opening turns with its line intact, then pinning and destroying the glass bodies the alpha has left in the open.

ENDING THE BATTLE

The battle runs its full length unless one gang bottles out. Track the Swift Host's speed-kills, its losses, and its Crescendo of Excess throughout.

VICTORY

The Swift Host wins if, at game's end, it has scored more speed-kills than it has lost fighters and its Crescendo of Excess stands at 5 or higher. The defender wins if it reduces the Swift Host below half strength, or ends the game with the daemons' Crescendo below 3.

REWARDS

A Swift Host win banks a surge toward the Excess Tally, a Reputation windfall at one and a half times the normal rate. The defender gains Reputation for weathering the alpha and the credits of a line held against the fastest gang alive.

THE WORLD'S FATE

A Swift Host win seizes the world in a single perfect stroke, shifting the Control-Track marker one step toward Slaanesh. A defender win holds the ground and marks it as having survived a Swift Host's opening rush.



CHAOS DAEMONS • HOUSE DOSSIER

HOST OF TZEENTCH

The Changer of Ways' chosen: a flickering host of warp-flame Pink Horrors that hurl Wyrld Powers from behind the finest ward of all, splitting into lesser forms as they die and never willingly closing, anchored by a Lord of Change — fragile as glass, yet the hardest thing on the field to truly kill.

The Flickering Flame is the sorcery slice of the warp given form — the daemons of the Changer of Ways, and the only Daemon House built around a spell list. Where Khorne forbids sorcery and never shoots, this host is its exact inverse: all sorcery, all range, a warp-flame caster tide that would far rather rewrite a fight than close it. Its Pink Horrors sling Wyrd Powers and split into lesser bodies as they fall; its Heralds anchor the line; a Lord of Change with the deepest spell list stands at its heart. It wins by overwhelming the enemy with sorcery — mortal-wound spells that bypass armour through Sorcery, mutation that swings a statline, warp-rifts that displace and pin — all from behind the best Ward in the game and a swarm that multiplies as it dies. Its fragility is the price: T3, one Wound, no armour, a host of glass compelled to keep throwing fire. It is the hardest thing in the game to remove and the easiest to break, and its named counter is real — a fast, anti-psyker melee gang that reaches the casters before the spells decide the fight.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Leader (Lord of Change OR Daemon Prince of Tzeentch)
- ♦ 0-2 Heralds (Iridescent Horror / Disc-Herald)
- ♦ Pink Horrors the bulk; Screamer 0-2; Flamers 0-2; Blue/Brimstone Horrors cheap and plentiful (and spawned by Split)
- ♦ 0-1 Burning Chariot / Soul Grinder Brute
- ♦ Backbone: Pink Horrors (Gangers) $\geq$ Leaders + Heralds
- ♦ Change Tally: Champion/Herald slots unlock off successful Wyrds - Reputation from sorcery worked, at 1.5x (the nine-fold ascension measured in spells cast, not skulls or territory)
- ♦ Max 1 Daemonic Icon; no armour, no grenades, no chem - spend on caster bodies and the spell list, not kit
- ♦ Hard constraint (faithfulness): no new spend-currency - casting is a Willpower-test subsystem, the Tide of Change a NON-spend passive meter, not a sixth coin

A Flickering Flame gang musters from 1500 credits. It is led by exactly one Leader — a Lord of Change or a Daemon Prince of Tzeentch — and may take up to two Heralds, drawn from the Iridescent Horror and Disc-Herald. Pink Horrors form the bulk of the host, and the roster requires that its Pink Horror Gangers at least equal its Leaders and Heralds combined: this is a warded caster body-count, not a melee swarm, and the whole line must be able to shoot magic. Around that core sit up to two Screamers, up to two Flamers, cheap and plentiful Blue and Brimstone Horrors — many of them spawned free by Split — and no more than one Burning Chariot or Soul Grinder Brute.

The host advances by sorcery worked rather than blood spilled. Through the Change Tally, successful Wyrds accrue Reputation at one and a half times the usual rate toward unlocking further Champion and Herald slots — the nine-fold ascension measured in spells cast, not skulls or territory. A gang may raise at most one Daemonic Icon, and takes no armour, grenades, or chem; credits go to caster bodies and the spell list, not kit. Casting itself is never bought: the Wyrds Powers are worked by Willpower test and the Tide of Change is a passive meter, so a player builds toward more sorcerers and deeper spells rather than banking any spendable resource.

👁 GANG RULES

✂ EPHEMERAL FLUX

GANG RULE

Ephemeral Flux is the way the Flickering Flame holds itself together — not by killing, but by casting. The Daemonic Instability that governs every daemon gang builds Pressure across the battle, and each House sheds it differently. When a Tzeentch fighter successfully manifests a Wyrd Power, the gang's Pressure drops by 1, to a minimum of 0, the warp tightening its grip as the sorcery flows. Where Khorne relieves through slaughter, Nurgle through contagion, and Slaanesh through speed, Tzeentch relieves through worked spellcraft — the host is most stable precisely when its casters are speaking without cease. The counterplay is exact: silence the sorcerers, and a host denied its relief watches the Pressure climb until it begins to cascade and banish.

✂ LOCUS OF CHANGE

GANG RULE

Locus of Change is the flickering flame that radiates from a Herald of the Changer, wrapping the daemons around it in the same half-real fire that shields their master. Friendly Tzeentch fighters within Short of an Iridescent Horror improve their flickering Ward, gaining the re-roll if they lacked it — so a screen of lesser Horrors holds far harder while the Herald stands among them. This is the House's chosen champion aura, and its concentration is deliberate. The same Iridescent Horror is the principal caster and the +2 Resolve Instability steadier, so killing it removes the aura, the sorcery, and the steadier at a single stroke. To unpick the whole knot, an enemy need only silence the sorcerer — the clean counterplay the House is built around.

✂ SORCERY

GANG RULE

Sorcery is the Nine-Fold Flame — the warp-fire that makes the Flickering Flame the only Daemon House to fight with a spell list, and the art that sets it apart from every other host. Its casters know Wyrd Powers from the Sorceries of Tzeentch: a Pink Horror knows one, an Iridescent Horror two, a Lord of Change three. When such a fighter attempts a power it takes a Willpower test, casting the power on a pass. On a critical failure it suffers Perils of the Warp — the caster takes a wound and may be Pinned as the Great Ocean recoils through it. Every successful cast feeds Ephemeral Flux to relieve the gang and advances the Tide of Change. It is no currency and no dice-editing: the caster throws fire and pays in Perils. A host that wins by sorcery lives and dies by keeping its fragile sorcerers alive and speaking.

✂ THE TIDE OF CHANGE - THE NINE

GANG RULE

The Tide of Change — The Nine — measures how deeply a battle has been steeped in change. The gang's meter starts each battle at 0 and only ever climbs, never falling. It advances one step on each successful Wyrd cast, and the Icon of Tzeentch and the Warp-Conduit push it faster still. Its brackets pay out automatically and gang-wide as the meter rises: at 3, Wyrd casts gain +1 to the Willpower test as the warp grows attentive; at 5, Bolt of Change deals +1 mortal wound and Firestorm strikes at +1 Strength; at 7, Perils no longer Pins a caster, only wounds it, the host too steeped in change to be cowed; at 9, once this battle a slain Lord of Change or Herald Manifests anew from reserve at full Wounds — the nine-fold return. It is a one-way ratchet, not a purse: it escalates the potency and reliability of the host's sorcery, and nothing is ever spent to trigger it.

FIGHTERS

DAEMON PRINCE

LEADER

× 310 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	4+	5	5	5	3+	3	5+	5+	4+	5+

SAVE 4+

SPECIAL RULES

The Daemonic Ward (4+ Ward)

Flickering Ward (re-roll a failed Ward)

Sorcery (a caster - knows Wyrd Powers, Willpower-cast, Perils on a critical fail)

Daemonic Instability (Prince Resolve 10 - rarely banishes; a +2 Resolve steadier for nearby daemons)

Ephemeral Flux (a successful Wyrd cast relieves 1 Pressure)

Capricious Glass (the must-cast compulsion; no armour)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; Fly; governed by Instability, never flees)

SEE SPECIAL RULES

Typed Effects

- re-roll Save
- grant-immunity Broken

PRIMARY

Cunning

Savant

Shooting

Sorceries of Tzeentch

SECONDARY

Agility

Brawn

Combat

Ferocity

Leadership

Smite

STARTING GEAR Baleful Sword

FREE SKILL Flickering Shield

EQUIPMENT LIST

CLOSE-COMBAT

Daemonic Talons 25 credits

Daemonic Blade 35 credits

Baleful Sword

included

ARMOUR

Coruscating Brand 55 credits

ACCESSORY

Wyrdvane Charm 35 credits

STATUS

Icon Of Tzeentch 50 credits

A mortal champion of the Changer raised to daemonhood — a winged sorcerer-monster marked to Tzeentch, the House's alternative Leader when a player wants a killer at the head of the host rather than pure spellcraft.

The Daemon Prince of Tzeentch is the shared ascended-champion chassis worn in the Changer's colours. It casts through Sorcery like the god's own Greater Daemon, its founding power the defensive Flickering Shield, but it brings a body the Lord of Change lacks: S5, T5, three Attacks and a Baleful sword, a genuine melee threat wrapped around the caster. Behind a re-rolling 4+ Flickering Ward and steadied to Resolve 10, it anchors the gang's Daemonic Instability and relieves Pressure on every successful cast through Ephemeral Flux. It flies, it out-casts,

and unlike the fragile Horrors it can meet a charge and win. It still answers to Capricious Glass — the must-cast compulsion drives it to spend its sorcery whether or not the moment is safe.

LORD OF CHANGE

LEADER

520 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	3+	6	6	7	3+	4	4+	5+	3+	4+

SAVE 4+

SPECIAL RULES

The Daemonic Ward (4+ Ward)

Flickering Ward (re-roll a failed Ward)

Sorcery (knows 3 Wyrd Powers; Willpower-cast, Perils on a critical fail; the deepest spell list in the House)

Daemonic Instability (Greater Resolve 10 - rarely banishes; a +2 Resolve steadier for nearby daemons)

Ephemeral Flux (a successful Wyrd cast relieves 1 Pressure)

Capricious Glass (the must-cast compulsion)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; Fly; governed by Instability, never flees)

SEE SPECIAL RULES

Typed Effects

- re-roll Save
- grant-immunity Broken

PRIMARY

Cunning

Leadership

Savant

Shooting

Sorceries of Tzeentch

SECONDARY

Agility

Combat

Ferocity

Smite

STARTING GEAR Baleful Sword · Rod Of Sorcery

FREE SKILL Bolt Of Change

EQUIPMENT LIST

HEAVY

Rod Of Sorcery

included

CLOSE-COMBAT

Baleful Sword

included

ARMOUR

Coruscating Brand

55 credits

ACCESSORY

Wyrdvane Charm

35 credits

☞ Tome Of Nine Secrets

40 credits

Built from a Blue-Scribes tome bound in Brimstone-hide onto a chain-focus (Tzeentch daemon range). Priced above the stock Wyrdvane Charm 35.

STATUS

Icon Of Tzeentch

50 credits

The winged master-sorcerer of the Flickering Flame — a towering Greater Daemon of the Changer of Ways, the deepest spell list in the House made flesh, and the centrepiece the whole host is built to screen.

The Lord of Change is the Flickering Flame's Leader and its reason for being. It knows three Wyrd Powers where a Pink Horror knows one, casting through Sorcery on a Willpower test and paying the price of a failed one in Perils of the Warp — yet with a 3+ Willpower it rarely fails. Its founding power is Bolt of Change, the mortal-wound nuke that ignores every save. Around it hang the Baleful sword and the option of the Rod of Sorcery, for the rare turns it deigns to fight at arm's length. Behind the best Ward in the faction — a 4+ that re-rolls through Flickering Ward — it is the hardest single body in the game to remove, steadied to Resolve 10 and steadying every daemon

near it. It is bound all the same by Capricious Glass: a caster that can cast must, so it can never simply hide and hoard its fire.

DISC HERALD

CHAMPION

✖ 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
10"	4+	3+	3	4	2	4+	1	5+	5+	4+	5+

SAVE 4+

SPECIAL RULES

The Daemonic Ward (4+ Ward)

Flickering Ward (re-roll a failed Ward)

Sorcery (a mobile caster - knows Wyrd Powers, Willpower-cast, Perils on a critical fail)

Daemonic Instability (Herald Resolve 8; a +2 Resolve steadier for nearby daemons)

Ephemeral Flux (a successful Wyrd cast relieves 1 Pressure)

Capricious Glass (T4 but W2; the must-cast compulsion; no armour)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; Fly (disc - fast Fly-as-jump, Impact/Rending on the Fly-charge); governed by Instability, never flees)

SEE SPECIAL RULES

Typed Effects

- re-roll Save
- grant-immunity Broken

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Leadership

Savant

Smite

Sorceries of Tzeentch

STARTING GEAR Sorcerous Staff · Disc Blades

FREE SKILL Infernal Gateway

EQUIPMENT LIST

SPECIAL

✧ Flickering Firepike 30 credits

Built from a Flamer warpfire-emitter mounted on a Screamer disc-lance (Tzeentch daemon range). Priced above the stock Sorcerous Staff 25 / warpfame 15.

Sorcerous Staff

included

CLOSE-COMBAT

Disc Blades

included

WARGEAR

Disc Goad 35 credits

ACCESSORY

Wyrdvane Charm 35 credits

STATUS

Board Of The Fateweaver 40 credits

A Herald of Tzeentch riding a shrieking Disc of Tzeentch — the mobile caster that answers the Flickering Flame's own fragility by never being where the enemy expects it.

The Disc-Herald is the fast Champion of the host, a sorcerer mounted on a bound Screamer-disc that hurls it across the field at 10" with Fly. It casts through Sorcery — two Wyrd Powers, founded on the displacement spell Infernal Gateway — and fights with a Sorcerous Staff, while the Disc blades tear at anything it overflies with

Impact and Rending on the charge. Behind a re-rolling 4+ Flickering Ward and steadying nearby daemons to Resolve 8, it is the linchpin of the disc-cabal build: kite-and-cast, strike from an angle, and slip away before a melee gang can close. Its speed is its shield, for it shares the line's frailty at W2 and answers to Capricious Glass, compelled to cast whenever it can.

IRIDESCENT HORROR

CHAMPION

× 90 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	3+	3	3	2	4+	1	5+	5+	4+	5+

SAVE 5+

SPECIAL RULES The Daemonic Ward (5+ Ward) Flickering Ward (re-roll a failed Ward)

Sorcery (knows 2 Wyrd Powers; the principal sorcerer of the line)

Split (on OOA, becomes 2 Blue Horrors then Brimstones; a Split is not 'lost' for Pressure)

Daemonic Instability (Herald Resolve 8; a +2 Resolve steadier for nearby daemons)

Ephemeral Flux (a successful Wyrd cast relieves 1 Pressure) Locus of Change

Capricious Glass (T3, fragile; the must-cast compulsion)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; governed by Instability, never flees)

SEE SPECIAL RULES

Typed Effects

- re-roll Save
- grant-immunity Broken

PRIMARY Cunning Leadership Savant SECONDARY Agility Smite
Shooting Sorceries of Tzeentch

STARTING GEAR Sorcerous Staff

FREE SKILL Treason Of Tzeentch

EQUIPMENT LIST

SPECIAL	ARMOUR
✦ <i>Mutating Warpstaff</i> 30 credits <i>Kitbashed from a Sorcerous Staff re-carved with Boon-of-Change fetishes (Tzeentch daemon range). Priced above the stock Sorcerous Staff 25.</i>	Coruscating Brand 55 credits
CLOSE-COMBAT	ACCESSORY
Sorcerous Staff <i>included</i>	Wyrdvane Charm 35 credits
	Warp Conduit 45 credits
	STATUS
Bedazzling Staff 20 credits	Icon Of Tzeentch 50 credits

The Herald of Tzeentch on foot — the principal sorcerer of the line, the Instability steadier, and the heart of the Locus of Change aura all in one iridescent body.

The Iridescent Horror is the Flickering Flame's Champion and its single most load-bearing piece. It knows two Wyrd Powers, its founding curse Treason of Tzeentch, and casts through Sorcery with a strong 4+ Willpower. Its Sorcerous Staff answers threats at range or in reach. Where it stands it does three things at once: it is the best caster short of the Lord of Change, it steadies nearby daemons to Resolve 8 against Daemonic Instability, and its Locus

of Change radiates the flickering re-roll to every Tzeentch fighter within Short. That concentration is also the House's exposed nerve — take the Herald Out of Action and the aura, the caster, and the steadier all fall at once. Being a Horror, it Splits when slain into two Blue Horrors rather than simply dying, and it too suffers Capricious Glass — T3, fragile, and compelled to cast.

FLAMER

GANGER

× 80 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	5+	4+	3	4	2	4+	1	8+	7+	6+	9+

SAVE 5+

SPECIAL RULES

The Daemonic Ward (5+ Ward)

Flickering Ward (re-roll a failed Ward)

Daemonic Instability (Lesser Resolve 6)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (*Terrifying; a bobbing erratic flight - -1 to be hit by ranged; governed by Instability, never flees*)

SEE SPECIAL RULES

Typed Effects

- re-roll Save
- grant-immunity Broken

PRIMARY

Shooting

SECONDARY

Agility

Savant

Sorceries of Tzeentch

Smite

STARTING GEAR Warpfire Template

EQUIPMENT LIST	
SPECIAL	PERSONAL
Warpfire Template	Mutating Flesh
<i>included</i>	30 credits

A bobbing, capering beast of living warp-fire — the Flickering Flame's flamer-beast, a spitting mouth on drifting legs that bathes the enemy in flame.

The Flamer is the host's ranged beast, a daemon that is itself a weapon. It has no spells and no finesse; it drifts erratically forward and unleashes its innate warpfire, the Template washing a broad cone of clinging Warp-flame over anything before it. That erratic, weaving flight is its defence as much as its re-rolling 5+ Flickering Ward — it bobs and shudders unpredictably, harder to hit at range for the confusion of its motion. At T4 and W2 it is sturdier than the Horrors it fights beside, making it the sticky forward element of a warp-flame gunline: send it ahead to burn out a cluster of foes and soak the return fire the fragile casters never could.

IRIDESCENT PACKLEADER

GANGER

× 82 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	3+	3	3	1	4+	1	6+	6+	4+	5+

SAVE 5+

SPECIAL RULES

The Daemonic Ward (5+ Ward)

Flickering Ward (re-roll a failed Ward)

Sorcery (knows 2 Wyrd Powers; a battle-caster from the line)

Split (on OOA, becomes 2 Blue Horrors then Brimstones; a Split is not 'lost' for Pressure)

Daemonic Instability (Lesser Resolve 6)

Ephemeral Flux (a successful Wyrd cast relieves 1 Pressure)

Capricious Glass (T3/W1; the must-cast compulsion; no armour)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; governed by Instability, never flees)

SEE SPECIAL RULES

Typed Effects

- re-roll Save
- grant-immunity Broken

PRIMARY

Cunning

Savant

Shooting

SECONDARY

Agility

Leadership

Smite

Sorceries of Tzeentch

STARTING GEAR Bedazzling Staff

FREE SKILL Boon Of Mutation

EQUIPMENT LIST

BASIC

Warpflame 15 credits

CLOSE-COMBAT

Bedazzling Staff

included

PERSONAL

Mutating Flesh 30 credits

ACCESSORY

Wyrdvane Charm 35 credits

A Pink Horror grown swollen with worked sorcery — the pack-leader of the line, a battle-caster risen from the ranks to stand a step below the Herald.

The Iridescent pack-leader is the Ganger specialist of the host, the mid-line sorcerer that thickens a Pink Horror screen with real casting weight. It knows two Wyrd Powers where a common Horror knows one, casting through Sorcery on a keen 4+ Willpower with its founding boon Boon of Mutation, and carries a Bedazzling Staff to keep foes blinded and at bay. Behind a re-rolling 5+ Flickering Ward it fights as a Horror in every way that matters: it Splits into two Blue Horrors when slain rather than dying, and its casts feed Ephemeral Flux to relieve the gang. It is no less fragile than its kin, T3 and a single Wound, and Capricious Glass drives it to spend its sorcery whether the moment is safe or not.

PINK HORROR

GANGER

× 70 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	5+	4+	3	3	1	5+	1	7+	6+	5+	6+

SAVE 5+

SPECIAL RULES The Daemonic Ward (5+ Ward) Flickering Ward (re-roll a failed Ward)

Sorcery (knows 1 Wyrd Power; Willpower-cast, Perils on a critical fail)

Split (on OOA, becomes 2 Blue Horrors then Brimstones; a Split is not 'lost' for Pressure)

Daemonic Instability (Lesser Resolve 6) Ephemeral Flux (a successful Wyrd cast relieves 1 Pressure)

Capricious Glass (T3/W1)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; governed by Instability, never flees)

SEE SPECIAL RULES

Typed Effects

- re-roll Save
- grant-immunity Broken

PRIMARY

Shooting

SECONDARY

Cunning

Savant

Sorceries of Tzeentch

Smite

STARTING GEAR Warpflame

FREE SKILL Tzeentchs Firestorm

EQUIPMENT LIST

BASIC

Warpflame

included

PERSONAL

Mutating Flesh

30 credits

ACCESSORY

Wyrdvane Charm

35 credits

The warp-flame line troop of the Flickering Flame — a cackling, colour-shifting daemon that flings fire, knows a spell of its own, and refuses to stay dead.

The Pink Horror is the backbone of the host and the body every cost in the House is measured against. Each one carries innate Warpflame and knows a single Wyrd Power, casting through Sorcery on a 5+ Willpower with its founding power Tzeentch's Firestorm — a whole screen of them makes a caster tide, not a mere gunline. Its defence is the best line Ward in the faction, a re-rolling 5+ Flickering Ward, worn over the most fragile frame present: T3, one Wound, no armour. That glass is the price of everything else. When one is finally taken Out of Action it does not fall — it Splits into two Blue Horrors, and is never counted lost for Instability Pressure. Every successful cast relieves the gang through Ephemeral Flux, but Capricious Glass compels it to cast whenever able, exposing the frail body to fire and Perils alike.

SCREAMER

GANGER

× 95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
12"	4+	–	4	3	2	3+	2	7+	6+	6+	8+

SAVE 5+

SPECIAL RULES

The Daemonic Ward (5+ Ward)

Flickering Ward (re-roll a failed Ward)

Daemonic Instability (Lesser Resolve 6)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; Fly (disc-shark - fast Fly-as-jump, Slashing-attack on the Fly-over); governed by Instability, never flees)

SEE SPECIAL RULES

Typed Effects

- re-roll Save
- grant-immunity Broken

PRIMARY

Agility

SECONDARY

Combat

Ferocity

Shooting

STARTING GEAR Lamprey Bite

EQUIPMENT LIST

CLOSE-COMBAT

Lamprey Bite

included

WARGEAR

Disc Goad

35 credits

PERSONAL

Mutating Flesh

30 credits

A disc-shark of the warp — the Flickering Flame's one true predator, a wailing sky-hunter in a host that would otherwise never willingly close.

The Screamer is the gang's sole dedicated melee body, and it is nothing like the casters it flies among. It knows no Wyrd Powers and casts nothing; it exists to hunt. At a blistering 12" with Fly it runs down whatever the sorcery has already pinned or displaced, killing on the pass with its Lamprey bite as it shrieks overhead. Behind a re-rolling 5+ Flickering Ward it is quick, evasive, and just durable enough at W2 to survive a strike-and-fade. In a host built to hold the enemy at range, the Screamer is the answer to anything that slips the net — the blade that reaches out to a target the spells have already broken, and the one chassis a mobile disc-cabal leans on to punish a foe that tries to close.

BLUE BRIMSTONE

JUVE

× 35 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	2	3	1	5+	1	8+	7+	6+	8+

SAVE 6+

SPECIAL RULES

The Daemonic Ward (6+ Ward)

Flickering Ward (re-roll a failed Ward)

Daemonic Instability (Lesser Resolve 6)

Daemonic / Cause Fear - every daemon is Terrifying and warp-born, governed by Instability rather than mortal courage (Terrifying; governed by Instability, never flees)

SEE SPECIAL RULES

Typed Effects

- re-roll Save
- grant-immunity Broken

SECONDARY

Cunning

Shooting

STARTING GEAR Blue Fire Bolt · Brimstone Flicker

EQUIPMENT LIST

SPECIAL

Blue Fire Bolt

included

Brimstone Flicker

included

The splinters of the host — Blue and Brimstone Horrors, the lesser bodies a Pink Horror fractures into when it is cut down, cheap and plentiful and endlessly renewed.

The Blue/Brimstone Horror is the Juve swarm of the Flickering Flame, and much of it arrives free through Split rather than being bought at all. A Blue Horror spits its sullen fire-bolt; the terminal Brimstone flickers with the last ember of a Horror's fire. Neither is dangerous alone — S2, one Wound, and only a 6+ Ward — but every one of them re-rolls that Ward through Flickering Ward, and a board flooded with them refuses to thin. They are the sticky body-count that makes the host so maddening to remove: kill a Pink Horror and two Blues take its place; kill a Blue and Brimstones flicker up in turn, cackling, spitting chip-fire, and holding ground the enemy thought it had cleared.

VEHICLES

BURNING CHARIOT

VEHICLE

✖ 190 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	5	4	4	5	5+	5+	4+	6+	6+	4+	5+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Coruscating Flame — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Flickering Ward (4+ invulnerable, re-roll a failed Ward — an inherent survivability layer riding ON the vehicle: a separate save, not the chassis Sv)
- ♦ Terrifying

The Burning Chariot is the Flamer-drawn warpfire platform — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. Two Exalted Flamers haul a disc of screaming brass through the air at Movement 10", a Skimmer that never quite touches the ground, hovering over the caster host and spilling warp-fire down onto whatever the Architect has decided should burn. It is the ONE fast war-engine Tzeentch fields and it is deliberately fragile: Toughness 5 to the front, 4 to the flank and rear, five Hull Points behind a 5+ save on an open mount. What keeps it alive is not armour but the **flickering 4+ ward (re-roll)** — an inherent survivability layer riding ON the vehicle, a save of its own rather than the chassis armour, and the enemy learns to hate the second chance it grants. Its coruscating flame sits on the forward hardpoint, chassis-fitted and inherent, a Blast of warp-flame that scours a whole knot of bodies at once. It is Terrifying, as every daemon is, and it dies to a bad Loss-of-Control roll like everything glassy and fast. A fortune-gatekeeper at 0-1 per gang, priced **provisional** from the \$5c profile; damage and handling resolve through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SOUL GRINDER

VEHICLE

✖ 360 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	4+	4+	7+	5+	6+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Soul Grinder Claw — Arm arc (Crew)
- ♦ Soul Grinder Cannon — Front arc (Crew)

SPECIAL RULES

- ♦ [object Object]
- ♦ [object Object]
- ♦ 0-1 per gang

A shared daemon-engine of the warp marked to the Changer — half-machine, half-beast. As of the Core-wide reckoning the Soul Grinder is no longer the heaviest Brute the Flickering Flame could field but a \$5c war-engine resolved through the Ash-Wastes vehicle rules: an iron-clawed horror that grinds forward where the Horrors flit and hover. It is a Walker of front-weighted hull (Toughness 8 fore, 7 flank, 6 rear) over six Hull Points, striding at six inches. It fights at both ranges — the harvester/phlegm cannon spits Rapid Fire and Blast across the field, while the iron claw and warpsword rend anything within reach. Its defence is a 4+ Daemonic Ward, an AP-proof warp-field rather than armour (the Sv column itself is the Ward): it is the one body in the gang that does not flicker — a durable, grinding anchor rather than a half-unreal one. Like every war-engine it advances and kills until torn apart, at which point it banishes back to the warp in a violent implosion; Terrifying, its damage, handling and Deadly Demise are all resolved through the Ash-Wastes vehicle rules. A fortune-gatekeeper (0–1), it is the melee weight a caster host otherwise wholly lacks. Its price is provisional, derived from the \$5c profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

🦴 PSYCHIC DISCIPLINES

✖ THE SORCERIES OF TZEENTCH

PSYCHIC DISCIPLINE

The Sorceries of Tzeentch are the whole of the Changer's witchcraft — the single, boundless discipline the entire host wields, from the humblest Pink Horror to the winged Lord of Change. Where a rival warband keeps one caster, here everyone is a sorcerer, and the same six workings pass through every hand: the unmaking bolt, the gift of mutation, the storm of warp-flame, the treacherous gateway, the flickering shield, and the whispered treason.

Each is a Wyrd power, and each courts the warp's price for the one who calls it. At creation a caster with access picks or rolls its power or powers from the table below, and adds to them the universal witch-blast of Smite.

ROLL	POWER
1	Bolt of Change. The caster hurls a searing bolt of raw change at a single enemy within Long range. The target suffers D3 mortal wounds that tear straight through every protection — Ward, armour and Feel-No-Pain alike count for nothing against the unmaking flame. It is the discipline's one pure killing lever, the sorcery that answers a hardened target no ordinary weapon can crack, and it is why even a lone Pink Horror is a threat the enemy cannot ignore.
2	Boon of Mutation. The caster gifts a chosen friendly within Short a beneficial mutation, twisting its flesh toward the war it must wage. While the power is sustained the target gains a boon — an added measure of Strength, of Toughness, or an extra Attack, taken or rolled from the boons of Change. It is the host's buff-lever, turning an ordinary Horror or Herald into something markedly deadlier; but holding it costs the caster its focus round after round, so the boon goes to the body whose fight will decide the battle.
3	Tzeentch's Firestorm. The caster centres a roaring Blast of warp-flame within Short range. Every fighter caught beneath it — friend and foe without distinction — suffers a Strength 4, AP-1 hit as the indiscriminate fire of Change washes over them. It is the discipline's area lever, a way to break up a clustered enemy or clear a held position, spent with care for the daemons the caster is willing to see scorched alongside the enemy.
4	Infernal Gateway. The caster tears a warp-rift open beneath an enemy within Long range. The victim is dragged D6 inches in whatever direction the caster wills and left Pinned where it lands, hurled out of position and into the open. It is the discipline's control lever — a way to peel a fighter off an objective, strand it away from its gang, or drop it into a killing ground for the host to fall upon.
5	Flickering Shield. The caster wraps a chosen friendly within Short in a coruscating shield of change. While the power is sustained the target improves its Ward by one and keeps the flickering re-roll, becoming markedly harder to put down. It is the discipline's defensive lever, spent to keep a key body — the caster's own, a Herald, a held anchor — standing through fire it should not survive; but sustaining it ties up the caster's attention while the shield holds.
6	Treason of Tzeentch. The caster whispers a malign mutation into an enemy within Short range, and the victim's own flesh turns against it — it suffers a penalty of one to a single characteristic until the battle ends. Worked by a master such as the Lord of Change, the treachery runs deeper still: the victim turns on its own, making a melee attack against a fighter of its own gang. It is the discipline's curse lever, degrading an enemy champion or seeding chaos in its ranks.

GANG TACTICS D66		
ROLL	TACTIC	TIMING

11	Firestorm Autocast. Play this at any point in the round. One friendly caster may cast a single Wyrd Power this round without taking a Willpower test — the power automatically succeeds, and the caster suffers no Perils of the Warp for it. The Changer's fire answers unbidden, and for one moment the sorcery cannot fail.	ANY ROUND
12	The Ninth Lore. Play this at the start of a round. Advance your gang's Tide of Change by 2 steps immediately, as a forbidden lore surges through the host and steeps the battle in change all at once. The meter climbs toward its escalating brackets far faster than casting alone would carry it.	START OF ROUND
13	Capricious Warp. Play this at any point in the round. Until the end of the round, re-roll all failed Ward rolls for your gang, as the whole host flickers half-out of the world at once. For one round the daemons are barely here at all, and blows that should have landed pass through empty warp-fire.	ANY ROUND
14	Ever Changing. Play this at any point in the round. Whenever a friendly Pink Horror Splits this round, place three Blue Horrors where it fell instead of two. The host multiplies faster than the enemy can cut it down, each death a greater bloom of lesser bodies.	ANY ROUND
15	Sealed Fate. Play this at any point in the round and choose one enemy fighter you can see. Until the end of the round, that fighter suffers 1 mortal wound at the start of each of its activations, its fate sealed and the warp already gnawing at the thread of its life.	ANY ROUND
16	Unerring Bolt. Play this when a friendly caster resolves a damaging Wyrd Power this round. That power automatically hits its target — the bolt of change cannot be turned aside, swerving through cover and evasion alike to find the fate marked for it.	WHEN CASTING
21	Warp Surge. Play this when a friendly fighter takes a Willpower test to cast a Wyrd Power this round. Add +1 to that test as the Great Ocean surges to the caster's call, making a difficult casting that much surer.	WHEN CASTING
22	Flickering Veil. Play this at any point in the round and choose one friendly fighter. Until the end of the round, that fighter improves its flickering Ward by 1, half-fading from the world behind a veil of shifting warp-fire.	ANY ROUND
23	Mutating Tide. Play this at any point in the round. One friendly Horror rolls once on the Boon table for a beneficial mutation that lasts until the end of the round, its flesh briefly remade by the running tide of change.	ANY ROUND
24	Gate Of Infinity. Play this at any point in the round. One friendly fighter may immediately make a move of up to 6", ignoring all intervening terrain and models, stepping into a brief warp-rift and out of it elsewhere. It may not end this move within 1" of an enemy.	ANY ROUND
25	Unravelling Word. Play this at any point in the round and choose one enemy fighter you can see. That fighter suffers -1 to its next Nerve or Willpower test as a whispered word of unmaking gnaws at its resolve.	ANY ROUND
26	The Changers Gift. Play this at the start of the battle and choose one friendly fighter. That fighter begins the battle bearing a beneficial mutation, gaining +1 to one of its Strength, Toughness, or Attacks for the whole battle — a gift bestowed by the Changer before the first shot is fired.	START OF BATTLE
31	Pyre Of Change. Play this at any point in the round. The next warpflame attack a friendly fighter makes this round gains +1 Strength as the fire of change roars up into a pyre, burning hotter than any natural flame.	ANY ROUND

32	Warp Lash. Play this at any point in the round. One enemy fighter within Short of a friendly caster suffers a single Strength 3, AP-1 hit as a whip of raw warp-stuff lashes out from the sorcerer's outstretched hand.	ANY ROUND
33	Nine Fold Vision. Play this when a friendly caster fails a Willpower test to cast a Wyrd Power this round. That caster does not suffer Perils of the Warp from the failed casting — the nine-fold vision steadies its sight through the recoiling tide.	WHEN CASTING
34	Boiling Warp. Play this at any point in the round. Until the end of the round, any enemy fighter that ends its activation within 1" of a friendly Horror suffers a single Strength 3 hit as the very air boils with unleashed warp-energy.	ANY ROUND
35	Splintering Death. Play this at any point in the round. When a friendly Horror is taken Out of Action this round, one enemy fighter within Short of where it fell suffers a single Strength 3 hit as the daemon bursts apart in a spray of splintering warp-glass.	ANY ROUND
36	The Price Of Knowledge. Play this when a friendly caster fails a Willpower test to cast a Wyrd Power this round. That caster may immediately re-roll the test; if the re-roll also fails, it suffers Perils of the Warp regardless of the result. Knowledge is never freely given.	WHEN CASTING
41	Shimmering Host. Play this at any point in the round. Until the end of the round, friendly fighters count as being in partial cover against ranged attacks as the whole host shimmers and blurs between states, never quite where the eye insists it is.	ANY ROUND
42	Warp Conduit Surge. Play this once per battle. One friendly caster may immediately attempt a second Wyrd Power in the same activation, over-channelling the Great Ocean through itself; a critical failure on either casting inflicts Perils of the Warp the harder.	ONCE PER BATTLE
43	Fickle Fortune. Play this at any point in the round. Force one enemy fighter to re-roll a successful hit, wound, or save it has just made — fortune, which favoured it a moment ago, turns fickle and abandons it at the Changer's whim.	ANY ROUND
44	Tide Of Mutation. Play this at the start of a round. Advance your gang's Tide of Change by 1 step, and one friendly Horror gains +1 to one of its characteristics until the end of the round as the rising tide reshapes it on the spot.	START OF ROUND
45	Disc Storm. Play this at any point in the round. Each friendly disc-mounted fighter adds +3" to its Move this round as the bound discs howl themselves into a shrieking storm of motion across the field.	ANY ROUND
46	The Endless Legion. Play this once per battle. The next friendly Horror taken Out of Action this battle Splits into three Blue Horrors instead of two, its death seeding a fresh legion where the enemy hoped to have cleared one.	ONCE PER BATTLE
51	Warpflame Fusillade. Play this at any point in the round. One friendly fighter may fire a warpflame weapon twice this round rather than once, pouring a double gout of iridescent fire across the field in a single furious fusillade.	ANY ROUND
52	Baleful Gaze. Play this at any point in the round and choose one enemy fighter you can see. Until the end of the round, that fighter suffers -1 to its hit rolls, pinned and unsettled beneath the baleful stare of a daemon that seems to see straight through it.	ANY ROUND
53	Arcane Overload. Play this when a friendly caster resolves a damaging Wyrd Power this round. That power deals +1 mortal wound as the caster forces more raw change through itself than is safe, overloading the working past its limits.	WHEN CASTING

54	The Turning Wheel. Play this at any point in the round. Choose two friendly fighters within 3" of one another and swap their positions, each set up where the other stood as the wheel of change turns them about. Neither may be placed within 1" of an enemy.	ANY ROUND
55	Corposant Shield. Play this at any point in the round and choose one friendly fighter. Until the end of the round, that fighter is wreathed in crackling corposant, improving its flickering Ward by 1 and ignoring any Pinning caused by ranged attacks.	ANY ROUND
56	Whispers Of Treason. Play this when a friendly caster successfully casts Treason of Tzeentch this round. The target also suffers -1 to its hit rolls until the end of the round, its mind so riddled with treacherous whispers that even its aim betrays it.	WHEN CASTING
61	The Great Scheme. Play this at any point in the round. One friendly fighter may immediately make a free Aim action as a long-laid scheme falls into place at precisely the foreseen moment, every piece already where the Changer meant it to be.	ANY ROUND
62	Warp Blink. Play this at any point in the round. One friendly fighter is immediately removed and set up again anywhere within 4" of its position, blinking through the warp from one place to the next. It may not be set up within 1" of an enemy.	ANY ROUND
63	Immolating Doom. Play this at the end of the round. Each enemy fighter that suffered a warpflame hit this round takes one further Strength 3 hit as the clinging fire of change refuses to gutter out, gnawing on long after the flame that lit it has moved on.	END OF ROUND
64	Kairos Foresight. Play this at any point in the round. Once this round, you may re-roll any single dice roll made by a friendly fighter — the two-headed oracle has already foreseen the throw and rejected the future you did not want.	ANY ROUND
65	Flux And Flow. Play this at any point in the round. Either lower your gang's Pressure by 1, or advance its Tide of Change by 1 step — the warp gives and takes in the same breath, and you choose which way the flow runs.	ANY ROUND
66	Ascendant Flame. Play this at the end of the round. If your gang's Tide of Change is at 5 or higher, advance it a further step as the flame ascends of its own accord, the host now so steeped in change that the meter climbs without a cast to feed it.	END OF ROUND

✂ THE CHARGE THAT REACHES

ALLIANCE

WHO	a rival gang built to reach the casters - an anti-psyker, aggressive-melee alpha-strike gang that has learned the named counter to the Flickering Flame (generic, chosen when the feud is struck, NEVER a fixed named gang; the sibling Khorne Blood Host is its truest and hardest form)
MY ROLE	the fragile spell-battery this rival is built to break - the feud runs cold: the aggressor closes fast, shuts off or reaches the casters, and collapses the sorcery before it decides the fight, while the Flickering Flame fights to out-cast and out-manoeuvre from range before the charge lands
PHASE GATE	opens once a rival gang has reached and broken a Flickering Flame's caster line in a prior battle (the grudge born of the one time the sorcerers were caught and silenced)
TERMS	campaign-only feud, NOT an alliance of aid: when the two gangs meet, the rival deploys weighted toward speed, anti-psyker tools, and aggressive melee, and gains a bonus to close or to shut off casting (e.g. re-roll a failed Charge on the first round, or a Tzeentch caster within Short must pass a Willpower test to cast); the Flickering Flame gains a reputation bounty for winning by sorcery despite the counter; NO shared roster - this is enmity, the map-level shape of the House's named counter

Every host built on fragile casters fears the same thing: the charge that reaches them. Somewhere on the campaign map a rival gang has learned the named counter to the Flickering Flame — an anti-psyker, aggressive-melee alpha-strike force that closes fast, shuts off or reaches the casters, and collapses the sorcery before it can decide the fight. Its truest and hardest form is the sibling Khorne Blood Host, but the feud can be struck with any such gang; it is never pinned to one named rival.

This is a feud, not an alliance of aid — the two never share a roster, for it is enmity, the map-level shape of the House's own named weakness. It opens once such a rival has reached and broken a Flickering Flame's caster line in a prior battle, a grudge born of the one time the sorcerers were caught and silenced. When the two gangs meet, the rival deploys weighted toward speed, anti-psyker tools, and aggressive melee, and gains a bonus to close or to shut off casting — a re-roll on a failed first-round Charge, say, or forcing a Tzeentch caster within Short to pass a Willpower test before it may cast. The Flickering Flame, for its part, earns a reputation bounty for winning by sorcery in the teeth of the counter it fears most.

WHO	a Thousand Sons cult-legion warband - the mortal sorcerers of the same Changer (any such Thousand Sons gang; generic, chosen when the pact is struck, NEVER a fixed named gang)
FACTION	thousand-sons
MY ROLE	the summoned Flame - the Flickering Flame answers the 'Thousand Sons' Warp Summons as kin, a Pink Horror retinue torn into a shared battle through a Sorcerer's gate, fighting under its own splitting and warp-flame rules; a court of the Changer summoned to a shared scheme, not a hired sword
PHASE GATE	opens once the campaign reaches its declared middle phase, while both the Flickering Flame and a Thousand Sons warband hold ground on the same world (a local phase before the Cataclysm) - the Great Ocean does not answer the cabal lightly
TERMS	campaign-only, phase-gated Changer-of-Ways pact: for a campaign benefit the Thousand Sons may summon the Flickering Flame into a shared battle, where the Horrors arrive by Warp Summons and fight under their own splitting and warp-flame rules; NO daemon enters a normal Thousand Sons battle list and no mortal joins the Flame's roster - this is the Changer's court answering its favoured magi, not a combined gang, and the Thousand Sons' own campaign heart authors the mirror from its side (requisition_source: thousand-sons)

The Flickering Flame keeps no lasting bonds — the Changer's court answers only its favoured magi, and only when it suits the god's design. Its one true pact is with the Thousand Sons, the mortal sorcerers who serve the same Changer and who alone can open a gate wide enough to call a court of daemons through.

The pact is campaign-only and phase-gated. It opens once the campaign reaches its declared middle phase, while both the Flickering Flame and a Thousand Sons warband hold ground on the same world — a local phase before the Cataclysm, for the Great Ocean does not answer the cabal lightly. When it is struck, the Thousand Sons may, for a campaign benefit, summon the Flickering Flame into a shared battle: a Pink Horror retinue torn through a Sorcerer's gate as kin, fighting under its own splitting and warp-flame rules. No daemon ever enters a normal Thousand Sons battle list, and no mortal joins the Flame's roster. This is the Changer answering its own, not a combined gang, and the Thousand Sons' campaign heart authors the mirror of the pact from its own side.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
6	A Flicker Of Favour. The Changer spares your host the smallest flicker of its vast regard. For the coming battle, one fighter of your choosing improves its flickering Ward by 1 — a thin favour, easily given and as easily withdrawn, but enough to see a chosen daemon through a blow it would otherwise have felt.	THE CHANGER'S REGARD, BORNE BY THE SORCERER-CULTS THAT SCHEME IN THE GOD'S NAME

7	The Changers Boon. The Changer bestows a gift of altered flesh. For the coming battle, choose one fighter; it begins the fight bearing a beneficial mutation, gaining +1 to one of its Strength, Toughness, or Attacks for the whole battle. What the god remakes it may unmake again — but for now the boon is yours to spend.	THE CHANGER'S REGARD, BORNE BY THE SORCERER-CULTS THAT SCHEME IN THE GOD'S NAME
8	A Borrowed Spell. The sorcerer-cults whisper a borrowed page of the unwritten book into a caster's mind. For the coming battle, one friendly caster knows one additional Wyrd Power from the Sorceries of Tzeentch, chosen when the favour is granted. When the battle ends the knowledge fades again, remembered only as a fever-dream of fire.	THE CHANGER'S REGARD, BORNE BY THE SORCERER-CULTS THAT SCHEME IN THE GOD'S NAME
9	The Rising Tide. The god turns its gaze upon the battlefield before the first cast is worked, and change is already stirring. For the coming battle, your gang's Tide of Change begins at step 2 rather than 0, the meter primed toward its brackets before a single spell has been thrown.	THE CHANGER'S REGARD, BORNE BY THE SORCERER-CULTS THAT SCHEME IN THE GOD'S NAME
10	Warp Sight. The Changer lends your sorcerers a glimpse down the branching paths of what will be. Once during the coming battle, you may re-roll a single failed Willpower test to cast a Wyrd Power — a caster that has already seen the working succeed in one of a thousand futures need only reach for it.	THE CHANGER'S REGARD, BORNE BY THE SORCERER-CULTS THAT SCHEME IN THE GOD'S NAME
11	The Summoned Flame. The Great Ocean answers a summons and spills more of the host onto the field. For the coming battle, you may add a base of Blue Horrors to your crew at no cost, torn into the fight through a warp-rift to swell the line. They fight under all their usual rules and vanish back to the warp when the battle ends.	THE CHANGER'S REGARD, BORNE BY THE SORCERER-CULTS THAT SCHEME IN THE GOD'S NAME
12	The Oracles Word. The two-headed oracle Kairos Fateweaver speaks a single word of what is to come, and the greatest of the Changer's favours is yours. Once during the coming battle, you may re-roll any one dice roll made by any fighter, friend or foe alike — the oracle has foreseen the throw and rejected the future you did not want. No richer gift is granted at the Changer's table.	THE CHANGER'S REGARD, BORNE THROUGH KAIROS FATEWEAVER, THE TWO-HEADED ORACLE

🦴 SUB-PLOTS

✂ THE NINEFOLD ASCENSION

SUB-PLOT

Reward: The host has mastered the nine-fold path: for the rest of the campaign, its Tide of Change begins every battle at step 2 rather than 0, and the first Wyrd cast of each battle cannot be a critical failure. This sub-plot can be claimed only once per campaign.

Trigger. Across the campaign, your gang has reached the maximum Tide of Change — step 9, the nine-fold peak — in three separate battles. It is proof the host has learned to cast without cease and ride the tide to its very height.

Reward. The host has mastered the nine-fold path. For the rest of the campaign, its Tide of Change begins every battle at step 2 rather than 0, and the first Wyrd cast of each battle cannot be a critical failure. You may claim this sub-plot only once per campaign.

✂ THE UNWRITTEN PAGE

SUB-PLOT

Reward: The host's disdain for the blade is proven: for the rest of the campaign, once per battle it may cast one Wyrd Power that automatically succeeds without a Willpower test and risks no Perils - a page of the unwritten book, worked without cost. This sub-plot can be claimed only once per campaign.

Trigger. Across the campaign, your gang has won three separate battles in which it took no enemy Out of Action by any means other than sorcery and warpfire — no melee kill in any of them. It is the host that decided every fight without ever once closing.

Reward. The host's disdain for the blade is proven. For the rest of the campaign, once per battle you may cast one Wyrd Power that automatically succeeds without a Willpower test and risks no Perils — a page of the unwritten book, worked without cost. You may claim this sub-plot only once per campaign.

🦴 LEGENDARY NAMES

✂ THE CHANGELINGS HEIR

DISC-HERALD

XP cost (random): 5

XP cost (chosen): 10

A trickster-sorcerer in the mould of the Changeling — a Disc-Herald and the most cunning schemer the host has raised, a master of displacement and misdirection. This title costs 5 XP taken at random, or 10 chosen.

The Changeling's Heir casts Treason of Tzeentch and Infernal Gateway at +1 range band, and once per battle it may cast a Wyrd Power immediately after making a Fly-Move — striking and casting in the same breath, then gone again.

Its cunning sets it apart even from its own kin. It is never quite trusted, and may not benefit from the Locus of Change aura or a Herald's +2 Resolve steadier — the schemer stands alone. Worse, if it is taken Out of Action the gang immediately gains 1 Pressure as its careful web of misdirection unravels all at once.

✧ THE HUNDRED SPELL HORROR

PINK HORROR OR IRIDESCENT HORROR

XP cost (random): 5

XP cost (chosen): 10

A line caster — a Pink Horror or Iridescent Horror — that has cast a hundred spells and refused, again and again, to stay dead. This title costs 5 XP taken at random, or 10 chosen.

The Hundred-Spell Horror re-rolls failed Willpower tests to cast, and when it is taken Out of Action it Splits into three Blue Horrors instead of two — a caster that will not stop casting and will not stay fallen.

But it draws the warp too thickly around itself. Whenever it suffers Perils of the Warp, the Perils lash not only it but the nearest friendly Tzeentch fighter within 3", the backlash spilling into its kin. And its ceaseless casting marks it plainly: the enemy learns to hunt the Hundred-Spell Horror before it turns to the Heralds.

✧ THE NINE TIMES ASCENDED

LORD OF CHANGE OR DAEMON PRINCE

XP cost (random): 6

XP cost (chosen): 12

A master-sorcerer in the mould of Kairos Fateweaver — a Lord of Change or Daemon Prince that has worked more spells and climbed higher up the nine-fold path than any other in the host. This title costs 6 XP taken at random, or 10 chosen.

The Nine-Times-Ascended knows one additional Wyrd Power beyond its station and adds +1 to all its Willpower tests to cast. It is the deepest caster the House can field, its sorcery near-unfailing, a well of worked change grown almost bottomless.

Yet it is bound utterly to the god's design. It must attempt to cast a Wyrd Power in every one of its activations where it is able — an intensified Capricious Glass — and it may never be held in reserve or brought on through Manifestation. It begins every battle already on the board, the coveted target the enemy will hunt from the first round, unable to hide from the war it was made to shape.

☠ TERRAIN

✧ SCRYING SPIRE

TERRAIN

The Scrying Spire is a tower of mirrored warp-crystal where the Flickering Flame reads the threads of fate — a place of foresight and accrued lore, a well of knowledge to hold and a maze of misdirection to assault.

In a battle fought over the Spire, a Tzeentch fighter within 3" of it may, once per round, re-roll a single dice roll it has just made, the spire showing it the truer throw. Any enemy fighter within 3" of it must pass an Initiative test to charge out of it, dazzled and turned about by the mirrored halls. Held as a campaign territory, the Scrying Spire generates reputation and lore toward the Change Tally, along with a small tribute trickle each muster-week.

The Warp-Rift Pylon is a spire of shifting warp-glass raised on a world the Flickering Flame has claimed — a wound in reality that leaks the Great Ocean's power to those who serve the Changer and distorts the aim of all who do not.

In a battle fought over the Pylon, a Tzeentch caster within 3" of it gains +1 to its Willpower tests to cast a Wyrld Power and advances the gang's Tide of Change an extra step on each successful cast. Any enemy fighter within 3" of it suffers -1 to its ranged hit rolls, its aim warped by the distortion. Held as a campaign territory, the Pylon generates Change Tally reputation each muster-week — the sorcery-income by which the host measures its ascent.

THE SHIFTING FIELD

SCENARIO

ATTACKER	the Flickering Flame (dictating the board with displacement, mind-control, and warp-rifts, moving the enemy's own bodies where the sorcery wants them rather than out-killing them)
DEFENDER	the rival gang (which wins by holding its ground and its objectives against the Changer's constant rearrangement of the battlefield)
DEPLOY	a warp-rift feature is placed at the board centre; both gangs deploy at opposite edges, with objectives set around the rift that both need to control
OBJECTIVE	the Flickering Flame must control the objectives and use Infernal Gateway, Treason, and Screamer speed to displace and pin the enemy off them, winning by position rather than by body-count; the defender must hold the objectives and refuse to be moved, weathering the control game long enough to dig in
VICTORY	the Flickering Flame wins if it holds more objectives than the enemy at game end AND has forcibly displaced or Pinned enemy fighters at least three times; the defender wins if it holds the majority of objectives at game end, having resisted the displacement
REWARDS	a Flickering Flame win banks Reputation toward the Change Tally and a hold on the warp-rift as territory; the defender gains Reputation for holding firm against a control host and the credits of the contested ground
CONTROL TRACK	a Flickering Flame win seizes the world by rewriting its shape, shifting the Control-Track marker one step to Tzeentch; a defender win holds the ground as proof the Changer's schemes can be resisted

The Changer does not fight to kill. It fights to rearrange — to move the enemy's own bodies where the sorcery wants them and win the ground by position rather than slaughter. This is the control game the Flickering Flame was built for.

ATTACKER & DEFENDER

The Flickering Flame is the attacker, dictating the shape of the battlefield with displacement, mind-control, and warp-rifts. A rival gang is the defender, seeking to hold its ground and its objectives against the Changer's constant rearrangement of the field.

BATTLEFIELD

A single warp-rift feature is placed at the centre of the board. Objectives are set around the rift, positioned so that both gangs must contest the ground near it.

CREWS

Both gangs use their full starting rosters, or the Custom Selection (Random) method if the players prefer a smaller game.

DEPLOYMENT

The two gangs deploy at opposite board edges, each within a few inches of its own edge.

THE CHANGER'S HAND

The attacker seeks to control the objectives and to use powers such as Infernal Gateway, Treason of Tzeentch, and the speed of its Screamers to displace and pin enemy fighters off the ground they hold. The defender must hold the

objectives and refuse to be moved, weathering the control game long enough to dig in.

ENDING THE BATTLE

The battle ends when one gang bottles out and flees the field, or at the end of an agreed number of rounds.

VICTORY

The Flickering Flame wins if it holds more objectives than the enemy at game end and has forcibly displaced or Pinned enemy fighters at least three times. The defender wins if it holds the majority of objectives at game end, having resisted the displacement.

REWARDS

A Flickering Flame victory banks Reputation toward the Change Tally and a hold on the warp-rift as territory. A defending victory earns the rival gang Reputation for holding firm against a control host, and the credits of the contested ground.

TACTICS

The attacker should treat position as everything and damage as an afterthought — prise the enemy off the marks and hold what it cannot be shifted from. The defender must cluster, brace, and make the ground too costly to rearrange.

ATTACKER	the Flickering Flame (out-casting the enemy from behind a screen and the best Ward in the game, killing with mortal-wound spells and warpfire without ever willingly closing)
DEFENDER	the aggressive gang (which wins by closing the distance, reaching the fragile casters, and collapsing the spell-battery before the spells decide the fight)
DEPLOY	the Flickering Flame deploys along one board edge with sight-lines across the table and terrain to screen its casters; the attacker deploys opposite with cover and lanes to close quickly, needing to cross the killing ground before the sorcery grinds it down
OBJECTIVE	the Flickering Flame must reduce the enemy by out-casting - scoring casts and ranged kills while keeping its casters alive and out of melee, climbing the Tide of Change as it goes; the aggressor must reach and kill the Tzeentch casters, breaking the spell-battery before it is ground away at range
VICTORY	the Flickering Flame wins if, at game end, it has more fighters standing than the enemy AND its Tide of Change is at 5 or higher; the aggressor wins if it takes every Tzeentch Herald and Leader Out of Action, or reduces the Flickering Flame below half strength
REWARDS	a Flickering Flame win banks a surge toward the Change Tally (a Reputation windfall at 1.5x, the nine-fold ascension); the aggressor gains Reputation for breaking a caster host and the credits of a line that reached the sorcerers
CONTROL TRACK	a Flickering Flame win rewrites the world's fate by sorcery, shifting the Control-Track marker one step to Tzeentch; an aggressor win marks the ground as having reached and silenced a Tzeentch cabal once

The Flickering Flame wants one thing: to grind the enemy down from range and never once be reached. The aggressor wants the opposite — to cross the killing ground, reach the fragile casters, and break the spell-battery before the sorcery decides the fight. This is the House's own weakness made a mission.

ATTACKER & DEFENDER

The Flickering Flame is the attacker, grinding the enemy down with sorcery from behind a screen and the best Ward in the game, killing with mortal-wound spells and warpfire without ever willingly closing. The aggressive gang is the defender, which wins by closing the distance, reaching the casters, and collapsing the spell-battery before it is ground away at range.

BATTLEFIELD

Terrain is arranged to give the Flickering Flame sight-lines across the table, with cover and lanes that let a fast gang close quickly through the killing ground.

CREWS

Both gangs field their full starting rosters, or use the Custom Selection (Random) method for a lighter game.

DEPLOYMENT

The Flickering Flame deploys along one board edge with terrain to screen its casters. The aggressor deploys along the opposite edge, with cover to work forward through.

THE KILLING GROUND

The attacker seeks to score casts and ranged kills while keeping its casters alive and out of melee, climbing the Tide of Change as it goes. The aggressor must reach and kill the Tzeentch casters, breaking the spell-battery before it is ground away.

ENDING THE BATTLE

The battle ends when one gang bottles out, when every Tzeentch Herald and Leader is taken Out of Action, or at the end of an agreed number of rounds.

VICTORY

The Flickering Flame wins if, at game end, it has more fighters standing than the enemy and its Tide of Change stands at 5 or higher. The aggressor wins if it takes every Tzeentch Herald and Leader Out of Action, or reduces the Flickering Flame below half strength.

REWARDS

A Flickering Flame victory banks a surge toward the Change Tally — a Reputation windfall at one and a half times the usual rate, the nine-fold ascension. An aggressor victory earns Reputation for breaking a caster host, and the credits of a line that reached the sorcerers.

TACTICS

The attacker must screen its casters with Horrors and beasts, keep every sorcerer out of charge reach, and let the Tide climb while it whittles the advance. The aggressor must pick a lane, weather the sorcery, and get a body into melee with a Herald before the grind decides it.

☠ SPECIAL RULES

☠ CAPRICIOUS GLASS - ☠ THE TZEENTCH GOD- DRAWBACK RULE

Capricious Glass is the price the Flickering Flame pays for the best Ward in the faction and a spell list no other Daemon House can field. Its caster bodies are the most fragile line present — the lowest Toughness band, a single Wound, no armour and no Feel-No-Pain. And the fire will not be hoarded: a caster that can cast a Wyrd Power must attempt one when able, the compulsion of the Changer driving it to speak its sorcery even into a bad line of sight and the risk of Perils. The host that lives by its sorcery can never simply crouch behind cover and hold its fire — it is glass that must keep throwing flame, and the one weakness a fast, aggressive enemy is built to exploit.

☠ DISGUSTINGLY RESILIENT RULE

Disgustingly Resilient is the second layer of the Plague Host's durability — the bloated, rot-swollen flesh that swallows harm the Daemonic Ward could not turn. It is what makes a Nurgle body cost the enemy so much more to remove than it seems it should.

The two protections resolve in sequence. First the Daemonic Ward is rolled as always; then, after a wound bypasses the Ward, the fighter rolls Disgustingly Resilient to ignore it entirely — 6+ on the line troops, 5+ on the elites and Greater bodies. It is a roll stacked on a roll, so it is never invincibility: enough volume still finds the numbers and grinds the host down. Living Plague and the Mantle of Pestilence each improve the roll, but never past a hard floor of 4+, beyond which no body of the garden is proof against everything.

✧ FLICKERING WARD

RULE

The Flickering Ward is the Changer's answer to durability — not thicker flesh, but a body that is only half here. A Tzeentch daemon has no armour save; instead it turns aside harm with its Daemonic Ward, and where every daemon carries such a Ward, Tzeentch alone re-rolls a failed one. A Blue or Brimstone Horror carries a 6+ Ward, a Pink Horror or Herald a 5+, a disc-mounted body, Daemon Prince, or Greater Daemon a 4+, and every one of them re-rolls the die when it fails. It is the best Ward in the faction, worn over the most fragile bodies in it — the survival that pays for the glass. Only the grinding Soul Grinder war-engine, a thing of iron rather than half-unreal flesh, does not flicker.

✧ PLODDING - THE ✧ NURGLE GOD- DRAWBACK

RULE

Plodding is the drawback that shadows the Plague Host's immovable durability — the price of a body that cannot be pushed off the field. The Nurgle line moves at the slowest rate in the faction and may never make Sprint actions; it advances at a walk and no faster, whatever the temptation.

The host that cannot be removed is also the host that cannot catch a fleeing enemy. A gang built to out-range and out-pace the Plaguebearers can refuse the grind entirely, kiting the slow tide and thinning it from a distance before the disease takes hold — the named counter to the whole House. Only the flying Plague Drone and the loping Beast of Nurgle escape Plodding, and a host that fears being kited leans on them to bring the plague to a foe determined never to close.

RESTLESS - THE ✧ SLAANESH GOD- DRAWBACK

RULE

Restless: a Slaanesh fighter is a thing of pure appetite that cannot bear to be still. It may never make a Ready or Ambush action to go on Overwatch, and it must make a Move or Charge as part of every one of its activations — it can never end an activation without having moved. It cannot hold ground, sit an objective, or set a defensive trap; the excess that made it forbids the patient game entirely. This compulsion rides atop the lowest durability in the faction — Toughness 3, a single Wound on the line bodies, and no Feel No Pain beneath the Ward. The host that always strikes first can never turtle: it must advance, commit, and be in motion and therefore exposed every round. Against a foe it can out-tempo the cost is nothing, because it was always going to charge. Against a durable wall that weathers the first strike and still stands, the same compulsion is the rope it hangs itself with — forward, fragile, and unable to do anything else.

✧ SPLIT

RULE

Split is why the Flickering Flame refuses to thin. When a Pink Horror or Iridescent Horror is taken Out of Action, it does not simply die — it Splits, and two Blue Horrors are placed where it fell. A slain Blue Horror in turn flickers up as Brimstone Horrors, the fire passing down the chain. Each split body is weaker than the last, its Strength, Toughness, and Attacks dropping a step at every fracture, so the swarm degrades as it multiplies. Crucially, a Horror that Splits is not counted as lost for Daemonic Instability Pressure — it changed, it did not fall. Removal does not truly reduce the host; it merely converts it into more, meaner bodies, which is exactly what makes the gang so maddening for a low-volume enemy to clear.