Chaos daemons codex 8th edition pdf

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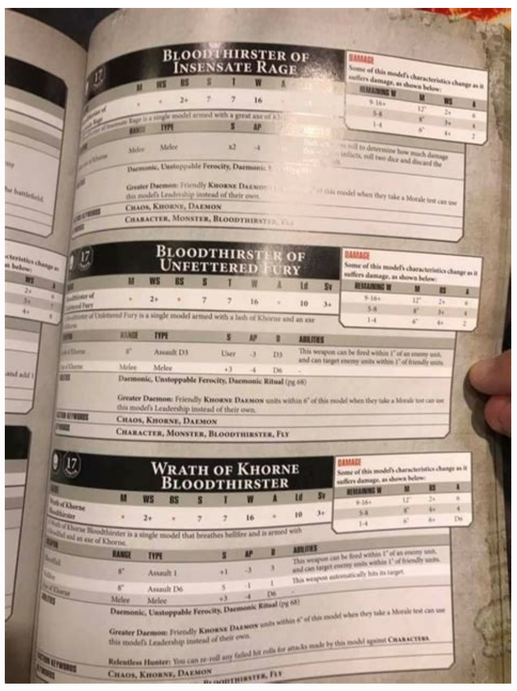


BLOODTHIRSTER OF INSENSATE RAGE

M	WS	BS	S	T	W	A
*	*	2+	7	7	16	*

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	A
9-16+	12"	2+	6
5-8	8"	3+	4
1-4	6"	4+	2

NAME	RANGE	TYPE	S	AP	D
[illegible]	Melee	Melee	x2	-4	[illegible]

Daemonic, Unstoppable Ferocity, Daemonic [illegible]

Greater Daemon: Friendly KHORNE DAEMON [illegible] this model's Leadership instead of their own.

FACTION KEYWORDS: CHAOS, KHORNE, DAEMON
KEYWORDS: CHARACTER, MONSTER, BLOODTHIRSTER, FLY

BLOODTHIRSTER OF UNFETTERED FURY

M	WS	BS	S	T	W	A	Ld	Sv
*	2+	*	7	7	16	*	10	3+

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	A
9-16+	12"	2+	6
5-8	8"	3+	4
1-4	6"	4+	2

NAME	RANGE	TYPE	S	AP	D	ABILITIES
[illegible] of Khorne	8"	Assault D3	User	-3	D3	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
[illegible] of Khorne	Melee	Melee	+3	-4	D6	

Daemonic, Unstoppable Ferocity, Daemonic Ritual (pg 68)

Greater Daemon: Friendly KHORNE DAEMON units within 6" of this model when they take a Morale test can use this model's Leadership instead of their own.

FACTION KEYWORDS: CHAOS, KHORNE, DAEMON
KEYWORDS: CHARACTER, MONSTER, BLOODTHIRSTER, FLY

WRATH OF KHORNE BLOODTHIRSTER

M	WS	BS	S	T	W	A	Ld	Sv
*	2+	*	7	7	16	*	10	3+

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	12"	2+	6
5-8	8"	4+	4
1-4	6"	6+	D6

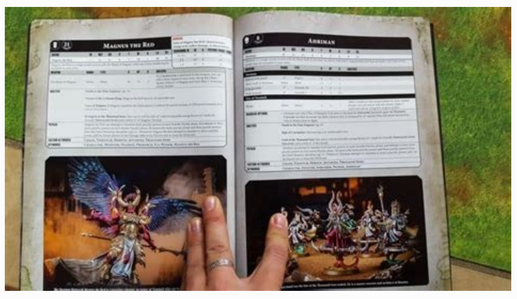
NAME	RANGE	TYPE	S	AP	D	ABILITIES
[illegible]	8"	Assault 1	+1	-3	3	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
[illegible]	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
[illegible] of Khorne	Melee	Melee	+3	-4	D6	

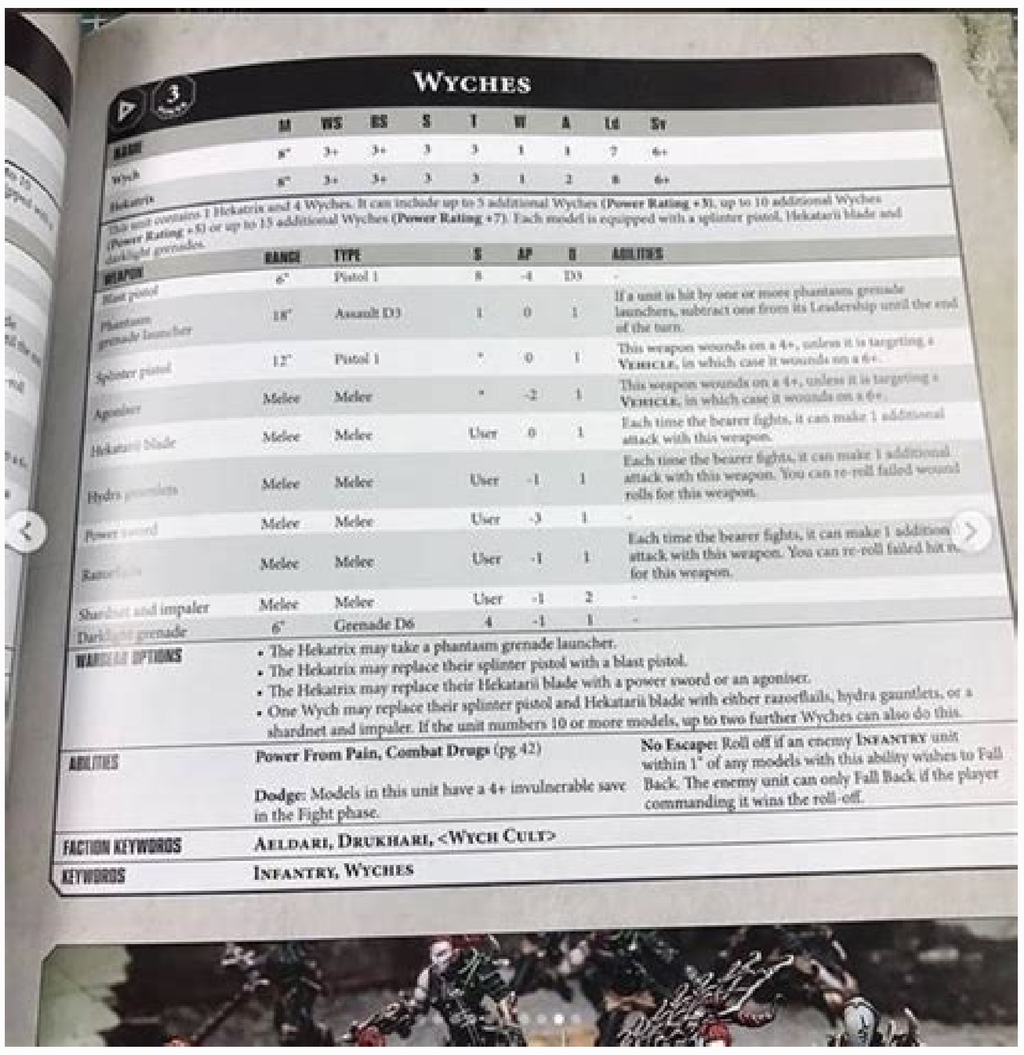
Daemonic, Unstoppable Ferocity, Daemonic Ritual (pg 68)

Greater Daemon: Friendly KHORNE DAEMON units within 6" of this model when they take a Morale test can use this model's Leadership instead of their own.

Relentless Hunter: You can re-roll any failed hit rolls for attacks made by this model against CHARACTERS.

FACTION KEYWORDS: CHAOS, KHORNE, DAEMON
KEYWORDS: [illegible] BLOODTHIRSTER, FLY





WYCHES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wych	8"	3+	3+	3	3	1	1	7	6+
Hekatrix	8"	3+	3+	3	3	1	2	8	6+

This unit contains 1 Hekatrix and 4 Wyches. It can include up to 5 additional Wyches (**Power Rating +3**), up to 10 additional Wyches (**Power Rating +5**) or up to 15 additional Wyches (**Power Rating +7**). Each model is equipped with a splinter pistol, Hekatari blade and darklight grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blast pistol	6"	Pistol 1	8	-4	D3	-
Phantasm grenade launcher	18"	Assault D3	1	0	1	If a unit is hit by one or more phantasm grenade launchers, subtract one from its Leadership until the end of the turn.
Splinter pistol	12"	Pistol 1	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE, in which case it wounds on a 6+.
Agoniser	Melee	Melee	*	-2	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE, in which case it wounds on a 6+.
Hekatarii blade	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Hydra gauntlets	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon. You can re-roll failed wound rolls for this weapon.
Power sword	Melee	Melee	User	-3	1	-
Razorflails	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon. You can re-roll failed hit rolls for this weapon.
Shardnet and impaler	Melee	Melee	User	-1	2	-
Darklight grenade	6"	Grenade D6	4	-1	1	-

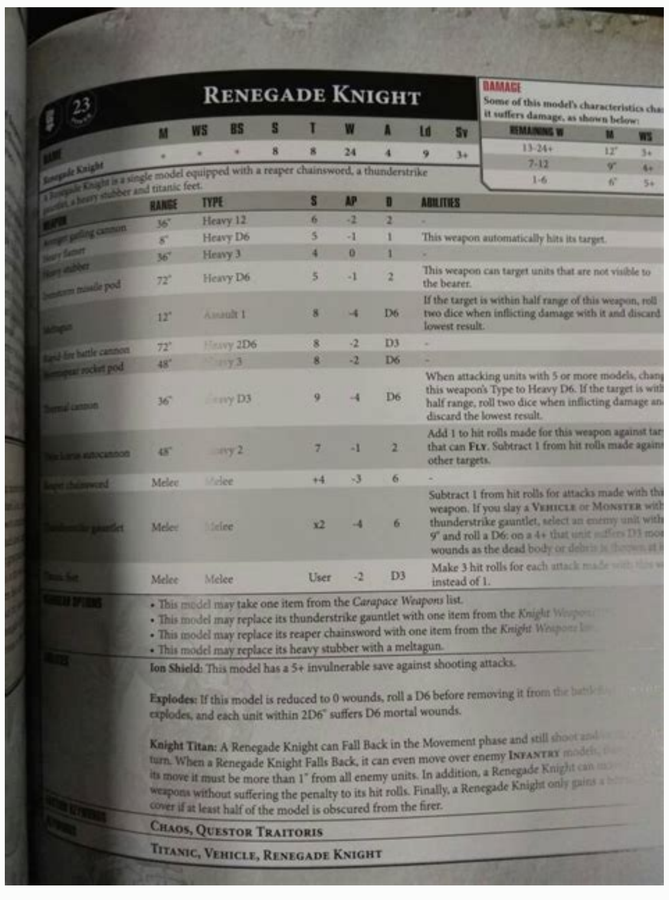
WARGEAR OPTIONS
- The Hekatrix may take a phantasm grenade launcher.
- The Hekatrix may replace their splinter pistol with a blast pistol.
- The Hekatrix may replace their Hekatarii blade with a power sword or an agoniser.
- One Wych may replace their splinter pistol and Hekatarii blade with either razorflails, hydra gauntlets, or a shardnet and impaler. If the unit numbers 10 or more models, up to two further Wyches can also do this.

ABILITIES: **Power From Pain, Combat Drugs** (pg 42)

Dodge: Models in this unit have a 4+ invulnerable save in the Fight phase.

No Escape: Roll off if an enemy INFANTRY unit within 1" of any models with this ability wishes to Fall Back. The enemy unit can only Fall Back if the player commanding it wins the roll-off.

FACTION KEYWORDS: AELDARI, DRUKHARI, <WYCH CULT>
KEYWORDS: INFANTRY, WYCHES



RENEGADE KNIGHT

M	WS	BS	S	T	W	A	Ld	Sv
*	*	*	8	8	24	4	9	3+

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS
13-24+	12"	3+
7-12	9"	4+
1-6	6"	5+

Renegade Knight is a single model equipped with a reaper chainsword, a thunderstrike gauntlet, a heavy stubber and titanic feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Avenger gatling cannon	36"	Heavy 12	6	-2	2	-
Heavy flamer	6"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Inferno missile pod	72"	Heavy D6	5	-1	2	This weapon can target units that are not visible to the bearer.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard lowest result.
Rapid-fire battle cannon	72"	Heavy 2D6	8	-2	D3	-
Stormspear rocket pod	48"	Heavy 3	8	-2	D6	-
Thermal cannon	36"	Heavy D3	9	-4	D6	When attacking units with 5 or more models, chang this weapon's Type to Heavy D6. If the target is with half range, roll two dice when inflicting damage an discard the lowest result.
Twin Lascannon autocannon	48"	Heavy 2	7	-1	2	Add 1 to hit rolls made for this weapon against tar that can FLY. Subtract 1 from hit rolls made agains other targets.
Super chainsword	Melee	Melee	+4	-3	6	-
Thunderstrike gauntlet	Melee	Melee	x2	-4	6	Subtract 1 from hit rolls for attacks made with th weapon. If you slay a VEHICLE or MONSTER wit thunderstrike gauntlet, select an enemy unit wit 9" and roll a D6: on a 4+ that unit suffers D3 mo wounds as the dead body or debris is thrown at t
Titan foot	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this w instead of 1.

WARGEAR OPTIONS
- This model may take one item from the *Carapace Weapons* list.
- This model may replace its thunderstrike gauntlet with one item from the *Knight Weapons*
- This model may replace its reaper chainsword with one item from the *Knight Weapons* li
- This model may replace its heavy stubber with a meltagun.

ABILITIES: **Ion Shield:** This model has a 5+ invulnerable save against shooting attacks.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlef explodes, and each unit within 2D6" suffers D6 mortal wounds.

Knight Titan: A Renegade Knight can Fall Back in the Movement phase and still shoot and turn. When a Renegade Knight Falls Back, it can even move over enemy INFANTRY models its move it must be more than 1" from all enemy units. In addition, a Renegade Knight can m weapons without suffering the penalty to its hit rolls. Finally, a Renegade Knight only gains a cover if at least half of the model is obscured from the firer.

FACTION KEYWORDS: CHAOS, QUESTOR TRAITORIS
KEYWORDS: TITANIC, VEHICLE, RENEGADE KNIGHT

Chaos daemons 9th edition codex release date. Chaos daemons 8th edition codex pdf vk. Chaos daemons codex 8th edition pdf.

Games Workshop is preparing for the next releases of Codex: Chaos Demons, while version 9 of Codex Broadcaster seems to be coming to an end. Demons had a rocky relationship with 9th Edition; They started out incredibly strong before Drukhari was released, but have fallen heavily over the last year and a half as their rules began to show their age - the only group of demons who can't come into play at this moment. Another feature of the Warlord. So if you're a Demon player, rejoice: the long wait is finally over. But was it worth the wait? Before we get into that, we'd like to thank Games Workshop for providing us with a preview copy of the book for review. Joining us today is the well-known Michael Pestiles, renowned demon expert and creator/writer of Warphammer. Why should Chaos Demons be played? The destructive powers of the Four Chaos Gods do not rely on mortals for everything: their own evil minions, the mortal lands, are fearsome creatures that invade realspace to fry. Due to their lack of weapons and similar technology, demons tend to focus more on melee and psychic abilities (although they're not necessarily into ranged attacks - most can throw fire or spit all kinds of filth). And while they may be a force in their own right, they work well with a Chaos Space Marine - you can augment your deadly abilities with legions of evil for a fluffy force that can eliminate any army's weaknesses at a price. What's in this book? Rules for playing Chaos Daemons as independent armies and allies of other Chaos forces, datasheets for each God's Daemon unit, as well as Chaos Crusade Crusades Ruins, each rule ruins, ruins that are ruins, that are ruins about rules about rules. Crosses, Warlord Traits and three Chaos Gods to join the famous upgraded army in Bealalakor and win rewards from here, allows you to combine Demons, Chaos Space Marines and Chaos Knights under the banner of the Black Prince. The Crusades Expedition rules in this book are really cool and we'll be talking about them as usual on Tuesday, so stay tuned! There will be a deep attack on the battlefield. The advantage here is that they can be closer to an enemy than 9.It seems that our long work with the release of the 9th edition of the Codex is coming to an end, while Games Workshop is preparing its next version, Codex: Chaos Daemons. Demons maintain the 9th attitude with the 9th question from top to bottom; They started incredibly strong before the release of Drukari, but they fell a lot in the past year and a half because their rules have continued to show their age - now they are the only part of the game that cannot catch up. The second trait of the commander. So, if you are a demon player, rejoice - the long wait is finished. But is it worth waiting? Before doing so, we would like to thank Games Workshop for previewing the revision book. The renowned expert in demons and creator/screenwriter/author of Warhammer joined us today. Why play Chaos Demons? The destructive forces of the four gods of chaos around the world do not stop at simple mortal - they have their own legions of demonic servants, terrifying entities that invade real space to destroy the empires of mortals. Due to their lack of weapons and similar technologies, demons tend to focus more on melee and psychological capacities (although they are not completely helpless with distance attacks - many can launch fire or spit various dirt). And although they can be full forces, they also work well with the Space Marines du Chaos - you can complete your deadly forces with demonic legions and gain a fur power which can amplify the weaknesses of each army for a Price ... What is in this book? Rules of the Chaos Demon game as is the case with individual armies and allies with other chaos table forces for each division of divine demons, as well as the three which are unopenable relics, the rules of the warrior And psychic power for each of these chaos rules to participate in the big game between the chaos of the gods and the awards received from him. An updated war army for the beak in order to unite the demons, the Space Marines du Chaos and the Knights of Chaos under the banner of the Prince of Darkness. The rules of the crusade are really great in this book and as usual we will cover them on Tuesday, so look, look, look, look, look, look, look, look, look, look, look, look, look, Look, then look, so look, so Look, so look, so look. ! The five main points of this book rules of demonstration are: "activation" has disappeared, and instead, the capacity of the demon will be put into reserve, followed by an in -depth attack on the battlefield. The advantage is thatThe region must aim to knock down any human except the enemy with a lower scissor control value or lower control value. Demonic Allies: Similar to Harlequin terms, if you purchase demons with a total power level below 25% of your total army, the entire mob will receive a unit of Chaos keyword and will not affect your effect. Army rules or secondary objectives. Data Page Updates: Some data pages you never thought of with the old codex are pretty good now - great things happening in all the wheels of Slaanesh, souls creak and scream, and some old best datasheets are pretty crazy right now... Nurgle Nurgle Beasts And the flames look really gross. Updated Rules: Even chaos demons who can pay points (no CP) for increased demonic innovations, 9th edition is a big deal, and demonic warfare profiles are now much more threatening than ones like Drux. And it should. Crusades: Not only are the rules for Crusade Expeditions in this book correct, but it's also the first (and only) book to put Crusade War behind a spec sheet, so you won't have to turn pages every time. times you need it. From data pages to the rules of your armies. hush! Credit: Gerald Miller Rules Demon has always been the subject of more books and arrives throughout the army with many special rules representing the immaterial character. Demonic Splits (except Unbalanced Measures and Chaos, only for Splits containing Codex Daemon units) are pretty standard rules. Let's talk about the most obvious thing about squad rules first: big demons. This is a great relief for anyone who has two or more secrets, blood-bloods, unimportant grand secretaries and chane. You can always handle a bigger demon (and Bezlakor!) as long as you can fit in the roster. Keep in mind that it's now harder to increase the unit prices needed for extra branches, and the main demons are now harder on their own, but it's still a direction that you can certainly explore with your lists. One of your biggest demons or one of your beasts if you add them to the list, this should be a gentleman of war that suits you just fine. All of your troops gain OCEC, but there is one point: supply units do not. This means that all our beautiful little rages are not overwhelmed. Nurgling is still a good unit for other reasons.They deliver, so they don't care. Also, if you follow other 9th edition trends, it's no surprise that you can include 1 Herald without buying an HQ slot for every major demon in your department. Extra HQ slots are never a bad thing. What's great here is the evil convention rule that says if your army has a demonic detachment of a legion and the strength rating of all units in that department is no more than 25% of your army's strength level. Then, each unit in that division gains the agent chaos keyword. If you are not in the department, this rule will not work, there are no agents! The rules here also specifically state that including Khorne units in your army doesn't override the Earth Eater rules for the whole army, the Nurgle Daemons death rules for the whole army, all the armies rules for Thousand Sons for exclude used units. The Demons of Slaanesh do not override all army rules for the Emperor's Children. This is very useful for death guards and thousands of children who currently have no phrases in their books that allow agents of chaos without losing infection/Kabbalistic rites. Thechirurgeon: The part here I'm usually not sure about, and the rules are a bit unclear, if that means you can only get around the 25% CP limit in armies with divine demons. They seem somewhat strangely drained, as they seem to have no effect on the World Eaters or the Imperial Army. Either way, it's one of the highlights of the book, as it provides a new, horrific dependent framework for adding demons to other lists of mayhem. A whole platoon becomes agents of chaos, this also means you can add a demon department to a chaos army without losing

a secondary faction, which is great because secondary demons are fine, not that great. This is especially a boon for the thousands of Sons and Death Guards who can add support by relying on Chaos Knights and Demons who will love working with foot soldiers. thousand son. This is probably a minor advantage for Chaos Space Marines, where there are already many fast moving units, but it might make sense to add:support psychokers. If you have some Remonica Legiones sections in your Ultimate Great Demon Army (excluding the Assistant or Reinforced sections), you can evolve larger demons in that section. Fortunately, while each noble skill can only be used once, it now costs points instead of CP. Each Chaos God has three options for noble abilities, which we will focus on in specific parts for the gods. Credit: Liebot - let's talk about the most talked about new rule for the entire army of Demonic Divulningity: Daemonic Fulnernity. Instead, just save the armor (called DAEMONIC SAVE or DSV). Each DSV lists combat and range registration as DSV 6+/3+ for pink fears. seize? Rescue Holidays can never be changed for better or for worse. That means the demon isn't important, but they don't care about cover. Just as the dark gods wish, they will record storage on data pages. Consider them a ghost) there is a fraction. I'm a big fan of 40k, a great game with a great community, and a big fan of the new mechanics. Let's all take a deep breath and play a few games before we freak out about the rule. The overwhelming, overwhelming majority will be functionally the same as the function. The only exception is that ignoring weapons like Hammerheads doesn't ignore DSV. Interestingly, almost all demon saves are worse than one closer than a reach. This is very soft: demons are more vulnerable in near warfare, where raw emotions and anger have more impact on demons rivals. Like the orcs, mischievous weapons were given "Dakka" weapons encoded in their codes, the demons were given their unique keyword weapons: noxious weapons. You can make more attacks with this number (i.e. Evil 3) than with any harmful weapon (i.e. Evil 3) and this number (3). Importantly, you can't use your standard attacks with a harmful weapon. If the unit has 4 attacks, malefic weapons and weapons 3 attacks, the first weapon will make 4 attacks and 3 damage weapon attacks every time it fights. Interesting in MaleficThe point is that they never work in skills that in no way add or deprive their properties of weapons. This means that additional attacks cannot be obtained from them, and the way they affect other skills affecting the characteristics of attachment is somewhat unclear. Loan: SVBFLOORVG SVBFLOORVG Mike P: We return part of the taste of previous permits, and now almost every unit of demons can attack opponents anywhere. It would be great, but the fun does not end. Some units (such as Skarbrand, InMantalNALNAL ENRUTURES, Masters of Powiasssion, etc.) have a locus keyword. If the demon unit completely attacks the distance of 6 "from the Locus Warp unit, over 6" from enemy units instead of 9 "may fall. Significantly increases the likelihood of payment. Distribution of the zone. If you are behind the opponent, the distribution area instead of completely in the distribution zone (so mainly in the outer center), you can build a device a few inches from a tanhored enemy. ? Having only 5 distances from them. And if your opponent dates back to your distribution area, a real nightmare is waiting for him. Many games and awards of experienced demons. Player is easier to complete the mission and better tools for attack on enemy units. Monoprilling rule: WA RP Storms Like every K URI group, Demon's chaos has a monopharal principle that attracts to the game only with a distorted army of horror. If every division of your army (except for chaos agents and unrealistic units) has a keyword at Legions Daemonica, you must cast a storm Warp at the beginning of each fight. When you do this, Ptalite has eight D6, and you'll get a warp storm for every 4+. Unused dots are lost at the end of each round of the fight (unless you have the ability to save them). After generating these points, you will be able to release them during the route to create various effects. Each of these skills costs from 2 to 5 points, although most costs 2 or 3. There are 8 undefined effects and three for each of the four gods of chaos - you can only getIf you have a section dedicated to this god, and it only deals with the units of this god. THECHURRGEOL: All in all, these abilities feel a little mundane. They are paralyzed by the fact that it is very difficult to chop five or more 4+ points on a particular train and while that seems like a good reason to encourage them to take more lord property to take more lord property to keep for their storage. , as we shall see, is not a strategy for achieving additional combat properties. The end result is that you can usually rely on 2-3 points per round to work with him, which makes everything too unpredictable to be reliable. Individual Effects The largest of these effects is also the only 5-point effect in the book: Dark Revitalization is applied in the morale phase so that each of its demon units can heal a wounded W3 model if the entire unit does not have models with a stat of 1 wounds, and in this case you get D3 models. This is not a bad effect for the whole army, and probably the strongest pack effect (but note that one unit can only consume once per round). Primal Horror (3rd) gives your demons an additional -1 hit LD to their demonic terrorist, perfect for limiting manifest range and inflicting a morale drop. This can be combined with chain music (2 counter values) to increase the terrorist's ability range by 6 if the device has a tool. Most useful is probably the more useful move (2 points) which allows your units to ignore movement and modifiers/attack in the move or attack phase (choose one) and diminishing shadows (3 points) to hit your units -1 When you are over 12 in the firing phase. The Khorne for Khorne the Great you are targeting is Fury of Khorne (4 pts), giving Khorne models +1 Attack per combat phase. This is definitely a unique ability of all three, and the only other useful option is Wrath Destruction (4 pts), which prevents enemy units when the tip is 4+, but isn't very reliable. Nurgle on Nuregle's side gives a swarm of bugs (4 counts) to his Nurgle unit +1 to meet in the combat phase and that will be their focus, although rust (2 counts) can be good for their soul grinders. Because it gives your units of Nurgle vehicles +1 AP when you melee attack enemy vehicles. Tzeentch Tzeentch offers some good options to choose from and probably has the strongest warp storm effects.Gives an escape. Fire Flow (4 points) gives your units +1 to hit the shot, which will not affect your flame, but will be useful in mental grinders, exalted heat and horror films. The magic winds (3 points) give your units +1 their mental problems and allow you to obtain crazy quantities with their own leaders, while the "castle mutation" allows you to perform additional fatal injuries during the battle , up to 3 fatal injuries on one for an enemy unit in phase. It is probably the weakest group, but it is still used. Slaanesh finally came with the pleasure of a prince who has really solid effects. A charming dance (4 points) gives all the slaaneh divisions to fight first and is simply very good, and the speed of lightning (3 points) gives your departments Slaaneh +1 to progress and recharge the throws, And 3 points are simply particularly reliable. It will of course be the cornerstone of your strategy. Finally, the dark hallucinations give your army a 12 -inch aura that could prevent enemies from taking funds if you can overcome their LDs on 2d6. In addition, whenever you do this, they do D3 with fatal injuries. Mike P: Army -1 -1 -1, hitting a decreasing shadow is unique for me. I am also very happy to be able to force your enemy to omit 4 times or more to withdraw from each of your demon army, but from the total cost of eliminating WSP 4 and 4+, it is very incredible. Look for situations in which several Khorne departments can mark an enemy unit to obtain more reliable protection from shooting units. Ready: Liebot-https: //instagram.com/liebot_pics, secondary objectives, Mike P: Chaos Demons is only the 9th edition code, which is not included in the additional group. This is due to the decision taken in non-fil, adopted by the analogues of the corresponding reader package, not the codes. The absence of secondary elements in the dark code clearly shows that this solution will remain. Although the secondary parties of the demons do not come from this code, the launch of a new code is the ideal time to discuss it. The rebels of reality are extremely secondary. This secondary part gives 1 vice-president at the end of its round in a quarter of the table, when it contains more units of demons than enemy units, and 1 additional VP per unit of 6 inches from the center of the table. This secondary game is played out in the same way as the victim and cleanses the game by choosing light glasses throughout the game, unless your opponent is very active and does not attack you directly to overthrow him.Make your opponent send a unit in the half of the tray that demons usually have no problem with. They will take this in almost all games and systematically celebrate 10 to 15 PV. Then we have two decent but incomplete options. In shadow transactions we have despays of reality. This additional reward for you with 4 PVs for performing actions for various purposes that you control outside of the staging area. Since it is only completed in your next level of teams (or at the end of the game), units that start this action are always vulnerable. The advantage is that you can have an unlimited number of units starting this action at the same time. If you feel like putting them on the table and completing a mission like a faith boost, it's not so bad. Realistic, just catch banner and experience headache. The most interesting choice feeds the horror. Reality Rebels is an almost automatic capture, and reality's despays will almost never be marked. The terror fodder is very game dependent, but has many benefits. You get 1 PV for each running character and you have a chance to gain 1 PV every time the enemy unit is destroyed if you do 2D6 in their order. Since demons are given age guidance and have additional tools to strengthen guidance, you will be using this secondary more often than you think. From the perspective of primary secondary abilities, banners, mentally questioned gangrenous rituals, their violations and killing a secondary will probably be a wise choice for demons. Personally, I think I'll take reality rebels/banners/extrasensory issues in almost all games, 30-35 in total and focus on crushing their main results. Surgeon: In the end, I think the list is a little scary... the real rebels are decent, but the other two options are mediocre at best, and the book of updates doesn't give you many cheap courses of action - there's no left-wing fury there , which makes the non-film data restoration much worse, and the target is more difficult to deal with the more expensive - but always fragile detachments. I think this will be despite and not of their acolites despite holding the zip code in view of the sea of chaos. The demons actually have no demon subjugation, but the units are dedicated to one of the four gods of chaos. Each god has its own section in the rules (referred to as a bookWith their units, abilities and ventilated strategies separately. Unfortunately, there is no bonus to have an army or a whole unity dedicated to the same chaos God that does not affect the distortion effect - more, unfortunately. Author: Robert "Surgeon" Jones Horn: Surgeon's Blood Book: Like a subgroup of the Horn Chaos demon, it was always unfavorable because it had no access to mental powers. Along with the natural disadvantage of the demons, it combines to create a fairly dimensional army as an autonomous force. Suddenly, the question always arises: does the possibility of war war compensate for the lack of other tricks? When it comes to units, Khorne is not new, although the technical sheets of the units are updated to reflect the severity of the 9th edition. Almost all Khorne demons get 4+ DSV against Melee attacks, and many receive 5+ against relatives' attacks. HQ Bloodthirst here has been noticeably improved and, like other larger demons, he is now sitting on more strokes - more accurately. They are formed on the data page (finally) still have S8, T8 and 8 attacks to work on the battlefield, although their movements, WS and attacks are humiliating and take strokes. AX Khorne now has a double profile for S+4 damage, AP-4 D6 or Double S: User, AP-3, 1 Damage. Large double ax doubles this power, up to SX2 and D3 + 3 lesions in large swings and 2 violations in a small swing. This is an interesting compromise as your weapons range options are not a bad blood flow radius of 12 inches and causes SX2 AP-4 3D3 damage attack with serious damage. Probably the most interesting of three free options. As guides, they provide adjacent Khorne basic units to touch 1, and at the end of each fight with 2+, you release D3 fatal injuries to an enemy unit that is achieved, which has a strong ability to complete your opponents. ; Harsher also returned with 22 strokes and increasing attacks, causing damage. Basically, it is a great weapon ax, cannot be affected by mental power, it has a 6 -inch aura that gives all models +1 attack, automatically passes moral tests and cannot fall. Caren if they are unable to drive under the LD unit 3D6. Like all the biggest named demonstrations, Scrubbbrand is the keyword of distortion locus that allows you toTeleports nearby demons. The Demons of Khorne have a variety of herald options, each with added toughness and durability over the standard Glacier. Standard Messengers give friendly Khorne core units within 6s a chance to recharge for 1s (which is a nice compliment for three), and friendly BloodLetter core units within 9s let you automatically win for 6s. Skulltaker modifies the latter ability to target nearby Bloodletter units. That's pretty nasty in its own right - once again dealing hits and damage to enemy hero units, and her Slayer Sword weapon is an AP-3-3 S6 damage weapon that ignores low defense. I say you want to put him on Khorne's list. Karanak is back too and is mostly interesting as a cheap source of two denials and 1 for hurting the dog. Increased blood vessels if you plan to go to Mono-Khorne. I want the noble blood whites. There are three options here, and the best one, and the one you'll probably want, is Unbreakable Attack (40), which limits the number of wounds lost per phase to 8. The first fire phase cannot be changed, and you can heal lost wounds with the effects of Warp Storms. Master of the Tenth Blood then gives Syou +1 Strength and Attack while attacking/charging/interfering, and Unchained's Rage makes them count as double wounds on which profile they should be used. Soldiers, you receive only blood letters. And as we'll see with every other Demon Squad, they now come in exactly 10 model units priced at 130 points. Bloodreper, icon and tool are free. These guys are better than before - now they come to the table with the S5 base. Their save against demons is 5+/4+, so they're not as vulnerable to being knocked off the table, but at 1 wound you still want to hide them. Elite Blood Crushers have better saves than their peers: 4+/4+ â and 4 wounds, plus 3 attacks with their infernal blades, and best of all, they now have 5 stamina. Their juggernauts now have about -2 horns which is vicious 4 and open S7. However, 45 points per model is a bit much for a non-shooting unit10" relocation ability can make it a good opportunity for intimidating units to target. Fast attack meat dogs. Faster now - 12 moves - and S5 and 3 basic attacks. Any unit can make an attempt to deny, but the important thing here is that the unit takes +1 to any wages or heroic interventions and converts its teeth to AP-2, 2 damage. The question is do you want these men to get 19 points for Model (T4, 2W, 5+/4+ DSV) or Bloodbreaker. Credit: Robert âthhechirgeon Jones Heavy Support Skull's weapon has many advantages this time - faster (from 8), stronger in melee (S6), more wound (9) and 4+/4+. DSV. The fact that his weapon is actually quite polite -48 range D3 + 3 S8 heavies, AP-2 2 blast damage, enemy units don't get the benefits of cover making them a little more resilient. Deniz tries to use the light cover to break off the AP-2 fire. This isn't surprising, but considering you can get at least 4 shots in a Zalve, it can deal a surprising amount of damage. The fortifications here are the fortifications - the skull altar. This locus is skewed and returns -2 for mental testing units under 18 years of age. It's still weird because he can load a messenger then he gets the air of the messenger. As long as there is a man inside, the building - movement can attempt any action from your movement to the charge level. When finished, roll D6 for each Khorn Daemon unit from this model and from this model and the enemy's exposure zone and gain a Warp Charge point for every 4+. This is a fun workload to get 1-2 points option. Potentially good news is that you can hit deep using manifestation rules and then use Warp Locus' ability to integrate a bunch of other demons. Otherwise, this is not a great unit. Credit: Robert Æthhechireurgen Jones Stratagem Mike P: Khorne Daemon has six strategies, that other gods won 8, and that Khorne Daemon was particularly troublesome with another warlord's ineptitude. Frenzied Bloodlust (1 or 2 CP): At the start of a war phase, the Bloodletter/Bloodcrusher unit or a normal walk with a stack provides a normal walk opportunity. The danger of this trick is the main process of the smart. Khorne Game. Effects on objective achievement, threat assessment, or war tier progressionThe enemy is powerful. Brass Citadel (1CP) Relief: Generic acquires a layer of Khorne signs, while the usual use limit once / twice / three times, depending on the size of the battle.)): After one of your characters kills one of your characters, your character wins the aura of Khorne songs at age 6, causing a fatal injury of 6. It's amazing in terms of taste, and the effect is powerful in the game. In many games, this may come too late to have a real effect, but it will be amazing when you'll soon be able to showcase it while playing. Mental devil power as per scheme 4+ but comes with an extra driver that denies 3+ if they release 12 meat dogs. These stratagems are always expensive and that meat dogs improve the ankle roller, they are fun and soft. They release a cap or vehicle unit of each model that has completed the charge of an enemy unit engagement on the beach. For every 6+, do D3 MW. Vehicles add 3 to the roller and earn 3+ D3 MW if they wrap 6 or more unmatched 6+. The Blood Rings Department has announced new loadouts, and load targets have been removed again. Based on a 6 shaft with a very small pelvis, it will probably end in frustration. Blood Bar (1CP): Stratagemo uses this when blocking icons (thus combos and blood streaks) announces load and tilt 3D6 (drops lowest) instead of 2D6. In addition to the ways demons have to turn to the 9th depth, it will make your load very reliable. Good pleasure is pure. Death spawn gives enemy units 6 to 1 LD checks and acting, cheeky skin gives Mister 5 and more than pain (and it's a strong pick), and devastating blow gives. Six Real Fire by forcing it can't use the rules to ignore the wounds of attacks on your war. On the back of the battle features, the glory of battle gives an assault on a military overlord +1 and 1 or two more, if there are 6 or 11 years of enemy models in 3 years, great power gives Lord War + 1 buns of wounds in combat and wrath incarnate, is another strong candidate hereYou get +1 forward and charge rolls and +1 roll charge for friendly Khorne Core essentials that charge with the Warlord in Engagement RAIS. There are three great options and only one would be a crime. The relics here are six khornate relics and two of them are basically simply bloodthirsty. Armor Contempt is thirst only, but there is a solid option that deals +1 damage for 1 attack and 4+ no pain from mental phase fatal wounds. However, a better choice for those who want an unbreakable attack (8 shots) is probably the Drainer Blood Drainer talisman, which allows you to recover one lost shot for every 5+ shots for each model you kill in the combat phase. 6 wounds healed. King Aârgath of the Blade allows the weapon to deal +1 damage and ignore hit and shock modifiers, while the Skull Reaver replaces Axne Khorne, which deals SX2 D3 +3 damage to vehicles. Finally, discarding Crimson Crown, Mike P., a previously popular relic as it no longer gives explosive moves, but now saves 2 unused Warp Storms at the end of the turn if you destroyed an enemy model. Driver. That's awful. Source: The Silks Tzeentch: Thechurgeon's Book of Change: For a while, the Tzeentch Demon was in early 9th edition while the Exalted Ruler reigned as a really troublesome 3+ immune unit. The good news for Tzeentch players - and bad news for everyone else - is that almost every Tzeentch demon now only has a 3+ demon that prevents ranged attacks, so they need to be shot. You won't even need an impossible bathrobe! HQ Let's start with the dirty bird. It costs about 300 before as it is now, she has 20 hit and 5+/3+ from demon (thus protecting her from combat). Comes with Mace (S6, AP-2, 3 damage) and can get Sword (S7, AP-3, 3, Malefic 3) and Rod (ranged attack) for an additional ten points. Changelord also has a great Reroll aura with 1 main Tzeentch demon unit, but you're definitely here for mental abilities - the big bird still gets +1 or +2 if it has more than 10 hits and can try to discard three times. 2 power per turn. Pretty good and with Warp Storm Effects and Trats warrior support you can boost to +4 which can help you get rid of them.As a variant of the special character, the infernal bridges. Kairos has a standard with a two new skills: a head is impatiently awaiting it to add the number of rounds existing to psychic tests, when his head looks back, he gives you free speed agents and after the opponent American, 1 ploy (exterior CP recirculation) costs. Kauiros obtains 3 players and 3 refusals, which, I do not think, is as good as another supreme lord of change, but more because of his ability to continue. Then Heralds arrives and here are some options. They all have the aura of the ARA injury for the main units of Tzeentch and acquired anonymous 6 to obtain the aura led by the car. The changes here refer the demon of Salvataggi 5 + / 3 +, but you can now imitate its weapons and the WS / S trades, but no longer imitate the satiety of the unit for the excursion. However, that and the player are bad for the price of 100 points. If you use a master of change, consider giving supreme lords of change and a strong remarkable unit or trompe architect Place after the model and 2+ '' also take another. It doesn't seem much, but it may be ugly to inflict an additional injury on a low lens. The most recent capacity is to cry and it is not worth it in a 4+ command phase. Credit: Robert Techururgeon Jones' troupe is probably the biggest makeup of the whole book. Like the other small demos, they are now provided only frames for 10 people and you have two options for units, pink and blue. The two are not psionic; These days ended. Instead, the two have coruses' flames-8a 2 s + 1 AP-1 attacks, 1 damage pistol. Pink fear is remarkable because you can replace a 6 + / 3 + salvation shooting and shoot when it dies, and you can replace it with 2 blue dreads on a 4+, then divide bimstone fear. Blue terrors can be a subtle unit for an army, but cannot take measures and ignore; In fact, a pink horror unit that leaves only blue / sulfur fear can only take measures and lose an obvious. It is confused because immediately of blue horrorThe cheapest option/goal in the army and is mandatory on many lists. So I understand why this was not the case, but rough that your cheapest lens support devices are 1 W 130 -points. Credit: Liebot - Elite If the horror is slightly impressed, the flames form many lost places. They were very happy to have their older incarnations and, as it is, everyone injured 3 and 6+/3+ DSV. Even more importantly, their shimmering flames are now offensive weapons D6+3, S5 AP-2, which can cause crazy damage. 25 points for each model is probably the largest flight in code and displaying/displaying a deep impact 6 on 39 shots diameters hurt many units. The festive flame is also here to cause more serious damage, and its blue fire attack is now AP-4 3 S9 Rush, 3 flat damage that provides a strong impulse. However, the main reason you can choose is its blazing warpfire aura, which improves the power of flame blocks near 1, resulting in 2+ wounds on T3. Fast Attack Tzeentch offers only one quick attack and is a mask. Like many units that are not inherent, the scremers suffered other trauma and, like the other Demons Tzeentch, swung 6+/3+ DSV. Their great improvement is now an intangible wind motorcycle, now, once you improve them, you can restore them and place them anywhere on the table for over 9 years of enemy model. There may be a practical score of something like beating on all fronts or behind enemy lines, but animals do not have the ability to perform a secondary action and in 9-+ drop the unit in 9-+ and in no case adjust their attack, it is not great. The idea is mostly. They continued diving and now it's fatal for 4+ units, not 6+. This can be a deceptively good way to achieve symbols if you have 6 units and the right place. Half of the heavy support we have a burning tank, a faster version and 9 noble flames that the creators burned. IRONS will cause cruel damage to the attack 6 S6 AP-3 2, which is quite good. Give them horror infections to perform -1 tests close to Psics. Tzeentch symbols with normal use of useBy the size of the battle. "Mutio Flame" (1CP): At the end of the battle phase, throw one cube for each model in a horror squad destroyed in this phase. The enemy unit in Reach gets 1 MW for each throw 6. At first glance, it looks good, but note that it does not work if the fear is destroyed. Then remember how easy the 10 T3 T3 T3 C 6+ rescuers with one shot in any fighter fighter in the game. Enchanted Govia (1CP): Tinch-Psiker can show additional strength in the mental phase. Explosive Standard (1CP): At the beginning of its mental phase and the Tsinchi Psiker, each unchanged, select a combat unit of fear, each unchanged, shows more than 9+, and the nearest enemy unit has 1 MW. Fun and delicious, a little extra MV will never hurt. Outline Chelye (1 point): Add +1 to throws to get to the bustle of the car or screech. If you work with heavy lists, you will probably use it several times. Warp Portal (1 or 2 CP): Now let's talk! Instead of moving as usual, choose the Legion Daemonica Tzeentch figure and place it anywhere 9 inches from the enemy units (it costs 1 CP if done in the Gospel, 2 CP Otherwise). Valuable, but not as effective because it is not as effective because it is not that effective because it is less vulnerable to managing changes or mental skills angles. But do you know who is the character of Legion Daemonica Tzeentch? Be Lakor.â Magic Minions (1cp): Fear receives 6 additional AP due to long damage. A good effect, but horror squads have no fire force to make this trick standing. Shots from a flame gaze instead of throwing 3+d6. It is a very powerful anti-Sardan anti-Strategia, which today feeds on many crowds of units, even traditional crowds such as orcs, tyronides and guards. Only one in your army can be called a crime for hatred. I can't emphasize that they will all be different from quite good to wonderful. Saints can only get the first three of them. This gives +1 your mental checks from witchcraft and incredibly well when installed in the subscription owner. The confidential form that causes wounds against opponents against the warrior is also great. The fractal mind,Perform spiritual activity and discard strength again. Warp Link gives your Warrd Warp Locus (!!) and allows friendly TZEENTCH units to play moral tests in 12 start -ups. Tzeentch lorekist is added to 6 of your spiritual abilities, and tyrant scissors prevent you from never fail and produce more than 5 years of feeling that is not painful from fatal injuries. They are all durable, but for my money, I may have been out of spells unless I have a plan of the insane war. I really expected the relics to be a relic that gives you +1 to your actors to make +5 happy launches, but what we left was bad. The endless grimoire gives your Psycher that he can execute the shooting phase that ends in the next stage of your team and gives him the extra strength. The impossible cloak returns, now the first round has failed to save your chosen phase so that your war Mr. Damn 0 (so you can go out, first a weak jet). Everstsave your witch fire is indisputable. The Warpfire blade causes +1 damage to your weapon and causes 6 unmanned injury nozzles, causes additional mortality, while Soulbane improves the stick for 3 injuries and AP-2. Finally, there is a soul eater that allows you to recover lost injuries 4+ every time you kill a figure with deadly injuries in a mental phase. This is my second favorite team, behind the impossible coat, which will remain the need to use the power of change. Credit: Lie Spiritual ability: Pandadémonic discipline after the code is ho-hum exposure Codex: Demons, TzEentch has returned, tiny! Some of them are good enough for a thousand children to be jealous. Here are some consequences, but shooting in your army may mean that you prefer fatal injuries, not amateurs and debuts. Change Boons (WC 6) - Choose Tzeentch Friendship Demon Demon 18 and run D3 (if you have 9+, you can choose instead). Depending on what you are filming, the device gets the bonus until the next spiritual step. 1 victory +2 in the move, from 2, gains +1 valid and 3 gains +1. All of this is useful, although real money may give the lean +1 to reach the S7 with an increased flame/wagon around. Screw fashion (WC 7) Select the visible enemy unit after 18 and roll 9D6. In each 5+ slot, this unit causes a fatal injury. For each model he destroyed itDeals bonus critical damage (up to 3). It's just the direct version of a thousand threads, and worth picking up. It will take an average of 3-4 lethal damage and allow you to attack enemy units. Destiny (WC 7) – You can sustain 2 unrealized outer storm points. meh; You do not want to. Tracking Tzeentch (WC 7) select an enemy unit visible within 18 years. Until that enemy unit's next mental phase, enemy aura abilities can be affected. And it was one of the game's most surprising abilities, which bounced back very well. I think it's a great effect. This will be useful against certain heavy mid units, many of which will be wiped out, but right now I'm trying to think about what it would actually be. Infernal Flames (WC 7) conquers the main core block of Tzeentch for 18 years. They got +1 wrapped in various attacks until the next mental phase. Again, this works with Flames, where you can combine it with mount durability to basically get it 3+ or 2+ to pull it towards harder targets. 18 and a second enemy unit within 3 of this unit suffers D3 mortal wounds. If you draw 12 or more, each affected unit suffers 3 critical wounds. This is where you want to line up the Hot Strom effect with Born no Burkery and Kairos or Change Lord to hit +4 on your spell. Being able to grind 3MW per target while spinning an 8+ is just plain stupid. I don't see how you will take on the sovereign of change and not be in that power. Credit: Robert-Eurry Jones Nurgle: Eurryer's Infected Book: Hello, did you hear a good word for Grandfather Nurgle? Maybe Fort Plaguebears gave some time in the 8th (hike vs. points) or how incredibly well in the 9th edition (hike vs. points again). Well, now that we've got a clean slate(?), it's time to take another look at the raw boys. HQ here is a little more than some other sections but let's start with the big dirty, now bigger and rougher than ever after T9, 5+/4+ DSV and 22 JURSUCTION-JOUKCIJA T7 Previous, 18 Wundrecht Put an update that made the only larger demon you can see through the dark terrain. It's also a bit faster than before, with a signature humiliating movementInstead of 7/5/3 and more lethal with the ability to deal wide wounds with its Billesword (now the preferred default weapon), its burst is now a D6+3 attack. He gets two spells and one knockback per turn, and if you give him a broken blade, he can deal critical damage to get +1 to any junk before you roll. Call is also an option, although now it only returns dead plague core models up to 12, but the effect is guaranteed and infantry units return models to D3. Finally, there is another addition that is the Rotten Vomit-12 S5 AP-2 Flame 1. A much nastier shower of fire (S6, 2D6, AP-3) and the Warp Locus keyword. Its big advantage is the ability to flow on Nurgle, which forces you to roll a 7+ every time you roll a 7+ and decide on a mental power, the closest enemy individual will be fatal K3 injuries. It's very good, even if I can't find a way to strengthen his mental checks. Both rotigus and large non-vaccines have a destructive aura to disturb. Nurgle's announcements are as follows. As with the other ads, they deal 1 holiday 1 holiday 1 to nearby Nurgle units to hurt. Poxbringer is a main breed and its bonuses are psyker (1 pick) and can be improved in the command phase to a basic plague that takes +1 damage on a non-grounded roll of 6. Spilepox Scribener Confect (or twice the model if the model if the model if the model if model if model if model is twice the model I already had OPEC). And breeding in hydrogen can give one nickling unit, core or guo +1 to movement, procedures and charging and can unload one hostile unit up to 12. Finally, there is a special preacher. Epidemic is no longer a boon to the Death Guard for Demon Engines; Instead, at the start of each round, "Spankness in battle" is counted if you killed 7+ hostile models using a nick demon in the previous round. Horticoulou Slimux buffs beasts and drones instead of scourge, buffs one ability to change charge and get +1 interference, and can seed an area causing enemy units to see it as hard country and take on mortals. Every time they switch to it. This is a pretty solid skill even though it only has 5 traffic stats andTo be completely inside, you are unlikely to have anything, that you invest in one game in more than one country. Only a large dirty one of them, causing large dirty damage to incoming attacks, which are reverse elasticity (+30 points). Regardless of the second, gifts allow you to save 2 storm points for the excursion and give an ugly visa to combat hostile units 6-1 LD and -1. Credit: units of Richip have returned here for two standard options, and the measurement of carriers succeeds as fewer demonic groups than 2 damaged individual models. The T5 and 5+/4+ DSV group is the most durable light and not amazing in battle, but go to 2 attacks from the AP-2 sword, which is automatically performed for 6 s. On the other hand, it is a little heavier and is innate -1 -1 -1 -1 -1 -1, and they may speak, but they cannot be obsessed, without action (still many), and now they cannot fill out the obligatory Pilling of war. Based on this, they make them the best 1 as a way to score CPS or sit on the front target that they cannot save. The only good news is that they return to 20 points in the same model. Credit: Lie Elite Hoo Child. Monster Nurgle has returned, and the child is now bad. The monsters received the main review of the S6, T6 and 7 wounds, each with 5+/4+ DSV, and at the end of each stage, the model of the damaged block heals full health. It is much more complicated than them, and if it was rather complicated, now much more fatal, each S6, AP-2, 2 deadly wounds, each with 6 wound wheels. Oh, yes, and in order to overcome everything, they can still hit 6-, and now they can explode when they die, simply damaging the enemy units. They cannot fight you closer - at least for free (see Stratag), but the imbalance is worth it. Currently, they are in a team of 1-3 and make them expensive hours with 80 points with 80 points. The fast plague of attacks began to play drones later at 9 a.m., where they returned here. S5, T6 5 shots, these flying terrorism are supplied with deadly heads, measured words and invalid parts in the mouth (S5, AP-2, 2 lesions, Malefic 2) or A and A and A and A and A and A and A and A and A and AProbiscis (S4, AP-2, damage 1, evil 4). Anyway, it's a bad and fast unit that's harder than some of the other fast units in the game. We finally have a plague tree, and this thing turns into a humble beast that takes care of the crowds. Swept shit. At 75 deployment points, GnarlMaw can be equipped on any battlefield with more than 9 enemy figures or their DZs (and 3 of the other ground Allies without monster/vehicle Nurggle demons that can be affected within 6°-1) bring dead puppy representatives every turn , but the real value is that the warp locus keyword basically means you can put an entire army on this tree and deploy it in turn 2 and remove the entire army including an army you will get an extra relic. , there is no room for a second battle line. Derived constitution (1 CP/2 CP) is used to do transhuman physiology (always doing 1-3 trauma jets) in a platoon carrier unit, which is useful for keeping your drones mostly on. table .Used to track enemy units near Bilepiper during the firing phase up to Bilepiper Bitch 6. This is one of the few remaining synergy areas with Deathguard, and the highly entertaining MeStilent Inspiration (1 PC) gives a Nurgle Psyker full Discipline power for every trick. Interesting as a choice since more than 2 are good, but I don't know how often you use them. "Slime trail (1 cp) can be used by your opponent's moving phase Beasts or Garten units to ambush enemy units in the combat zone for 4+ and has a large beast capacity in the old book. (2 cp) Activate Nurgle Demon - 1" unit that can be affected by the enemy. The S TIR, or combat stage, is therefore an expensive but extremely good strategy that you will use often. The thing is, the weird thing is that there's no ephemeral text that makes things more confusing than it should be. each shipping unit digit If your charger is very dirty add 3 start with 6 and aboveYou roll D3+3. It's a big ask that there are maybe only 3 models, but it's not too bad to leave that halfway through the GDO. Plague Banner (1 CP) Charges your Nurgle Badge units up to 6 per phase, causing them to inflict 1 mortal wound instead of normal damage each time they inflict a wound with 6 credits: Liebot - . com/liebot_pics Warlord Stats Six attributes, your army only has one and the Heralds can only get the first three. Lifting Mace gives +2 Wounds, which is better than GDO on smaller models. Acid Ikor inflicts mortal wounds on enemies each time you suffer a melee wound (4+, up to 6 per level). The biggest winner is Virulent Touch, which automatically turns all of your hits into wounds on melee attacks. Plaguefly Hive Gives you an Aura of 6, which gives you -1 to hit enemies in melee range and prevents units from acting. Full Fertility grants a lasting superhuman and will only be available to publishers who do not support it. And Plague Miasma triggers at the start of the combat phase, inflicting mortal wounds to all enemies in the unit's line of sight - 1 mw every 2-5, D3 every 6. In my opinion, Virulent Touch is the best of them. can equip a Great Filth wielding a sword and inflict a Corruption Relic on the sword for increased damage and a very nasty melee threat. Relics There are six relics available to the demons of Nurgle. Nurgle's Rotten Horn can bring back dead Plaguebearers and turn them into smallpox whenever a nearby melee unit kills enemy models (up to 3 per turn). Entropic Knell is a powerful relic ability that allows you to disable nearby enemies' aura abilities each team phase and halve the number of models they have to hold targets. If you want more spell power, Tome of a Thousand Poxes gives you extra power and for over 7 years your use has been undeniable. Effluvior is a 3 damage plague slug upgrade that looks pretty good. Infinite Gift heals its wearer for damage equal to a round number at the start of your command phase, and can be quite severe if you keep the model prone. My favorite is Corruption, which buffs a weapon with +1 damage and prevents it from ignoring damage from enemy units. This is great for a GUO with Virulent Touch and gives you an incredibly bad melee beast that can easily offensively take out threats like Abaddon. psychicDurgle daemon can achieve Warprot discipline, where all magic names are familiar but the forces have changed. All in all, if we talk, they are all much better. Flux for Corruption (WC 6), D3 Fatal Runs and the unit has more than 11 models for the nearest visible enemy unit 12. Plentty (WC 7) provides +1 rigidity to a friendly unit. Rot of Nurge (WC 7) allows you to change the strength of the nearby unit to 2D6. When you eat their endurance, they hurt mortal wounds or, if you settle for two or more, their endurance. Darkens (WC 6) has basically not changed: it gives the enemy unit -1 firmness to the apparent enemy at 18. This is another with great synergy with death guards as it can reduce the rigidity of the enemy by 2, it can let you take away Let's lake some nasty attacks. Viral Blessing (WC 6) provides a friendly main Nurle Daemon unit in the 18 °+1 range before it is damaged. It is a pity that I cannot include it, but it is an incredibly strong support for unmanned aircraft and measures media to miss very unpleasant and more difficult purposes. Malodory Pall (WC 8) allows you to choose a visible enemy at the age of 18, lose your position and cannot take steps. This is a really powerful talent and the power you might want in your army if you accept the nurgal. Your average conservation plan is particularly suitable for using a nurgal that usually does not -obsec. Credit: Lie slaaaanesh: Book on excess Mike P: slaaanesh, demon demon section The Book of Excess is full of exciting take -offs, and disappointment. More than all other gods slur down the demons on the surface most suffer from positioning position. At first glance, it is disappointed that further progression range is lost and changes in the threat. It is good that almost every data sheet is added to some additional movement. For example, Daemas changed from 10 moves to 10, increasing to 3. As the average progress shot is 3-4, they are not as slow as before. Goalkeepers have now grown from 14 to 16. And our soul's slopper is faster than when -liba (which is still not enough, but it is important!). The layer was also a close battle with the army that hardly received bonuses for attacks of deep attacks, so a new, tougher deep attack mechanics will give us new opportunities to explore ourselves. Slanh in generalSpot and mono Slaanesh and single players will have fun with Slaanesh units. The only benefit will be that some tasty large sculpted units added when the Slaanesh series is updated will lose most of the flavor and durability of the Quéillis and Syllâ Esska datasheets. Sylla Eske. Credit: Brin HQ Slaanesh players are absolutely overloaded with high-quality HQ options, so let's dive right into the topic. They're no longer the obvious choice of staff for Slaanesh players, but most other staffs are now significantly more than guardians and nerfed to them, and for good reason. Their weaknesses have always been with ranged weapons, and that's where they got stronger. The -1 to hit in melee has been changed to -1 to hit on all attacks to compensate for the fact that they no longer benefit from cluttered ground. If you're still concerned about revoking your board secret keeper, you can still publish it for free using the new manifest rules. After taking damage, they reduce their pistol skills, but the good thing is that their claws are now bad 4 weapons and no longer deal damage when attacked. Overall a mix of buffs and buffs, but at the end of the day I think Slaaanesh players will really enjoy the new Codex Wardens. This happens both according to your list. The main benefit of Shalaxi is that it has the crucial Warp Locus keyword. It's a very funny image that Shalaxi is getting another secret guardian and a game that I think Slaaanesh players will be using a lot. To start with a common rule, Reinforcement Messenger (now Tormentbinger) now floods the wound instead of +1 Strength Aura for base units. That's a fair level. Mormentbringers can also give a +1 base unit, meaning Mormentbringers and Daemonettes, Sexters and Daemons will be a solid pairing. and ruins. Tormentbringer on Exalted Seeker Chariot is a good trait, but it still has 10+ wounds.Be careful, sir. Infernal Share Rrewure now plays an important role as the only character in the warp locus of Slaanesh that can be protected by looking at the lord. It can move safely at the start until a 6” safe mount drops on the next round. His harp has also become a stronger weapon and regenerates several melee models during gameplay. In priority, Infernal Registration is just a nice priority model and is now a great piece to build a strategy with. The mask also won after the debuff to give the enemy unit any combat phase. 121, Epitome Cortors, False, torso, retreat, near, near, nearby, near, retire, retire, nearby units, from being able to prevent nearby units from retiring. He also lost the bonus at the start, making it Slaanesh's most reliable source of psychic powers. He once again debuted on the team with enemy units and took a pretty significant drop in points, but he is one of the few losers on the Slaanesh roster. Syllsesske also lost flavor and lost a powerful ability to take measures twice in exchange for adding bad attacks and one activation. The loss of Force's Aura +1 hit Syllsk hard while he was going S7 on his main axis from S8. At 200 points, Syllâesske is hard to justify in all Slaanesh lists. At least the model remains beautiful! Hearty mystery listeners, honest, all three exalted options are great. If you want to run 3 guards, you can't go wrong by making some elevated options for all 3rd accent buys, there is a diaphragm panoply that finger your keeper -1 to wounds. This makes up for the fact that the keeper is only a T7 and that both of them are more resistant to tanking, making them very durable against the high volumes of S4-S6 attacks. Epicure from Qualies and Safly Rush offer a Buff fighter and movement buffs that they have plenty of options to choose from when boosting their legal guardians. With a score between 20 and 35 and not asking for CP, you'll probably always max out the guards you carry. Army Demons are a unit that you build a lot of your lists for, and to be honest, I think you're one of the standout units in the entire book. And no, I'm not just saying that because I have 90 demons that I've lovingly built and painted (even though it wouldn't really hurt). They are expensive on the surface at 120 points for 10 T3 wounds, but are a bit faster and make it much harder in the clinic. Offensive loverA single Daemonet unit from various personnel, strategy and spiritual powers can turn into an absolute mixer. A single demon unit with 1CCP standard and hysterical madness spells is 57 S4/AP2/1D. I call it a good time. Elite Fidans now plays a new role. They lost their ability to prevent the fall of units, but they gain damage and durability while one point dropped. You will no longer be a technical choice to save other units that are really interested. Now, they will be the belief of the shock units that hit their hips hard and violate the first line of enemy defense. In addition, you have a keyword, making it a powerful option for many Slaanesh list. Fast attack candidates are the perfect unit for people who prefer to move their gins to 16 instead of 10. With daemonets and main keywords, you can assimilate some powerful buffy (eg 5 +++ legs, unpainted agonia). And they're not bad either. Due to a much larger wound pool, it leaves the Noble Quest key car behind, but a reasonable budget option that contributes to sufficient attack and defense performance. For strong support, Slaaanesh has the only real option to climb the range: Soul Snir. The lists in Slaanesh are very sensitive to the plane except for the manual love of Lacore or Daemon Prince. Although they cannot win the hearts of fans with raw attacks or defense, in such a laborious unit, 4 [Movement. In Slaanesh, you can definitely add 1 or 2 spirit to your lists and you can feel good. A more traditional choice for Slaanesh, a challenging support, can be my favorite data page in the new code - a real case. Brno 3+ to release 5 or more is hardly damaged and this is fine. With 12 T5 shooting, your lines will collide with your own lines and the main business will upset your program while installing. Every Slaanesh list I write starts at 2 or 3. Slaaanesh strategy is suitable for everyone, but the state of normal limit Slaanesh is used one/two/three times depending on the fightingThirst for Souls (1 CP): A full close fighting and re -injury against an Aeldari unit. FINALLY! It was painful to confront the Elf players who had a version of this number against Slaanesh units. The players of the Emperor's Children are still faced with a non -standard support because they don't have a corresponding trick, but Slaaanesh Daemons can now respond. Razor Slash (1 CP): Daemonette units win +1 AP per wound for 6 minutes. Considering the weight of the membranes that Daemonette can now throw, it is a small but insignificant effect. Infinite Dance (1 CP): Daemonette units can reform and combine for 6 minutes. Additional moves in the war stage are always useful. Impossible Elegance (1 CP): Select one of your characters and make 1-3 close fighting shots. A powerful tool while dealing with Custodes or other characters. Musical Delirium (1 CP): Find Unit 12 "-2 Aura wins. It would be nice to see it on your data page instead of tampering with it. Warp Race (1 CP): One of your tanks is entering strategic reserves. Use it to spend Rapturous Standard (1 CP): An iconic unit instantly spreads to the ground. Some good options. In a way, it is a good thing for Slaanesh players. It makes it less painful when you can't buy additional war lord features. While you can choose from the first 3 options, you can choose from the guards. Since Slaanesh units typically only have 0-3 AP, this greatly reduces value in the Armor of Contempt world. Murder T +D3 attacks while attacking. Quicksilver Duelist allows you to re -move the wounds in all of them. Very solid for a secret guard. Savage Hedonist increases your strength in each war tour (up to+3). At first it seems overwhelming, but some very solid Herald Herald is the beginning of the passengers. The magic aura disrupts enemy movements. You can't find anything better than that. The Relics of Slaaanesh Religs continues the trend with Warlord Traits and quite complicated. everyone's loverHe returns in processed form. In your team phase, you choose an enemy unit that is closest to you, and this unit loses all Auren for the next team phase. It is something. Redundant Tag gives you +1 attack and an additional attack every time you destroy a character, a monster or a vehicle. Soulstealer gives a demon prince or breeder the ability to regenerate wounds after killing models. Lazy Claws increase the damage from Ruining Claws or Claw Claws at +1. Clicking claws are addictive weapons and their properties can never be changed, so I have to ask myself whether this is a mistake or something that is often asked. Silver Trick gives the injured enemies of the Secret Keeper a permanent debuff in the fight. Agony Whip allows guardians, perform 2 additional lash attacks and hit with a whip that is automatically damaged in 4+. You will probably buy a few relics in every list unless you choose an affiliate setup. From the beginning, this leads to a very low CP. Distorted performance. Credit: Steel_Mentor Mental ability to combine soul stainy discipline Combined damage, weakens enemy units and strengthens its own units. The only thing that limits is the lack of extras for your spells and the relatively high toilet values of some of the best spells. Phantasmagoria (toilet): Choose an enemy unit and throw 6W6. Everything about 5+ is a deadly wound and -1 on leadership. It is a worthy effect that fits the ... cacophonic chorus (WC7): Wirf 3W6 and add deadly wounds that correspond to the command of the next enemy unit and a throw of 3W6 (a maximum of 6 fatal wounds). . In view of the fact that demons have several ways to weaken the leadership, this will be a worthwhile tool to get it. Symphony of Pain (WC7): Choose a visible enemy unit and pull -1 from your shots to hits and damage in close combat. Good, clean fun. Hysterical rabies (toilet7): The demon or viewfinder receives +1 attack and an explosive 6-ki. This transforms every demon or scout squad into a fantastic bone factory. Good dirty fun. Incredible suffering (WC6): The basic unit receives 5 +++ feel-no-pain. It always seemed unfair that the CSM version of Delightful Agagonies Feel-No-Pain with 5 +++ and the Daemon version with 6 +++++ rated, so it is a relief that this great injustice Demonic friends. Leave in Pavan Slaanesha (WC6): Classic the cubes for all rolesLaunch a spell on an enemy unit. Start at 5+ instead of the normal 6+, but is limited to 6 fatal wounds. An excellent choice for damage prevention. Pristine Chaos: The Book of the Warp Mike P: While the 4 great gods get all the attention, many players like to interpret their demons as an army of untowered chaos. The code includes a section that focuses on units not assigned to God by default and includes updated rules for Bellakor's famous apprentice army. However, most of Belakor's clerk rules require yours, if an entire army must come from this famous army, there is an exception to the discipline of the Psychic Notary. As long as Beâlakor is in your army, your army models can gain the note discipline ability. This is an amazing advantage for Beâlakor's leadership, given that the major powers have received updates to work with every unit of the Demonic Legion. The seat of Bealakor has returned. "Back" is a bit of a misnomer considering it was also one of the best units before this code, but seriously, Beâîlakor is back. Beâlakor is now the top commander, which means he can fit into a high command unit and QG open rifts. He also has the key word Warp Locus and any God, which means that demons can approach him from any God. Unlock access to the noticing discipline for other psionics has some important implications which we will cover later in the Psionic Powers section. Although his costs have increased and he no longer benefits from ground stealth until 20 wounds, he did take -1 damage to keep him on the leaderboard. The only disappointing part - and I use the word with great lightness - of his technical data sheet is that his offense has not been mitigated at all. His offensive stats are identical to the previous technical data sheet. The demon princes will seriously consider any god. They have to choose one of the 4 gods, but get a strong advantage according to their choice. For example, if you sacrifice your Demon Prince to a horn, you get +2 attack and +1 strength. It's a really strong body booster. Now that the great demons can no longer be covered, the demon rules are at the center of the scene as the most powerful option you can bring to get to the field without shooting. Grindery's heavy Soul supports have achieved tremendous brilliance in the new codex, from being truly fantastic jokes to legitimately considering a roster of competing demons. Beat to 3In close combat and cover, they bring a great mix of close quarters combat, strikes and durability to each personnel. Like demonic princes, you should choose a divine devotion for your soul grinders, but you should have strong advantages for each choice. My favorite choice for giving the ghost the grinder is Nurgle, which transfers your advisor's soul to Azima 9. Slaanesh is another flexible choice, as a huge proportional boost to add 4 moves to the 8-moving unit 6-/4. Sometimes they will be a great compliment to thousands of children who need good shooting support and sometimes punch support, due to which soul grinders bridge a gap that they cannot compete with. Tzeentch soul grinders may not get T9, but DSV 4+/4+ is still pretty good. Be the Dark Master Lakor. Credit: Słoina The Famous Army: Bea Lakor Students Mike P: Players who have previously played Be Lakor Students will be familiar with most of the updated Army of Reliable Rules and most of the core mechanics that are left . Perhaps my favorite change in the code is that disciples of Lakor is now the keyword. Student BE players can still bring a Platoon Assistant from Korvax House (SHA). Since Be-Lalak students is no longer a fractional keyword, your house contains no CP. The only drawback is that you have to choose the Blessing Dark Master as your knight's grace if you choose them, which is definitely good, because Bessing Dark Master is probably the best choice in the whole codex. Previous restrictions are back. You cannot yet face characters called Cult Marine Corps or Demon Engines. Since Lakor's students are still very strong, there are little compromises to make. Students of the army of Lacor, maritime space chaos and Korvax Shaha can continue to use the war storm system, even if you bring a house. If you put the cosmic sailors of chaos to your Be-Lakor army followers, you should still forget that it will break access to the demon. I don't know if it's deliberate, but the rules are certain for now. Bad luck again for the blue fears.If you buy maritime, doa independently of the competition, but you can still play the chaos knights. This is a really strange interaction and I admit that I don't think it's planned. Strateth is discussing the existing students of Be Lakor. For those who used to play the army in the past, they will be familiar because they will really not change them. The Shadow Pact (1 CP) allows you to select the Legion Disciplitis Infantry Infantry Putting on at the control phase to get the bonus of the contract for the movement. The attack can be +1, untouchable backup 5+, +1 or +1 for movement +1 or +1 and +1 for the growth and charging of parchment. It is a great way to buy it as it is a fast thing. The boon demonic (1 CP) is used at the beginning of the war phase when a detachment of evil students fights for 6 years with the detachment of demonic students. It takes +1 for power and makes 6 automatic wounds. This is quite smart in greenhouses and chain raiders, but you need to be near the demon, which largely limits its usefulness to a great extent. Shadow Legions (1 CP) are used at the beginning of your movement or attack phase to allow the unit to move horizontally throughout the enemy models. The boon mortel (2 CP) allows you to automatically pass (1) to control the fighting spirit to seduce the demons in the Ordu, which can cause some bonus effects. The Terror Project (1 CP) is used in the war spirit stage of the demon detachment in your army to give an aura that heals and gives models every time the enemy model escapes. The blessing of Be Lakor (2cp) is the real money that allows you to damage 0 in an attack you have failed. It is very useful to remove dark rails and spears. Night discipline "Mental Forces" adds the strong mobility and initiation of your demon army. We remind you that all your PSYKERS can produce power from this discipline. Let's dive the right. This will be a great opportunity to bring units from war at all levels, to win the full fronts or rebels of reality, and to represent units such as flames for chaos bread. This is a great tool. . Always usefullIf it becomes a bit unreliable due to the high value of the use. Desperately desperately (WC7): This power is back unchanged. If you do not exceed 3D6 management management, it offers a strong weakening option for your program. Voidslicvers (WC5): Maintenance, Voidsliver is as useful as "Draw a line to the enemy unit and distribute 1 MW to any unit of the enemy that fits the line. This is not a good thing. , which is a bit surprising. In the fight near the enemy unit, the wound provides a wound that is beautiful. It also reduces the Ap of the Relative attacks of this chapter 1 of the chapter. The devil's units do not use AP and your "Chaos Space Marine" units are already useful from you because you already have armored scratches. Show enemy units with many attacks. It is always a good choice for units such as Harlequin's army or demoret. Credit: LIBO â https: //instagram.com/liebot_pics does not apply without several lists. Here's what we think. N Mike: This list corresponds to the best background "See what you do" Panoply (315 points): Shield, SoulSteler (-1 cp) Mandatory Mandatory (300 points): Live beating, beating, beating, beating, beating from agony (-1 cp) Shahalaxi Helbane (300 points): Whip, Quicksilver Duelist (-1) CP) 5 x 10 Daeonette (120 pixels): Symbol, tool searcher (65 points) Total: 1995: 1995, 3/6 CP Level 1: Go to the table. Step 2: Shake your hands with your opponent. Step 3: Second, choose reality rebels/promotional/mental survey. Step 4: Sorry for what you will do. Step 5: 5 wheels war crimes. Step 6: It doesn't need it anymore, but I added the sixth step because the Holy Slaanesh 6 number is. Greetings to a dark prince. I do not think that such squads will eventually be the best way to control demons, but they collect too much raw forces and will be extremely strong in some games and tasks. Monster Mash is a fun way to always play when data pages make it done. They have a variety of strong debts that you can apply to the enemy between Nokic's discipline, Seelenstain discipline and discipline.Your parents and pages of Bealakora data. Now go and stain your hands. Credit: Robert 'Theechirurgeonâ Jones Thechirurgeon's Make Soup at the end, I was not impressed by the only army of demons. I think this is an obstacle that I do not want to overcome with secondary problems. Even in the list above, I am not particularly interested in spending 240+ points on detachments that should sit and marry. On the other hand, I like Grinder Soul material, which he brought to his sea cards, especially in Deathwatch. While the fighting dogs-fans give you an excellent background fire, I need something that can often hit these sons, while I can provide fire support at a distance, which is not terribly in the death guard, but very difficult. . At least with these and sons, this is almost impossible; The guardsmen of death were much easier to reach higher points of glasses. With these sons, you may not have problems with the launch of one shredder of souls, but I'm not sure that it is worth it. Instead, it makes sense to make a list of a death guard, where shredions of souls are very tenacious, but, as a rule, less impressive on the table. +++ Death Guard Derpet +++ â command: malicious plague units: Plague Jerphones X6 Unit: Plague X6 Unit: Plague ships X6 El: 5x Savanas of the death of ale: Tallishrauda El: Rotter Fa: 2x Mephite Hauli Fa: bloated drone p : Bloat Drone P: Rhino DT: Rhino DT ++++ Demon Ward (Nurgle) +++ Headquarters: Paxbinger Soldiers: HS: Spirit HRANIN MOSITS FOR SPUARITY BEAR. Here, the suvan of death, as usual, takes care of the central, shredions of souls go outside and probably support the plague of the rhinos of marine infantrymen or offer only support at a distance. It will be difficult to overturn the table in T9. Poxbinger can help here more, reducing the resistance of enemy units. I would like to have a care here - since they are on my original list - but they cannot eat a mandatory option, so they must include it.NOTE: The easiest way to increase your power level without increasing points is to add a device that doubles the PL team, the plague of the 6th sea voltage, which only increases 21 points. Final Thoughts Mike P: Stratagema, a low point in the book. Of course there are valuable things, but there is a general lack of strategy, and each god only gets a "Stratagams" page, which is a surprisingly small strategy pool of single Evo players. In addition, there are some minor issues related to the remains of the remains not properly that the students should leave the secondary demon, and some units such as crushed essence lose flavor. But in general? This codex features many fun and powerful new rules, and as a demon player, I can't wait to put all my new lists on the table and experience the full codex. This code comes at one of the most balanced years together we've seen in years, and this book really gives Demon players a chance to compete. And the final note is that I'm so pleased I've put my blood wishes back on the table. I want to clean up the two grinders of my soul. The bands of my daemonettes strive to dance and smash the enemy. In essence, every unit of this code has promise, and this will be one of the most satisfying aspects of the new book, Hardcore Daemons. Nobody will feel the wrong god, I guess I'll have to wait for the next code. Whatever units you choose to control, it's time to shine. Now go ahead and underestimate the truth! Âurıurgon: I have different feelings in this book. There are some very powerful features pages here and the book seems to be quite strong in terms of reviews. I think this is more of the game workshop power level and that's a good thing. If I regret making a lot of weird and weird rules before in chaos demons, don't try it. As a result, the new Daemons book believes that they are trying to bring the army out of the mafia and into the elite army, but they forgot to give them multi-faceted soldiers to make it really applicable. Currently the biggest challenge for Daons is the downside of the owner/cheap objective action units - a real shame from the book as these issues are heavily related to these issues.I think demons have a lot of strong individual datasheets, but they have to overcome some weird buzz rules and can borrow soup better as a result. On that note, I can tell you that the 25% PL cap is a lot harder than you think, and you'll probably have a hard time getting the demon units you want. I don't think it's possible to create a list of a thousand children worth playing, but I will do it again sooner or later. Also a fun fact: soul grinds are now getting to basics. They are huge. I think they are the same ones who pack with Astree. Have questions or feedback? Drop us a line in the comments below or email us at contact@goonhammer.com. contact@goonhammer.com.