

WARHAMMER DAEMONS OF CHAOS

WARHAMMER
ARMIES

OFFICIAL UPDATE

GAMES
WORKSHOP

SEEKER CHARIOTS OF SLAANESH

SHRIEKING SHANDREDHANS, GLORIOUS DOOMRIDERS, PALLID VANGUARDS

Seeker Chariots are not subtle creations. Indeed, their every excessive aspect draws the eye and lures the senses. As the straining steeds urge the chariot to full speed, swirling shapes sear the air with unholy hues and blinding streaks of the most vibrant and luxurious colour. The metal axles screech in a disharmony akin to the wailing of tormented souls, a terrible cacophony that ululates between the chanting of the Daemonettes and the lifting hoots of the snake-bodied Steeds. Indeed, to stand against such a machinery is not simply a contest of arms, but a struggle of wills that shakes the boundaries of sanity itself. When the chariot finally crashes home, the Daemonettes dance from yoke to spar, laughing as their every disembowelling strike weaves bloody trails in the air.

It is true that Seeker Chariots are liberally bedecked with all manner of slicing and shredding blades, but the Exalted Seeker Chariots take such lethal adornments to a whole new level. Indeed, the entire rear axle is nothing more or less than a giant whirling mass of flensing metal – anything that falls beneath the chariot's wheels is therefore destined to emerge behind as little more than a fine red mist. Though a victim's body may perish in a swift (if spectacular) fashion, the unfortunate soul endures much longer. The chariot's blades are laden with baleful enchantment and hook deep into the spiritual remain, drawing it ever deeper into the maelstrom of metal. A soul can last for hundreds, even thousands, of revolutions before its tortured ephemera breaks free to whatever awaits beyond, and its pain-wracked wails are sweet clarion

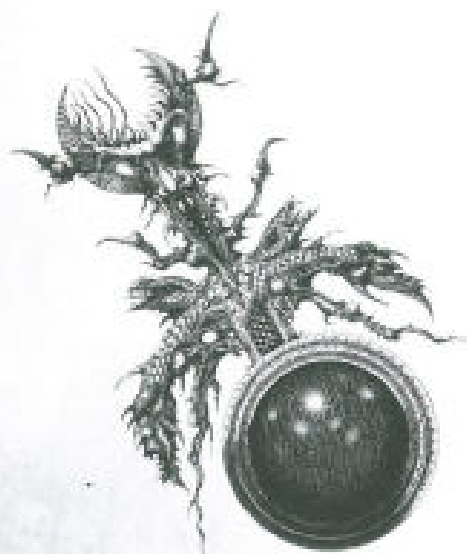
notes to the Daemonettes above. Thus do the Exalted Chariots seek the foe where they are most numerous, for each tormented spirit screams in a voice all of its own; the more victims fall into the chariot's blades, the more delectable the resulting symphony of pain.

Heralds of Slaanesh often elect to ride into battle atop an Exalted Chariot. This is not only because it allows them to savour the agonies of the chariot's victims, but because the elevated perch ensures that the Herald can be easily seen by both vassal and foe – an important factor for a creature so prideful and preening. From atop the wheeled throne, the Herald can reach down to whisk intriguing specimens from the chariot's razored maw. Such is not an act of kindness. Indeed, enemies claimed in this manner soon start screaming to be returned to the embrace of the merciless blades below, if it means they will remain not a moment longer in the grasp of the doting Herald's cruel affections.

| | M | WS | BS | § | T | W | I | A | Ld |
|-------------------|----|----|----|---|---|---|---|---|----|
| Exalted Alluress | - | 5 | 4 | 3 | - | - | 5 | 4 | 7 |
| Daemonette | - | 5 | 4 | 3 | - | - | 5 | 2 | 7 |
| Seeker Chariot | - | - | - | 4 | 4 | 4 | - | - | - |
| Exalted Chariot | - | - | - | 4 | 4 | 8 | - | - | - |
| Steed of Slaanesh | 10 | 3 | 0 | 3 | - | - | 5 | 1 | 7 |

SPECIAL RULES:

Armour Piercing, Chariot (armour save 6+), Daemonic, Impact Hits (2D6+1) (Exalted Seeker Chariot only), Poisoned Attacks (Steed of Slaanesh only).



As the chariot's onset, the foe broke and fled, turning their heels to its blades. At once, the corruption's cruel mistress ordered a halt, and for long moments the Daemon Engine stood still and silent. Only when the enemy steeled their nerve and regained formation was the chariot ordered forward once again, the Daemonettes stop it singing with wild joy.

This time, the enemy did not flee, but braced their arms and stood firm beneath their colours. To see such defiance in so bleak a place momentarily cheered my heavy heart. Fleeting I dared imagine that courage was the weapon that could defeat all the devices of this ignoble realm, that honour and comradeship could overcome any terror and see the unholy banished forever. Then the chariot hit home against the ragged line, and my hopes were washed away in a gory spray of severed limbs.

—Liber Mithr

HELLFLAYERS OF SLAANESH

SCENTED HARVESTERS, DECADENT REAVERS, SHRED-CHAIN SISTERS

The Dark Prince of Chaos prides himself on the splendour of his decadent realm. Alas, the constant warfare that defines the Realm of Chaos has ever worked against Slaanesh's pursuit of perfection by leaving corpses littering his lands. Thus the Hellflayers ride across the plains, their blades cutting and slicing flesh into small pieces to be devoured by the otherworldly flora.

Of course, Daemonettes being the preening creatures they are, the menial work of tending their lord's garden is a weighty chore. There are no emotions to feed upon here; no tortured sensations to sample. Without such things, Daemonettes grow lethargic, their forms dissipating. So it was that only those creatures who had displeased Slaanesh crewed his Hellflayers.

Yet if Daemonettes are cruel, they are also wily. It wasn't long before a particularly wilful pair defied their master, and brought their Hellflayer to the height of battle. Within moments, blades prepared for rotting corpses proved just as keen when set upon living flesh. Severed heads and limbs flew like chaffed wheat; daemonic ichor spattered across the Hellflayer's steeds and crew. Yet all this went unnoticed by the Daemonettes, for they were gripped by a battle-rapture they had never known. Like all things sprung from Slaanesh's spiteful land, the metal from which the Hellflayer had been forged was deeply attuned to the sensations of the living. As its blades sank into flesh, each victim's every suffering was transmuted into a spiritual incense so intoxicating that it drove the Daemonettes into an impassioned frenzy, magnifying their speed until their strikes became so swift that no eye could follow them.

When Slaanesh learnt what had transpired, he was angered, for no Chaos God easily tolerates flouted authority. Yet he was also pleased, for that lone

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------------|----|----|----|---|---|---|---|---|----|
| Exalted Alluress | - | 5 | 4 | 3 | - | - | 5 | 4 | 7 |
| Daemonette | - | 5 | 4 | 3 | - | - | 5 | 2 | - |
| Hellflayer | - | - | - | 4 | 4 | 4 | - | - | - |
| Steed of Slaanesh | 10 | 3 | 0 | 3 | - | - | 5 | 1 | - |

Hellflayer had wrought much carnage. So it was that the Dark Prince decreed that to ride a Hellflayer would no longer be a punishment, but an honoured station. Ever since, Hellflayers have driven in the vanguard, blades mangling and maiming foes caught in their path. As for the two rebellious Daemonettes, Slaanesh transmuted them into marble and set them on the far end of his causeway, their backs forever to the decadent glories they had once enjoyed. The accursed ones still stand; a silent reminder to all the Dark Prince's followers of what happens to those who would dare flout his will.

SPECIAL RULES:

Armour Piercing, Chariot (armour save 6+), Daemonic, Poisoned Attacks (Steed of Slaanesh only).

Soulscint: If a Hellflayer causes one or more unsaved Wounds with its Impact Hits, the Alluress receives a number of bonus Attacks equal to the number of unsaved Wounds caused, until the end of the turn.



FLAMERS OF TZEENTCH

BURNING HORRORS, FLAME SPOUTERS, FLAMING WHIRLWINDS

Flamers are strange beings, even by standards of Daemons. Their semi-solid tubular bodies sprout gnashing faces and grimacing maws, whilst gangly arms splay into orifices that spatter raw magical essence. Though somewhat ungainly in their bizarre appearance, Flamers are capable of a fair turn of speed, expelling gaseous ichor through the 'skirt' at their base to bound and leap across the ground with mischievous gusto. The Flamer uses its blazing limbs to hurl bolts of magical flame at the foe. This is not fire in its truest sense, but a roiling cloud of Chaos energy. It does not burn, but warps and alters reality. Indeed, the victim of a Flamer's attack might even feel temporarily invigorated, before collapsing into a writhing puddle of mutated flesh. The Flamer is no less deadly in close combat as it can also focus its power to consume nearby enemies. As the warpflame crackles and hisses, smaller magical fires spill to the ground and take on the imitative form of a nearby object or person. With apparent glee and raucous laughter this eldritch marionette impersonates whatever occurs nearby, in a manner both mocking and disturbing. The Flamer usually ignores these little parodies of reality. Occasionally, it becomes irritated by the yowling mockery and obliterates the simulacrum before moving on in search of fresh prey.

| | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Flamer | 6 | 2 | 5 | 4 | 4 | 2 | 4 | 2 | 7 |
| Pyrocaster | 6 | 2 | 4 | 4 | 4 | 2 | 4 | 2 | 7 |

SPECIAL RULES:

Infantry, Daemonic, Flaming Attacks, Skirmish.

Flames of Tzeentch. This is a shooting weapon with the following profile:

| Range | Strength | Special |
|-------|----------|---------------------------------|
| 18" | 4 | Multiple Shots (D6), Warpflame* |

***Warpflame:** At the end of any phase, roll a D6 for each unit that suffered one or more unsaved wounds from an attack with this special rule during the course of that phase. On a score of 6, the unit immediately suffers D3 wounds with no armour saves allowed. However, on a score of 1, that unit gains the Regeneration (6+) special rule for the rest of the game – such is the fickle nature of Chaos! If the unit already has a Regeneration special rule, it instead gains +1 to all Regeneration saving throws for the remainder of the game.

SCREAMERS OF TZEENTCH

SKY-SHARKS OF TZEENTCH, SWOOPERS, SHRIEKING SKYRAYS

Screamers are glimmering sky-sharks that ride upon the Winds of Magic as a bird glides upon the breeze, driven by a powerful hunting instinct. In the Realm of Chaos, Screamers roam the tides of magic, preying upon the shadow-souls of mortal creatures, lone Chaos Furies and other magical ephemera. Indeed, once a pack of Screamers has the scent of a mortal's shadow-self, they pursue it ruthlessly through the Realm of Chaos. Once the Screamers catch their doomed prey it is torn to pieces in an eye blink, the gossamer shreds of its soul-stuff offered up as a gift to Tzeentch. Nor do Screamers confine themselves to defenceless prey. If a Screamer's instincts tell it that a foe can be overwhelmed and consumed, it pounces without hesitation. Particularly bold shoals of Screamers have even been known to attack Greater Daemons, latching onto them with bristle-toothed maws and sucking the prey's magical life-force out through the wound. In the mortal world, Screamers gather in shoals around battlefields, lured from the Realm of Chaos by emotion and carnage. Adapted as they are to hunting amongst otherworldly tides, Screamers might seem frail in the mortal realm, yet they are to be feared nonetheless. Festooned with fangs, horns and spurs, they dive on the

enemy, their slashing blades tearing through the foe, before soaring skywards once more, blood and ichor trailing from their flanks.

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Screamer | 1 | 3 | 0 | 4 | 4 | 2 | 4 | 3 | 7 |

SPECIAL RULES:

War Beast, Daemonic, Fly.

Lamprey's Bite: Close combat attacks a Screamer makes against a model with the Large Target special rule have the Multiple Wounds (D3) special rule.

Slashing Attack: If a unit of Screamers moves over one or more unengaged enemy units in the Remaining Moves phase, choose one of those units – it suffers D3 Strength 4 attacks per Screamer. These attacks hit on a 4+ and are treated as Shooting attacks.

SOULGRINDERS

IRON DOOMSTRIDERS, HARVESTERS OF SOULS, CLINKERSPAWN

When a Daemon's body is slain, he can surrender his true name to the Forge of Souls. The dark bargain thus sealed, the Daemon's crippled essence is bound to a mighty warpmetal hulk. Thus is he reborn a Soulgrinder.

No two Soulgrinders are exactly the same, but all are bizarre to look upon. The transformation mimics the Daemon's inner desires and then distorts them just enough so that even it finds the results loathsome. Yet the change also grants might far beyond that a Daemon normally enjoys. A Soulgrinder's clanking tread shakes the ground with every step, and it is devilishly fast for a creature its size, able to scuttle swift as a horse's gallop, or even faster should the scent of battle touch its nostrils. Piston-driven legs thud home with sickening force, crushing to a paste those beneath.

Legend tells that if the Soulgrinder can garner sufficient mortal souls, the Forge of Souls frees the Daemon from his mechanical prison and returns him to the existence he once knew. Alas, as with all bargains struck within the Realm of Chaos, this is a debt not easily settled. Many a Soulgrinder has come within a single kill of clearing his debt, only to have ill-fortune see him destroyed, rather than his victim. Worse still, if vanquished, the Soulgrinder must sell itself to the Forge of Souls again or return to the oblivion it so dreads. Should a Daemon remain a Soulgrinder too long, his original identity begins to fade, subsumed into the machine that he serves. After a few millennia of the

binding it is gone entirely. Thus can a Daemon come to be eternally damned, even as he seeks the same fate for mortals.

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Soulgrinder | 8 | 3 | 3 | 6 | 7 | 6 | 3 | 4 | 7 |

SPECIAL RULES:

Monster, Daemonic, Large Target, Terror.

Caught by the Iron Claw: Immediately before the Soulgrinder makes its Attacks, nominate one model in base contact with the Soulgrinder. That model must pass an Initiative test. If the test is passed, nothing happens. If the test is failed, all other attacks the Soulgrinder makes against that model this turn hit automatically.

Implacable Advance: This model can move (not march) and still shoot any one of its weapons.

Natural Armour (4+): The Soulgrinder has an armour save of 4+.

Harvester Cannon: This allows the Soulgrinder to fire Grapeshot. If a misfire is rolled on the artillery dice, the Soulgrinder instead suffers a wound with no saves of any kind allowed.



UPGRADES:

Baleful Torrent: This follows the rules for a fire thrower. If a misfire is rolled on the artillery dice, the Soulgrinder suffers a wound with no saves of any kind allowed instead of rolling on the chart.

Daemonbone Claw: If a Soulgrinder has a daemonbone claw it can exchange all of its Attacks for a single special Attack – this is declared after the Caught by the Iron Claw rules is resolved. This Attack is resolved at Strength 10 and has the Multiple Wounds (D6) special rule.

Phlegm Bombardment: This shooting attack is fired according to the rules for a stone thrower. If a misfire is rolled on the artillery dice, the Soulgrinder suffers a wound with no saves of any kind allowed instead of rolling on the chart.

Warp Gaze: This shooting attack is fired according to the rules for a bolt thrower.

HERALDS OF SLAANESH

In addition to the mounts listed in Warhammer Armies: Daemons of Chaos, a Herald of Slaanesh may be mounted on:

Exalted Seeker Chariot (Count the cost against your allowance for Heroes. The Herald of Slaanesh replaces one of the chariot's crew) 190 points

SPECIAL

SCREAMERS OF TZEENTCH

POINTS/MODEL: 40

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Screamer | 1 | 3 | 0 | 4 | 4 | 2 | 4 | 3 | 7 |

Unit Size: 3+

Weapons and Armour:
Hand weapon

Special Rules:

- Daemonic
- Slashing Attack
- Lamprey's Bite
- Fly

FLAMERS OF TZEENTCH

POINTS/MODEL: 40

| | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Flamer | 6 | 2 | 4 | 4 | 4 | 2 | 4 | 2 | 7 |
| Pyrocaster | 6 | 2 | 5 | 4 | 4 | 2 | 4 | 2 | 7 |

Unit Size: 3-6

Weapons and Armour:
Hand weapon

Special Rules:

- Daemonic
- Skirmish
- Flames of Tzeentch
- Flaming Attacks

Options:

Upgrade one Flamer to a Pyrocaster 10 pts

SEEKER CHARIOTS OF SLAANESH

POINTS/MODEL: 110

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------------|----|----|----|---|---|---|---|---|----|
| Daemonette | - | 5 | 4 | 3 | - | - | 5 | 2 | 7 |
| Seeker Chariot | - | - | - | 4 | 4 | 4 | - | - | - |
| Steed of Slaanesh | 10 | 3 | 0 | 3 | - | - | 5 | 1 | 7 |

Unit Size: 1

Weapons and Armour:
Scythes

Crew: 2 Daemonettes
Drawn by: 2 Steeds of Slaanesh

Armour Save: 6+

Special Rules:

- Armour Piercing
- Daemonic
- Poisoned Attacks (Steeds of Slaanesh only)

RARE

HELLFLAYER OF SLAANESH

POINTS/MODEL: 130

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------------|----|----|----|---|---|---|---|---|----|
| Exalted Alluress | - | 5 | 4 | 3 | 3 | 1 | 5 | 4 | 7 |
| Daemonette | - | 5 | 4 | 3 | - | - | 5 | 2 | 7 |
| Seeker Chariot | - | - | - | 4 | 4 | 4 | - | - | - |
| Steed of Slaanesh | 10 | 3 | 0 | 3 | - | - | 5 | 1 | 7 |

Armour Save: 6+

Special Rules:

- Armour Piercing
- Daemonic
- Poisoned Attacks (Steeds of Slaanesh only)
- Soulscent

Unit Size: 1

Crew: 2 Daemonettes and
1 ExalAlluress

Weapons and Armour:
Scythes

Drawn by: 2 Steeds of
Slaanesh



EXALTED SEEKER CHARIOTS OF SLAANESH

POINTS/MODEL: 220

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------------|----|----|----|---|---|---|---|---|----|
| Exalted Alluress | - | 5 | 4 | 3 | 3 | 1 | 5 | 4 | 7 |
| Daemonette | - | 5 | 4 | 3 | - | - | 5 | 2 | 7 |
| Exalted Chariot | - | - | - | 4 | 4 | 8 | - | - | - |
| Steed of Slaanesh | 10 | 3 | 0 | 3 | - | - | 5 | 1 | 7 |

Special Rules:

- Armour Piercing
- Daemonic
- Impact Hits (2D6+1)
- Poisoned Attacks (Steeds of Slaanesh only)

Unit Size: 1

Armour Save: 6+

Crew: 4 Daemonettes and
1 Exalted Alluress

Weapons and Armour:
Scythes

Drawn By: 4 Steeds of
Slaanesh



SOULGRINDER OF CHAOS

POINTS/MODEL: 250

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Soulgrinder | 8 | 3 | 3 | 6 | 7 | 6 | 3 | 4 | 7 |

Options:

- May take Daemonbone Claw 10 pts
 May take one of the following:
- Baleful Torrent 50 pts
 - Phlegm Bombardment 50 pts
 - Warpgaze 55 pts

Unit Size: 1

Special Rules:

- Daemonic
- Caught by the Iron Claw
- Implacable Advance
- Large Target
- Natural Armour (4+)
- Terror

Weapons and Armour:
Harvest cannon