

Name	Type	Speed	Armour	CC	FF	Weapon	Range	Firepower	Notes
Arch-Sybarite	CH	n/a	n/a	n/a	n/a	Warp Bolt	(15cm)	small arms, MW EA+1	Inspiring, Supreme Commander
Agonist	CH	n/a	n/a	n/a	n/a	n/a	n/a	n/a	Commander, Leader
Chaos Lord	CH	n/a	n/a	n/a	n/a	Daemon Weapon	(base contact)	assault weapon, MW EA+1	Invulnerable Save, Leader, Commander
Sorcerer Lord	CH	n/a	n/a	n/a	n/a	Warp Bolt	(15cm)	small arms, MW EA+1	Invulnerable Save, Leader, Commander
Demagogue	CH	15cm	6+	5+	5+	Daemon Weapon	(base contact)	assault weapon, MW EA+1	Invulnerable Save, Augment Summoning
						Arcane Powers	30cm	MW6+	
						Heavy Weapons	30cm	AP6+/AT6+	
						Firearms	(15cm)	small arms	
Noise Marine	INF	15cm	4+	4+	3+	Blastmasters	30cm	AP5+/AT6+ Disrupt	Fearless
						Sonic Blasters	(15cm)	small arms	
Chaos Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	small arms	Transport (2)
Cultist	INF	15cm	n/a	5+	6+	Heavy Weapons	30cm	AP6+/AT6+	
						Firearms	(15cm)	small arms	
Mutant	INF	15cm	6+	4+	6+	Firearms	(15cm)	small arms	
						Melee Weapons	(base contact)	assault weapons	
Debaser	AV	20cm	4+	4+	3+	Sonic Disruptor	45cm	2xAP5+/AT6+/AA6+ Disrupt	Invulnerable Save, Fearless, Infiltrator, Walker
						2x Blast Masters	30cm	AP5+/AT6+ Disrupt	
						Battle Claws	(base contact)	MW EA+1	
						Warp Scream	(15cm)	small arms, First Strike	
Hell Scourge	WE	30cm	5+	6+	3+	Castigator Cannon	45cm	3xAP3+/AT5+	DC2, Invulnerable Save, Reinforced Armour, Fearless, Walker, Critical Effect: Destroyed
Hell Knight	WE	30cm	5+	6+	5+	Thermal Lance	30cm	MW4+	DC2, Invulnerable Save, Reinforced Armour, Fearless, Walker, Critical Effect: Destroyed
						AND	(15cm)	small arms, MW	
Hell Strider	AV	30cm	5+	6+	5+	Lascannon	45cm	AT5+	Invulnerable Save, Fearless, Walker
						Multi-Melta	15cm	MW5+	
						AND	(15cm)	small arms, MW	
Hellblade	AC	Fighter	6+	n/a	n/a	2x Reaper Autocannon	15cm	AP4+/AT6+/AA5+	
Helltalon	AC	Fighter- Bomber	5+	n/a	n/a	Bombs	15cm	2BP Fx F Ignore Cover	
						Twin Lascannon	30cm	AT4+/AA4+ Fx F	
						Havok Launcher	45cm	AP5+/AT6+ Fx F	
Subjugator	WE	35cm	5+	3+	5+	2x Battlecannon	75cm	AP4+/AT4+	2 Void Shields, DC3, Fearless, Reinforced Armour, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.
						2x Hellblades	(base contact)	TK(D3) EA+1	
Questor	WE	35cm	4+	6+	5+	2x Castigator Cannon	45cm	3xAP3+/AT5+	2 Void Shields, DC3, Fearless, Reinforced Armour, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.
						2x Battlecannon	75cm	AP4+/AP4+	Invulnerable Save, First Strike, Expendable, Summoning cost (1)
Daemonette	INF	15cm	4+	3+	n/a				Invulnerable Save, Infiltrator, Expendable, Summoning cost (1)
Fiends of Slaanesh	INF	20cm	4+	3+	n/a				
Keeper of Secrets	WE	15cm	4+	3+	4+	Gaze of Slaanesh	30cm	3x MW4+	DC3, Daemonic Focus, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker.
						AND	(15cm)	Small arms, EA+1 MW First Strike	Summoning cost (8) Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+
						Lash of Torment	(base contact)	Assault weapons, EA+1 MW First Strike	