

# HOUSE DEVINE KNIGHT HOUSEHOLD LIST V0.1 – EXPERIMENTAL

## Notes

- House Devine armies have a strategy rating of 3
- Noise Marine formations have an initiative of 1+, all other formations have an initiative of 2+
- Up to 1/3 of the total points available to the army may be spent on Aircraft and Titans

HOUSE DEVINE KNIGHT HOUSEHOLDS			
DETACHMENT	UNITS	UPGRADES ALLOWED	POINTS COST
Hell Scourge	4-6 Hell Scourge units	Agonist, Arch-Sybarite	90 points each
Hell Knight	4-6 Hell Knight units	Agonist, Arch-Sybarite	75 points each
Hell Strider	4-6 Hell Strider units	Agonist	50 points each

HOUSE DEVINE VASSALS			
One Vassal formation may be taken for each Hell Scourge or Hell Knight formation			
DETACHMENT	UNITS	UPGRADES ALLOWED	POINTS COST
Noise Marines	Six noise marine units and one Chaos Lord character	Rhinos, Daemonic Pact	275
Cultists	Eleven cultist or mutant units and one Demagogue unit	Daemonic Pact	250
Debaser	Four Debaser units	none	275

HOUSE DEVINE UPGRADES		
Each Allowed upgrade may be taken once per formation		
UPGRADE	UNITS	COST
0-1 Baron	Add one Arch-Sybarite character to a unit in the formation	100 points
Seneschal	Add one Agonist character to a unit in the formation	25 points
Daemonic Pact	Allows the formation to summon daemons and adds a single lesser daemon to the daemon pool	25 points
Rhino	Add three chaos rhinos to the formation	30 points

AIRCRAFT & TITANS		
FORMATION	UNITS	COST
Hellblade flight	Three Hellblade fighters	200 points
Helltalon flight	Two Helltalon fighter-bombers	225 points
Questor	One Questor Scout Titan	275 points
Subjugator	One Subjugator Scout Titan	225 points

SLAANESH DAEMONS		
FORMATION	UNITS	COST
Lesser Daemon	Add any number of Lesser daemons	15 points each
Greater Daemon	Add any number of Greater daemons	50 points each