

INQUISITOR EISENHORN

Few BlackLibrary characters are as celebrated as Inquisitor Gregor Eisenhorn. Here we present rules to use Inquisitor Eisenhorn in Warhammer40,000:KillTeam.



Alternately considered a stalwart of the Imperium and a rogue agent, the legendary Inquisitor Gregor Eisenhorn is regardless a formidable warrior. Armed with finely crafted weapons, powerful psychic abilities, and charismatic leadership, he commands his retinue on Inquisitorial missions as easily as he dispatches the enemies of Mankind by his own hand. He is unrelenting in his mission to root out heresy wherever he should find it, no matter where, no matter the means.

Use these rules to represent Inquisitor Eisenhorn in games of Warhammer 40,000: Kill Team.

INQUISITOR EISENHORN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Inquisitor Eisenhorn	6"	3+	3+	3	3	5	4	10	4+	1
This model is armed with an artificer bolt pistol, Barbarisater and a runestaff.										
ABILITIES	Quarry: You can re-roll hit rolls and wound rolls for this model for attacks that target enemy models with the AELDARI, NECRON, ORK, T'AU EMPIRE or TYRANIDS keyword or faction keyword. Unquestionable Wisdom: Friendly ADEPTUS ASTARTES, ASTRA MILITARUM or ADEPTUS MECHANICUS models within 6" of this model can use this model's Leadership characteristic instead of their own. No Stranger to Pain: Roll a D6 each time this model loses a wound; on a 6+ that wound is not lost.									
PSYKER	This model can attempt to manifest one psychic power and attempt to deny one psychic power in each Psychic phase. He knows the Psybolt and Enforce Will psychic powers. Enforce Will: Enforce Will has a warp charge value of 8. If manifested, pick an enemy model that is within 12" of this model and visible to him. You can immediately shoot with that model as if it was the Shooting phase and that model was in your kill team, or fight with that model as if it was the Fight phase and that model was in your kill team.									
SPECIALISTS	Strategist									
FACTION KEYWORD	ADEPTUS ASTARTES, ASTRA MILITARUM, ADEPTUS MECHANICUS, DEATHWATCH									
KEYWORDS	IMPERIUM, ORDO XENOS, COMMANDER, PSYKER, INFANTRY, INQUISITOR, EISENHORN									

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Artificer bolt pistol	12"	Pistol 1	4	-1	2	-
Barbarisater	Melee	Melee	User	-3	D3	Add 1 to hit rolls for attacks made with this weapon
Runestaff	Melee	Melee	+3	-1	D3	-

MODEL

POINTS PER MODEL

Inquisitor Eisenhorn (Level 1)	70
Inquisitor Eisenhorn (Level 2)	80
Inquisitor Eisenhorn (Level 3)	90
Inquisitor Eisenhorn (Level 4)	105

FACE YOUR DAEMONS

The Gods of Chaos are fickle deities, and they often require their daemonic servants to carry out esoteric missions, both within the warp and in the material realm. Occasionally, they even work together! Here we present rules to field kill teams of Chaos Daemons.



Through dark rituals and horrific sacrifices the Daemons of the warp are summoned to the material realm to do the bidding of the Chaos Gods. Driven by the will of their fell patrons, they can only survive outside their daemonic realm when the power of the warp waxes strong – slaughtering, tainting, corrupting, and beguiling their foes before blinking out of existence, their unknowable mission complete.

Chaos Daemons manifest in many forms, but each of the Dark Gods has a favoured foot soldier to do their bidding. When the assassination of an enemy commander is required, Khorne's wrathful Bloodletters are ideally suited to the task. If a supply drop needs to be contaminated, Nurgle's foul Plaguebearers will get the job done. Tzeentch's Horrors make light work of demolition, while Slaanesh's Daemonettes are ideally suited to reconnaissance and close-quarter engagements.

BUILDING YOUR KILL TEAM

There are quite a few ways to start a Chaos Daemons kill team. The easiest way is to pick up one of the plastic boxed sets – Bloodletters, Plaguebearers, Daemonettes, or Pink Horrors. These will give you more than enough fighters to start your kill team. You could even splash out on a herald model such as a Bloodmaster or a Poxbringer and convert the Leader of your kill team out of them.

USING CHAOS DAEMONS IN KILL TEAM

Over the next few pages you'll find official rules for using Chaos Daemons in your games of Warhammer 40,000: Kill Team. The minions of all four of the Chaos Gods are represented, so you can build a kill team solely around the followers of one god, or a diverse kill team that embraces the pantheon as a whole.

To the right you can see Tactics for Chaos Daemons kill teams, while over the following pages you'll find datasheets and weapon profiles for Bloodletters, Horrors, Plaguebearers, and Daemonettes, plus a list of demeanours, schemes, and even a name generator so you can create a story for each member of your team. The only problem you've got now is figuring out which of your Daemons will be your leader – you don't want to go angerring the other gods, do you?

CHAOS DAEMONS KILL TEAMS

If every model in your kill team has the CHAOS DAEMONS Faction keyword, you can use Chaos Daemons Tactics.

REALITY BLINKS

Chaos Daemons Tactic

Use this Tactic when a CHAOS DAEMONS model that is not a HORROR from your kill team is taken out of action. Roll one D6. On a 4+, that injury roll is ignored and the model is restored to 1 wound.

3 COMMAND POINTS

WARP-SPAWNED TERROR

Chaos Daemons Tactic

Use this Tactic at the start of the Morale phase. Add 1 to Nerve tests for enemy models that are within 3" of any CHAOS DAEMONS models from your kill team.

2 COMMAND POINTS

PESTILENTIAL AURA

Chaos Daemons Tactic

Use this Tactic at the start of any battle round. Pick one PLAGUEBEARER model from your kill team. If this model is obscured, attacks that target this model suffer an additional -1 modifier to their hit rolls until the end of the battle round.

1 COMMAND POINT

CLEAVING BLOW

Chaos Daemons Tactic

Use this Tactic when you pick a BLOODLETTER model from your kill team to attack in the Fight phase. Add 1 to the Damage characteristic of that model's Hellblade until the end of the phase.

1 COMMAND POINT

MUTATING FIRE

Chaos Daemons Tactic

Use this Tactic when you pick a HORROR model from your kill team to attack in the Shooting phase. Until the end of the phase, change the Armour Piercing characteristic of this model's Coruscating Flames to -3.

1 COMMAND POINT

DEADLY DANCE

Chaos Daemons Tactic

Use this Tactic before making a Charge roll for a DAEMONETTE model from your kill team. You can roll 3D6 and pick which two rolls to use when determining this model's charge distance in this battle round.

1 COMMAND POINT



BLOODLETTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Bloodletter	6"	3+	3+	4	3	1	1	7	6+	-
Bloodletter Icon Bearer	6"	3+	3+	4	3	1	1	7	6+	1
Bloodletter Hornblower	6"	3+	3+	4	3	1	1	7	6+	1
Bloodreaper	6"	3+	3+	4	3	1	2	7	6+	1
This model is armed with a Hellblade. One Bloodletter in your kill team can be a Bloodletter Icon Bearer. A Bloodletter Icon Bearer is also equipped with a Icon of Khorne. One Bloodletter in your kill team can be a Bloodletter Hornblower. A Bloodletter Hornblower is also equipped with an Instrument of Khorne. One Bloodletter in your kill team can be a Bloodreaper.										
ABILITIES	Daemonic: This model has a 5+ invulnerable save. Unstoppable Ferocity: You can add 1 to the Attacks and Strength characteristics of a model with this ability in a battle round in which they charged. Icon of Khorne: You can re-roll charge rolls for BLOODLETTERS within 6" of any friendly models equipped with an Icon of Khorne. Instrument of Khorne: Add 1 to Advance and charge rolls made for BLOODLETTERS within 6" of any friendly models equipped with an Instrument of Khorne.									
SPECIALISTS	Leader (Bloodreaper only), Comms (Hornblower or Icon Bearer only), Combat, Veteran									
FACTION KEYWORD	CHAOS DAEMONS									
KEYWORDS	CHAOS, KHORNE, INFANTRY, DAEMON, BLOODLETTER									

DAEMONETTE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Daemonette	7"	3+	3+	3	3	1	2	7	6+	-
Daemonette Icon Bearer	7"	3+	3+	3	3	1	2	7	6+	1
Daemonette Hornblower	7"	3+	3+	3	3	1	2	7	6+	1
Alluress	7"	3+	3+	3	3	1	3	7	6+	1
This model is armed with Piercing Claws. One Daemonette in your kill team can be a Daemonette Icon Bearer. A Daemonette Icon Bearer is also equipped with an Icon of Slaanesh. One Daemonette in your kill team can be a Daemonette Hornblower. A Daemonette Hornblower is also equipped with an Instrument of Slaanesh. One Daemonette in your kill team can be an Alluress.										
ABILITIES	Daemonic: This model has a 5+ invulnerable save. Quicksilver Swiftmess: A model with this ability can be chosen to fight in the Hammer of Wrath section of the Fight phase even if they have not charged in that battle round. Icon of Slaanesh: If you make a wound roll of 6+ for an attack made by a DAEMONETTE whilst they are within 6" of any friendly models equipped with an Icon of Slaanesh, that attack inflicts 1 mortal wound in addition to its normal damage. Instrument of Slaanesh: Add 1 to Advance and charge rolls made for DAEMONETTES within 6" of any friendly models equipped with an Instrument of Slaanesh.									
SPECIALISTS	Leader (Alluress only), Comms (Hornblower or Icon Bearer only), Combat, Veteran, Scout									
FACTION KEYWORD	CHAOS DAEMONS									
KEYWORDS	CHAOS, SLAANESH, INFANTRY, DAEMON, DAEMONETTE									

HORRORS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Pink Horror	6"	4+	4+	3	3	1	1	7	6+	-
Pink Horror Icon Bearer	6"	4+	4+	3	3	1	1	7	6+	1
Pink Horror Hornblower	6"	4+	4+	3	3	1	1	7	6+	1
Iridescent Horror	6"	4+	4+	3	3	1	2	7	6+	1
Blue Horror	6"	4+	-	2	3	1	1	7	6+	-
Pair of Brimstone Horrors	6"	4+	-	1	3	1	2	7	6+	-
This model is armed with Coruscating Flames. One Pink Horror in your kill team can be a Pink Horror Icon Bearer. A Pink Horror Icon Bearer is also equipped with an Icon of Tzeentch. One Pink Horror in your kill team can be a Pink Horror Hornblower. A Pink Horror Hornblower is also equipped with an Instrument of Tzeentch. One Pink Horror in your kill team can be an Iridescent Horror.										
ABILITIES	Ephemeral Daemons: This model has an invulnerable save of 4+. Blue Horrors instead have an invulnerable save of 5+. Pairs of Brimstone Horrors instead have an invulnerable save of 6+. Icon of Tzeentch: At the start of your turn in the Psychic phase, roll a D6 for each model from your kill team equipped with an Icon of Tzeentch. On a 6 inflict 1 mortal wound on the closest enemy model within 12" of the model being rolled for. Instrument of Tzeentch: Add 1 to Advance and charge rolls made for HORRORS within 6" of any friendly models equipped with an Instrument of Tzeentch. Split: Do not make any injury rolls for a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower, Iridescent Horror, Blue Horror or Pair of Brimstone Horrors model. This model is instead automatically taken out of action when reduced to 0 wounds. The following rules apply when one of these models is taken out of action: When a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror is taken out of action you can set up 2 Blue Horrors within ½" of the slain model before it is removed. If these models cannot be set up, this ability has no effect. A Blue Horror has no weapons or equipment. When a Blue Horror is taken out of action, you can replace that model with 1 Pair of Brimstone Horrors model. A Pair of Brimstone Horrors has no weapons or equipment. If a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror that is a Specialist is taken out of action, any Blue Horrors that are set up are not Specialists. Blue Horrors and Pairs of Brimstone Horrors are never considered to have charged in the battle round in which they are set up. Blue Horrors and Pairs of Brimstone Horrors are not treated as part of your kill team for the purposes of determining if your kill team is broken and are not treated as friendly models for the purposes of Nerve tests.									
PSYKER	This model can attempt to manifest one psychic power and attempt to deny one psychic power in each Psychic phase. It knows the Psybolt psychic power.									
SPECIALISTS	Leader (Iridescent Horror only), Comms (Hornblower or Icon Bearer only), Demolitions, Veteran									
FACTION KEYWORD	CHAOS DAEMONS									
KEYWORDS	CHAOS, TZEENTCH, INFANTRY, DAEMON, HORROR									

PLAGUEBEARERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Plaguebearer	5"	4+	4+	4	4	1	1	7	6+	-
Plaguebearer Icon Bearer	5"	4+	4+	4	4	1	1	7	6+	1
Plaguebearer Hornblower	5"	4+	4+	4	4	1	1	7	6+	1
Plageridden	5"	4+	4+	4	4	1	2	7	6+	1
This model is armed with a Plaguesword. One Plaguebearer in your kill team can be a Plaguebearer Icon Bearer. A Plaguebearer Icon Bearer is also equipped with an Icon of Nurgle. One Plaguebearer in your kill team can be a Plaguebearer Hornblower. A Plaguebearer Hornblower is also equipped with an Instrument of Nurgle. One Plaguebearer in your kill team can be a Plageridden.										
ABILITIES	Daemonic: This model has a 5+ invulnerable save. Disgustingly Resilient: Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound. Icon of Nurgle: Subtract 1 from the Leadership characteristic of enemy models within 6" of any models equipped with an Icon of Nurgle. Instrument of Nurgle: Add 1 to Advance and charge rolls made for PLAGUEBEARERS within 6" of any friendly models equipped with an Instrument of Nurgle.									
SPECIALISTS	Leader (Plageridden only), Comms (Hornblower or Icon Bearer only), Combat, Veteran									
FACTION KEYWORD	CHAOS DAEMONS									
KEYWORDS	CHAOS, NURGLE, INFANTRY, DAEMON, PLAGUEBEARER									

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Coruscating Flames	18"	Assault 2	User	0	1	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.
Piercing Claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Plaguesword	Melee	Melee	User	0	1	You can re-roll wound rolls of 1 for this weapon.

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Bloodletter	7
Bloodletter Hornblower	8
Bloodletter Icon Bearer	8
Bloodreaper	8
Daemonette	7
Daemonette Hornblower	8
Daemonette Icon Bearer	8
Alluress	8
Horror	12
Horror Hornblower	13
Horror Icon Bearer	13
Iridescent Horror	13
Plaguebearer	7
Plaguebearer Hornblower	8
Plaguebearer Icon Bearer	8
Plageridden	8

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Hellblade	0
Piercing Claws	0
Plaguesword	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Coruscating Flames	0

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Icon of Khorne	3
Icon of Nurgle	1
Icon of Slaanesh	5
Icon of Tzeentch	3
Instrument of Khorne	2
Instrument of Nurgle	2
Instrument of Slaanesh	2
Instrument of Tzeentch	2

D10 SCHEMES OF THE DARK GODS	
1	Assassination: The warband must slay a foe for their patrons' malevolent ends.
2	Weaken Reality: For the full might of the Ruinous Powers to be unleashed upon this world, the fabric of reality must be made weaker.
3	Sow Terror: Terrorising the local populace serves the Dark Gods' desires to control the galaxy well, making them ripe for conquest and enslavement.
4	Coerce the Weak: The local population must be cowed into submitting to the warband's Dark masters.
5	Despoil: The warband must desecrate a holy site, casting it into irreparable tainted ruin.
6	Break the Faithful: The Ruinous Powers take great satisfaction in the turning of those most staunchly against them into their slaves.
7	Liberate the Weapon: The warband must liberate a fellow servant trapped in an ancient blade, so that it may once again fulfil the wishes of the Dark Gods.
8	Unleash Their Potential: The Daemon's presence will inspire the followers of the Chaos Gods, who will be filled with murderous joy at the sight of the Gods' offspring.
9	Slaughter: Kill them all! The Daemons' task is simple - kill as many as they can.
10	Taint, Befoul, Corrupt: Wherever they tread, these Daemons must spread the taint of Chaos, leaving no path or building uncorrupted.

D10 SPECIALIST Demeanours	
1	Insane: Constantly gibbering, muttering and screaming, there is no sanity in this Daemon.
2	Sadistic Torturer: This Daemon feels a sick sense of pleasure with every ounce of pain they inflict.
3	Soul-eater: The souls of slain mortals are a particularly exquisite delicacy to this Daemon.
4	Warp-twisted humour: With every swing of its sword, every disembowelled corpse it sees and every terror-induced tear it causes, this Daemon cackles and guffaws.
5	Faith-twister: Nothing amuses this Daemon more than converting those most ardently against them into followers of the Dark Gods.
6	Dismemberer: One at a time, this Daemon delights in hacking off the limbs of its living enemies.
7	Skull Collector: Little satisfies this Daemon more than a collection of prized skulls, taken from recently fallen foes.
8	Favour-seeker: This Daemon's every action is designed to yield as much favour from their patron deity as possible.
9	Immaterial Form: This Daemon's body seems to flicker in and out of reality, making its terrifying form all the more ghost-like.
10	Suffused With Power: Eldritch energies radiate intensely from within this Daemon, baleful light breaking out through tears in its skin.

DAEMONIC USE-NAMES

FORENAME (GENERATE TWO RESULTS AND COMBINE)										
D10	1	2	3	4	5	6	7	8	9	10
1	blue	dangle	dreg	fondle	grind	grunt	mad	pox	quiver	slash
2	suck	thigh	bane	carnal	fiddle	hot	mucus	sate	vex	bubo
3	chew	dog	gibber	gnaw	grope	maul	offal	pus	spasm	spittle
4	sword	wrack	cackle	fang	hammer	mildew	rot	toad	bile	blister
5	canker	eat	fester	flux	glut	hate	ichor	leper	mire	rend
6	rut	skull	spike	tremble	vomit	wind	brute	dung	glop	gut
7	mark	red	spider	thrash	bag	blade	cold	death	face	fist
8	grab	gristle	helm	loon	pest	puke	rip	sharp	spume	sweat
9	vile	whip	blunt	drink	gall	gross	maggot	rabid	sore	taint
10	worm	belch	bog	buttock	crush	fire	froth	gobble	grim	liver

SURNAME (GENERATE TWO RESULTS AND COMBINE)										
D10	1	2	3	4	5	6	7	8	9	10
1	maim	moulder	pinch	scratch	slobber	spew	stare	wort	wobble	blood
2	doom	foul	grin	loose	putrid	slob	string	wither	axe	black
3	break	dread	eye	thrust	fury	grue	heart	loath	mange	quake
4	rheum	scum	smut	tear	twist	water	blast	cut	foam	green
5	lewd	plague	slake	squeeze	whine	ash	beast	chaos	crab	drool
6	fiend	gnash	grasp	hack	lick	nibble	pierce	reap	scab	spite
7	spurt	throb	war	beetle	craze	flesh	gore	lip	pile	sin
8	spot	warp	bend	blight	bowel	clap	fat	flush	fume	gob
9	howl	lust	man	ooze	rotten	sinew	slug	spoor	venom	wight
10	bite	claw	filth	glutton	kill	pain	scrape	spine	wail	burble