CODEX

CHAOS - CHAOS SPACE MARINES

classic2

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FRAKTIONSREGELN

DARK PACTS

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

FRAKTIONSKRAM

BOLTGUN
RANGED WEAPONS
name: Range
$text: 24"
typeId: 9896-9419-16a1-92fc

BOLT PISTOL
RANGED WEAPONS
name: Range
$text: 12"
typeId: 9896-9419-16a1-92fc

COMBI-BOLTER
RANGED WEAPONS
name: Range
$text: 24"
typeId: 9896-9419-16a1-92fc

CHAINFIST
MELEE WEAPONS
name: Range
$text: Melee
typeId: 914c-b413-91e3-a132

MELTAGUN
RANGED WEAPONS
name: Range
$text: 12"
typeId: 9896-9419-16a1-92fc

UEBERSICHT

Cabal of Chaos
Touched by the Warp, Conduit of Chaos

Chaos Cult
Amulet of Tainted Vigour, Incendiary Goad, Cultist's Brand, Warped Foresight

Creations of Bile
Surgical Precision, Living Carapace, Helm of All-Seeing, Prime Test Subject

Cult of the Arkifane
Wyredjinn, Cybinfernal Font, Mark of the Soul Forges, Crown of Worms

Deceptors
Falsehood, Cursed Fang, Shroud of Obfuscation, Soul Link

Devotees of Destruction
Pact of Destruction, Eye Of Oblivion

Dread Talons
Willbreaker, Night's Shroud, Eater of Dread, Warp-fuelled Thrusters

Fellhammer Siege-host
Bastion Plate, Ironbound Enmity, Warp Tracer, Iron Artifice

Huron's Marauders
Voice of the Tyrant, Raid Leader, Dread Reputation, Eager for Bloodshed

Murdertalon Raiders
Pact of Cursed Pinions, Shadowcowl Talisman

Nightmare Hunt
Greyveil Hex, Warp-fuelled Thrusters, Sorrowscent Vulture, Terrorglut Parasite

Pactbound Zealots
Talisman of Burning Blood, Eye of Tzeentch, Orbs of Unlife, Intoxicating Elixir

Renegade Raiders
Despot's Claim, Dread Reaver, Mark of the Hound, Tyrant's Lash

Renegade Warband
Weaponised Hatred, Eyes of the Hunter, Fratricidal Trophies, Empyric Symbiote

Soulforged Warpack
Forge's Blessing, Invigorated Mechatendrils, Soul Harvester, Tempting Addendum

Veterans of the Long War

Warmaster's Gift, Eager for Vengeance, Eye of Abaddon, Mark of Legend

Warpstrike Champions

Infernal Fulgurite, Eye of the Warp, Akshur's Binding Runes, Tzagulla

CHAOS - CHAOS SPACE MARINES · DETACHMENT

CABAL OF CHAOS

1 DP · DISRUPTION

ENHANCEMENTS

Touched by the Warp — **10 pts**

- This model has PSYKER.

- This model's weapons have [PSYCHIC].

Conduit of Chaos — **20 pts**

This model's melee attacks have [LANCE].

DETACHMENT-REGEL

- In your Shooting phase, when a friendly HERETIC ASTARTES PSYKER unit (excluding DAEMON units) is selected to shoot, if that unit makes a Dark Pact, that unit's ranged attacks have +1 S.

- In the Fight phase, when a friendly HERETIC ASTARTES DAEMON PRINCE/DAEMON PRINCE WITH WINGS unit (excluding KHORNE units) is selected to fight, if that unit makes a Dark Pact, that unit's melee attacks have:

- +2 S.

- +1 AP.

STRATAGEMS

1 CP — CABAL OF CHAOS STRATAGEM · WAHAPEDIA — COMMAND

INFERNAL VIGOUR

When: Your Command phase.
Target: One friendly HERETIC ASTARTES PSYKER/ DAEMON unit (excluding KHORNE units).
Effect: Your unit heals D3+1 wounds.

1 CP — CABAL OF CHAOS STRATAGEM · WAHAPEDIA — SHOOTING

WREATHED IN WARPFLAME

When: Your Shooting phase, when a friendly HERETIC ASTARTES PSYKER unit is selected to shoot.
Target: That HERETIC ASTARTES PSYKER unit.
Effect: Your unit's ranged attacks have [IGNORES COVER].

1 CP — CABAL OF CHAOS STRATAGEM · WAHAPEDIA — SHOOTING

FLESHY CURSE

When: Start of your Shooting phase.
Target: One friendly HERETIC ASTARTES PSYKER unit.
Effect: Select one visible enemy unit within 12" of your unit. Roll one D6: On a 1, that enemy unit suffers 1 mortal wound. On a 2-4, that enemy unit suffers D3 mortal wounds. On a 5-6, that enemy unit suffers 2D3 mortal wounds. These mortal wounds are inflicted by a psychic attack.

CHAOS - CHAOS SPACE MARINES · DETACHMENT

CHAOS CULT

2 DP · PRIORITY ASSETS

ENHANCEMENTS

Amulet of Tainted Vigour — **20 pts**

In your Command phase, you can return up to D3 destroyed DAMNED models (excluding CHARACTER models) to the bearer's unit.

Incendiary Goad — **25 pts**

While the bearer's unit is below its Starting Strength, add 1 to the Strength characteristic of melee weapons equipped by DAMNED models in that unit, and while that unit is Below Half-Strength, add 1 to the Attacks characteristic of those weapons as well.

Cultist's Brand — **30 pts**

If every other model in the bearer's unit (excluding Dark Disciples) is DAMNED, you can re-roll Advance and Charge rolls made for the bearer's unit.

Warped Foresight — **10 pts**

While the bearer is leading a unit with the Scouts 6” ability, every model in the bearer’s unit has the Scouts 6” ability.

DETACHMENT-REGEL

Each time a Damned unit from your army with the Dark Pacts ability is selected to make a Normal or Advance move or declare a charge (excluding units that arrived from Reserves this turn) it can make a Desperate Pact. If it does, until the end of the phase, add 2" to the Move characteristic of models in that unit and add 2 to Charge rolls made for that unit.

Desperate Pacts

Each time a unit makes a Desperate Pact, it must first take a Leadership test; if that test is failed, the unit suffers D3 mortal wounds before any effects of the Desperate Pact are resolved.

STRATAGEMS

1 CP — CHAOS CULT – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

CHOSEN FOR GLORY

When: Your Shooting phase or the Fight phase.
Target: One DAMNED unit from your army that has not been selected to shoot or fight this phase.
Effect: Your unit can make a Desperate Pact. If it does, until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Hit roll, and if your unit did not fail the resulting Leadership test when making that Desperate Pact, you can re-roll the Wound roll as well.

1 CP — CHAOS CULT – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

CRAZED FOCUS

When: Your Shooting phase.
Target: One DAMNED unit from your army that has not been selected to shoot this phase.
Effect: Your unit can make a Desperate Pact. If it does, until the end of the phase, each time a model in your unit makes an attack, improve the Armour Penetration characteristic of that attack by 1, and if your unit did not fail the resulting Leadership test when making that Desperate Pact, improve the Strength characteristic of that attack by 1 as well.

1 CP

CHAOS CULT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

MORTAL THRALLS

When: Your opponent's Shooting phase, just after an enemy unit has selected ts targets.
Target: One HERETIC ASTARTES unit from your army that was selected as the target of one or more of the attacking units attacks, and one friendly DAMNED unit within 3" of your unit and visible to both your unit and the attacking unit.
Effect: Until the end of the phase, while your DAMNED unit is on the battlefield, each time your opponent would make a Wound roll for an attack that targets your HERETIC ASTARTES unit, if your DAMNED unit is visible to the attacking model and is an eligible target for that attack, no roll is made; instead, your DAMNED unit suffers a number of mortal wounds equal to the Damage characteristic of that attack.

1 CP

CHAOS CULT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

RECKLESS HASTE

When: Your Charge phase
Target: One DAMNED unit from your army.
Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP

CHAOS CULT – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

INFERNAL SACRIFICE

When: Fight phase.
Target: One DAMNED unit from your army that has not been selected to fight this phase.
Effect: Your unit can make a Desperate Pact. If it does, your unit suffers D3 mortal wounds (in addition to any suffered for failing the resulting Leadership test), and until the end of the phase, add 1 to the Attacks characteristic of the melee weapons equipped by models in your unit, and if your unit did not fail the resulting Leadership test when making that Desperate Pact, until the end of the phase, improve the Strength characteristic of those weapons by 1 as well.

1 CP

CHAOS CULT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

SELFLESS DEMISE

When: Fight phase, just after an enemy unit has selected its targets.
Target: One DAMNED unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has resolved all of its attacks, each time a model in your unit is destroyed, roll one D6 on a 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

CHAOS - CHAOS SPACE MARINES · DETACHMENT

CREATIONS OF BILE

3 DP · PURGE THE FOE

ENHANCEMENTS

Surgical Precision — **10 pts**

HERETIC ASTARTES model (excluding DAMNED models) only. The bearer's melee weapons have the [PRECISION] ability.

Living Carapace — **15 pts**

CHAOS LORD model only. Add 1 to the bearer's Wounds characteristic and the bearer has the Feel No Pain 5+ ability.

Helm of All-Seeing — **25 pts**

HERETIC ASTARTES INFANTRY model (excluding DAMNED models) only. Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of the bearer.

Prime Test Subject — **35 pts**

Heretic Astartes Infantry model (excluding Damned models) only. Add 1 to the Damage characteristic of melee weapons equipped by the bearer. Each time the bearer makes a melee attack, you can re-roll the Hit roll.

DETACHMENT-REGEL

At the start of the battle, select which augmentations are active for Heretic Astartes Infantry models (excluding Damned models) from your army until the end of the battle. To do so, either select one from the list below, or randomly determine two by rolling two D6. If Fabius Bile is your Warlord, when randomly determining your augmentations, you can re-roll one or both of the dice. Duplicated augmentations have no additional effect.

1 - Cholinergic Accelerants: Add 1 to the Attacks characteristic of melee weapons equipped by this model.

2 - Hyperadrenal Infusion: Add 2" to the Move characteristic of this model.

3 - Paraneural Reactions: Improve the Weapon Skill characteristic of melee weapons equipped by this model by 1.

4 - Supracutaneous Chitination: Improve the Toughness characteristic of this model by 1.

5 - Macrotensile Sinews: Add 1 to the Strength characteristic of melee weapons equipped by this model.

6 - Ophthalmic Enhancement: Improve the Ballistic Skill characteristic of ranged weapons equipped by this model by 1.

STRATAGEMS

2 CP — CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — COMMAND

DELAYED MUTATIONS

When: Your Command phase.
Target: One Heretic Astartes Infantry unit (excluding Damned units) from your army.
Effect: Your unit suffers D3 mortal wounds. Then select one augmentation (see Experimental Augmentations). Until the start of your next Command phase, models in your unit have the selected augmentation in addition to any other augmentations they have.

1 CP — CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — COMMAND

DIABOLIC REGENERATION

When: Your Command phase.
Target: One Heretic Astartes Infantry unit (excluding Damned units) from your army.
Effect: One destroyed model (excluding Character models) is returned to your unit. If your unit is a Battleline unit, D3 destroyed models (excluding CHARACTER models) are returned to your unit instead.

1 CP — CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

MONSTROUS VISAGES

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Heretic Astartes Infantry unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

1 CP — CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — CHARGE

AUTOSTIMULANTS

When: Start of your Charge phase.
Target: One Heretic Astartes Infantry unit from your army.
Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP — CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — FIGHT

MASTERS ARE WATCHING

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Heretic Astartes Infantry unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, subtracting 1 from the result if it is a Damned unit: on a 4+, do not remove it from play. That destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

2 CP — CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — FIGHT

SPECIMENS FOR THE SPIDER

When: Fight phase.
Target: One Heretic Astartes Infantry unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes a melee attack that targets a CHARACTER unit, you can re-roll the Wound roll. After your unit has fought, if one or more enemy CHARACTER models were destroyed as a result of those attacks, select one enemy unit within 6" of your unit. That enemy unit must take a Battle-shock test. If the enemy WARLORD was destroyed as a result of those attacks, each enemy unit within 6" of your unit must take a Battle-shock test instead.

CHAOS - CHAOS SPACE MARINES · DETACHMENT

CULT OF THE ARKIFANE

2 DP · PRIORITY ASSETS

ENHANCEMENTS

Wyredjinn — 25 pts

At the start of your Command phase, if the bearer is on the battlefield, roll one D6, adding 1 to the result if the bearer is within range of an objective marker you control: on a 4+, you gain 1CP.

Cybinfernal Font — 20 pts

Models in the bearer's unit have the Soul Forge keyword.

Mark of the Soul Forges — 20 pts

Each time the bearer makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

Crown of Worms — 15 pts

Add 3" to the range of the bearer's Warpsmith, Master of Mechanisms and Enrage Machine Spirits abilities.

DETACHMENT-REGEL

Heretic Astartes Vehicle units from your army gain the Daemon keyword.

Heretic Astartes Vehicle, Lord Discordant and Vashtorr the Arkifane units from your army gain the Soul Forge keyword.

Soul Forge units from your army have a 5+ invulnerable save.

STRATAGEMS

1 CP — CULT OF THE ARKIFANE – EPIC DEED STRATAGEM · WAHAPEDIA — COMMAND

BIOMECHANOID REGENERATION

When: Your Command phase.
Target: One HERETIC ASTARTES unit from your army (excluding Damned units).
Effect: One model in your unit regains up to D3 lost wounds. If your unit has the Soul Forge keyword, one model in your unit regains up to 3 lost wounds instead.

1 CP — CULT OF THE ARKIFANE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

BALEFIRE BOON

When: Your Shooting phase or the Fight phase.
Target: One Soul Forge unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, improve the Armour Penetration characteristic of that attack by 1.

1 CP — CULT OF THE ARKIFANE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

FORGE-FIRE SURGE

When: Your Movement phase, just after a HERETIC ASTARTES unit from your army Advances.
Target: That HERETIC ASTARTES unit.
Effect: Until the end of the turn, your unit is eligible to shoot in a turn in which it Advanced. If your unit has the Soul Forge keyword, until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced instead.

2 CP — CULT OF THE ARKIFANE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

SOUL-TALLY OFFERING

When: Your Shooting phase or the Fight phase.
Target: One Soul Forge unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a CHARACTER, MONSTER or VEHICLE unit, you can re-roll the Wound roll.

1 CP

CULT OF THE ARKIFANE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

UNHOLY FORTITUDE

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Soul Forge unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, add 1 to the Toughness characteristic of models in your unit.

1 CP

CULT OF THE ARKIFANE – BATTLE TACTIC STRATAGEM · WAHAPEDIA

ANY

TOUCH OF THE ARKIFANE

When: Any phase.
Target: One HERETIC ASTARTES unit from your army (excluding Damned units) that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, if your unit is selected to make a Dark Pact, you can select both abilities for that unit's weapons to gain.

CHAOS - CHAOS SPACE MARINES · DETACHMENT

DECEPTORS

2 DP · DISRUPTION

ENHANCEMENTS

Falsehood — **10 pts**

In the Declare Battle Formations step, you can set up the bearer in Reserves instead of setting it up on the battlefield. If you do, in one of your Movement phases, you can select one model in a friendly LEGIONARIES or CHOSEN unit that has two or more models remaining and is on the battlefield (excluding Attached units).. The selected model is destroyed (ignoring any rules that are triggered when a model is destroyed) and the bearer is set up as close as possible to where that model was destroyed and only within Engagement Range of any units if the destroyed model was in Engagement Range of those units. The bearer now attaches to that unit as its Leader.

Cursed Fang — **10 pts**

Improve the Armour Penetration characteristic of the bearer's melee weapons by 1, and the bearer's melee weapons have the [PRECISION] ability.

Shroud of Obfuscation — **15 pts**

The bearer has the Stealth and Lone Operative abilities.

Soul Link — **5 pts**

At the start of your Command phase, you can select one other HERETIC ASTARTES INFANTRY CHARACTER model from your army (excluding EPIC HEROES). Until the start of your next Command phase, the bearer gains the PSYKER keyword, and replace the bearer's datasheet abilities with the datasheet abilities of the CHARACTER you selected.

DETACHMENT-REGEL

In the Declare Battle Formations step, you can select a number of Legionaries and Cultist Mob units from your army; until the end of the battle, those units, and any Character units attached to them (excluding Epic Heroes), have the Infiltrator ability. The maximum number of units you can select in this way depends on the battle size, as shown below.

Battle Size | Legionaries | Cultist Mobs

Incursion | Up to 2 units | Up to 2 units

Strike Force | Up to 3 units | Up to 3 units

Onslaught | Up to 4 units | Up to 4 units

STRATAGEMS

1 CP

DECEPTORS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

COILS OF DECEPTION

When: Your Movement phase, just after a HERETIC ASTARTES unit from your army Falls Back.
Target: That HERETIC ASTARTES unit.
Effect: Until the end of the turn, your unit is eligible to shoot in a turn in which it Fell Back

1 CP

DECEPTORS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

RELENTLESS PURSUIT

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One HERETIC ASTARTES INFANTRY or HERETIC ASTARTES MOUNTED unit from your army that is within 8" of that enemy unit and not within Engagement Range of one or more enemy units.
Effect: Your unit can make a Normal move of up to 6".

1 CP

DECEPTORS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

SCRAMBLED COORDINATES

When: Start of the Reinforcements step of your opponent's Movement phase.
Target: One HERETIC ASTARTES unit from your army.
Effect: Until the end of the phase, enemy units that are set up on the battlefield from Reserves cannot be set up within 12" horizontally of your unit.

1 CP

DECEPTORS – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

PICK THEM OFF

When: Your Shooting phase.
Target: One HERETIC ASTARTES unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is below its Starting Strength, you can re-roll the Hit roll. If the target is Below Half-strength, you can re-roll the Wound roll as well.

1 CP

DECEPTORS – BATTLE TACTIC STRATAGEM · WAHAPEDIA

CHARGE

FROM ALL SIDES

When: Start of your Charge phase.
Target: One HERETIC ASTARTES unit from your army.
Effect: Until the end of the phase, add 1 to Charge rolls made for your unit for each other HERETIC ASTARTES unit from your army that made a Charge move this phase (to a maximum of +3)

1 CP

DECEPTORS – WARGEAR STRATAGEM · WAHAPEDIA

ANY

DETONATOR

When: Any phase, just after an enemy model with the Deadly Demise ability (excluding TITANIC models) is destroyed
Target: One HERETIC ASTARTES CHARACTER unit from your army that was within 18" of that enemy model when it was destroyed.
Effect: Your opponent does not roll to determine whether mortal wounds are inflicted by their model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted (if that ability inflicts a random number of mortal wounds, your opponent rolls to determine that number as normal).

CHAOS - CHAOS SPACE MARINES · DETACHMENT

DEVOTEES OF DESTRUCTION

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Pact of Destruction — 15 pts

- When this unit uses its Dark Pacts ability, this unit can re-roll Leadership rolls.

- In your Shooting phase, when this unit has shot, if this unit used its Dark Pacts ability and if those attacks destroyed an enemy model, this unit heals 3 wounds.

Eye Of Oblivion — 20 pts

When this unit is selected to shoot, select one enemy unit within 24" of this unit. That enemy unit has +6" detection range until this unit has shot.

DETACHMENT-REGEL

Friendly HAVOCS/OBLITERATORS units' ranged attacks have [HEAVY].

STRATAGEMS

1 CP — DEVOTEES OF DESTRUCTION STRATAGEM · WAHAPEDIA — MOVEMENT

SNARE OF FIRE

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged HAVOCS unit.
Target: That HAVOCS unit.
Effect: Your unit can make a normal move of up to D3+3".

1 CP — DEVOTEES OF DESTRUCTION STRATAGEM · WAHAPEDIA — SHOOTING

UNDYING HATRED

When: Your opponent's Shooting phase, when an enemy unit targets a friendly HAVOCS/OBLITERATORS unit.
Target: That HAVOCS/OBLITERATORS unit.
Effect: Attacks that target your unit with a S greater than your unit's T have -1 to wound rolls.

1 CP — DEVOTEES OF DESTRUCTION STRATAGEM · WAHAPEDIA — SHOOTING

RUINATION'S BOUNTY

When: Your Shooting phase, when a friendly HAVOCS/ OBLITERATORS unit is selected to shoot.
Target: That HAVOCS/OBLITERATORS unit.
Effect: When your unit uses the Dark Pacts ability, your unit's ranged attacks have: [LETHAL HITS]. [SUSTAINED HITS 1].

CHAOS - CHAOS SPACE MARINES · DETACHMENT

DREAD TALONS

2 DP · DISRUPTION

ENHANCEMENTS

Willbreaker — 10 pts

In the Fight phase, after the bearer has made its attacks, select one enemy unit hit by one or more of those attacks. That unit must take a Battle-shock test.

Night's Shroud — 10 pts

Models in the bearer's unit have the Stealth ability.

Eater of Dread — 15 pts

At the start of your Command phase, if the bearer is on the battlefield, roll one D6, adding 1 to the result for each Battle-shocked enemy unit that is on the battlefield: on a 5+, you gain 1CP.

Warp-fuelled Thrusters — 20 pts

At the end of your opponent's turn, if the bearer's unit is not within Engagement Range of one or more enemy units, you can remove the bearer's unit from the battlefield and place it into Strategic Reserves.

DETACHMENT-REGEL

In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 12" of one or more Heretic Astartes units from your army, that enemy unit must take a Battle-shock test.

Each time an enemy unit within 12" of one or more Heretic Astartes units from your army takes a Battle-shock test, subtract 1 from the result.

Enemy units affected by this Detachment rule do not need to take any other Battle-shock tests in the same phase.

STRATAGEMS

1 CP — DREAD TALONS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

MERCILESS PURSUIT

When: End of your opponent's Movement phase.
Target: One HERETIC ASTARTES INFANTRY unit from your army that is not within Engagement range of one or more enemy units.
Effect: Select one enemy unit that Fell Back this turn and is within 6" of your unit. Your unit can declare a charge as if it were your Charge phase. When doing so, you can only select that enemy unit as the target of that charge (and only if it is an eligible target). Note that even if this charge is successful, your unit does not receive any Charge bonus this turn.

1 CP — DREAD TALONS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

RELENTLESS TERROR

When: Your Movement phase, just after a HERETIC ASTARTES INFANTRY unit from your army Falls Back.
Target: That HERETIC ASTARTES INFANTRY unit.
Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Fell Back.

1 CP

DREAD TALONS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

SCREAMING DESCENT

When: Reinforcements step of your Movement phase, from the second battle round onwards.

Target: One HERETIC ASTARTES JUMP PACK unit from your army that is in Reserves.

Effect: Set your unit up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge. Then select one enemy INFANTRY or MOUNTED unit within 9" of and visible to your unit: that unit must take a Battle-shock test.

1 CP

DREAD TALONS – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

PITILESS HUNTERS

When: Your Shooting phase.

Target: One HERETIC ASTARTES INFANTRY unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is Battle-shocked and/or Below Half-strength, you can re-roll the Hit roll and you can re-roll the Wound roll.

1 CP

DREAD TALONS – EPIC DEED STRATAGEM · WAHAPEDIA

FIGHT

BLOODY EXAMPLE

When: Fight phase, just after a HERETIC ASTARTES unit from your army destroys a CHARACTER unit.

Target: That HERETIC ASTARTES unit.

Effect: Each enemy unit within 12" of and visible to your unit must take a Battle-shock test.

1 CP

DREAD TALONS – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

DEPTHLESS CRUELTY

When: Fight phase

Target: One HERETIC ASTARTES INFANTRY unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is Battle-shocked and/or Below Half-strength, improve the Armour Penetration characteristic of that attack by 1.

CHAOS - CHAOS SPACE MARINES · DETACHMENT

FELLHAMMER SIEGE-HOST

2 DP · TAKE AND HOLD

ENHANCEMENTS

Bastion Plate — **10 pts**

Once per battle round, when a saving throw is failed for the bearer's unit, you can change the Damage characteristic of that attack to 0.

Ironbound Enmity — **15 pts**

Each time the bearer makes an attack while within range of an objective marker, add 1 to the Wound roll.

Warp Tracer — **20 pts**

In your Shooting phase, after the bearer has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

Iron Artifice — **10 pts**

The bearer's weapons have the [ANTI-VEHICLE 4+] and [ANTI-FORTIFICATION 4+] abilities.

DETACHMENT-REGEL

Each time a ranged attack targets a Heretic Astartes unit from your army (excluding Damned units), if the Strength characteristic of that attack is greater than the Toughness characteristic of that unit, subtract 1 from the Wound roll.

STRATAGEMS

1 CP — FELLHAMMER SIEGE-HOST – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

PITILESS CANNONADE

When: Your Shooting phase.
Target: One HERETIC ASTARTES unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is Below Half-strength, a successful unmodified Hit roll of 5+ scores a Critical Hit

1 CP — FELLHAMMER SIEGE-HOST – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

POINT-BLANK DESTRUCTION

When: Your Shooting phase
Target: One HERETIC ASTARTES unit from your army that is within Engagement Range of one or more enemy units and has not been selected to shoot this phase.
Effect: Until the end of the phase, your unit's ranged weapons (excluding Blast weapons) have the [PISTOL] ability.

1 CP — FELLHAMMER SIEGE-HOST – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

STEADFAST DETERMINATION

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One HERETIC ASTARTES unit from your army (excluding DAMNED units) that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability.

1 CP — FELLHAMMER SIEGE-HOST – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — CHARGE

SIEGECRAFT

When: Start of your opponents Charge phase.
Target: One HERETIC ASTARTES unit from your army.
Effect: Until the end of the phase, each time an enemy unit selects your unit as a target of a charge, subtract 2 from the Charge roll (this is not cumulative with any other negative modifiers to that Charge roll).

1 CP

FELLHAMMER SIEGE-HOST – EPIC DEED STRATAGEM · WAHAPEDIA

FIGHT

BRUTAL ATTRITION

When: Fight phase, just after an enemy unit has selected its targets.

Target: One HERETIC ASTARTES INFANTRY unit from your army (excluding DAMNED units) that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time a melee attack is allocated to your unit, after the attacking unit has finished making its attacks, roll one D6 (to maximum of six D6 per attacking unit): for each 4+, the attacking unit suffers 1 mortal wound.

1 CP

FELLHAMMER SIEGE-HOST – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

PERSISTENT ASSAILANTS

When: Fight phase.

Target: One HERETIC ASTARTES unit from your army that was selected as the target of one or more attacks this phase and has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Hit roll, and if your unit is Below Half-strength you can re-roll the Wound roll as well.

CHAOS - CHAOS SPACE MARINES · DETACHMENT

HURON'S MARAUDERS

3 DP · PURGE THE FOE

ENHANCEMENTS

Voice of the Tyrant — **25 pts**

The bearer's unit has both abilities from the Tyrannical Motivation Detachment rule.

Raid Leader — **20 pts**

Each time the bearer's unit is set up after disembarking from a Transport that has made a Normal move this turn, the bearer's unit is still eligible to declare a charge.

Dread Reputation — **25 pts**

Each time the bearer's unit is set up on the battlefield, each enemy unit within 6" of the bearer's unit (or within 12" if the bearer's unit was set up using the Deep Strike ability) takes a Battle-shock test.

Eager for Bloodshed — **30 pts**

The bearer has the Infiltrators ability.

DETACHMENT-REGEL

In your Command phase, select one of the following abilities. Until the start of your next Command phase, each Heretic Astartes Infantry unit from your army has that ability. At the start of each phase, if such a unit is visible to a friendly Huron Blackheart model, until the end of the phase, it has both of the following abilities.

Huron's Elite

Each time a model in this unit makes an attack, add 1 to the Hit roll.

Mobile Marauders

This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Designer's Note: If a unit is gaining eligibility to shoot and declare a charge in a turn in which it Fell Back as a result of being visible to Huron Blackheart, but after making a Fall Back move it is no longer visible to Huron Blackheart, that unit will not be eligible to shoot in your Shooting phase or to declare a charge in your Charge phase unless it is visible again at the start of the respective phase.

STRATAGEMS

1 CP — HURON'S MARAUDERS – BATTLE TACTIC STRATAGEM · WAHAPEDIA — COMMAND

HARDENED KILLERS

When: Your Command phase.
Target: One Damned unit from your army.
Effect: Select one of the following effects: Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1. Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1. Improve the Save characteristic of models in this unit by 1. Until the start of your next turn, your unit has the benefit of that effect.

1 CP — HURON'S MARAUDERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

AT THE TYRANT'S COMMAND

When: Your Movement phase.
Target: One HERETIC ASTARTES unit (excluding Monsters and Vehicles) from your army.
Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced.

1 CP — HURON'S MARAUDERS – BATTLE TACTIC STRATAGEM · WAHAPEDIA — MOVEMENT

SEIZE THE PRIZE

When: Your Movement phase, just after a HERETIC ASTARTES unit (excluding Monsters and Vehicles) from your army has been selected to Advance.
Target: That HERETIC ASTARTES unit.
Effect: Do not make an Advance roll for your unit. Instead, until the end of the phase add 6" to the Move characteristic of models in your unit.

1 CP — HURON'S MARAUDERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

TO THE FAVOURED THE SPOILS

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One HERETIC ASTARTES unit from your army that lost one or more wounds as a result of those attacks.
Effect: Your unit can make a surge move of up to D6".

1 CP — HURON'S MARAUDERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — FIGHT

ENCIRCLING SURGE

When: End of your opponent's Fight phase.
Target: One HERETIC ASTARTES unit (excluding Monsters and Vehicles) from your army that is within 6" of one or more battlefield edges and not within Engagement Range of one or more enemy units.
Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP — HURON'S MARAUDERS – BATTLE TACTIC STRATAGEM · WAHAPEDIA — FIGHT

REAVERS' FLURRY

When: Your Fight phase.
Target: One HERETIC ASTARTES unit from your army that made a Charge move this turn.
Effect: Until the end of the phase, add 1 to the Attacks characteristics of melee weapons equipped by models in your unit.

CHAOS - CHAOS SPACE MARINES · DETACHMENT

MURDERTALON RAIDERS

1 DP · RECONNAISSANCE

ENHANCEMENTS

Pact of Cursed Pinions — **20 pts**

- This model has DAEMON.

- This model's melee attacks have +1 A.

Shadowcowl Talisman — **20 pts**

This unit has 5+ InSv.

DETACHMENT-REGEL

- Friendly HERETIC ASTARTES INFANTRY FLY units' attacks that target a battle-shocked unit or a unit at or below half-strength can re-roll hit rolls of 1.

- When an enemy unit's attacks target a friendly HERETIC ASTARTES INFANTRY FLY unit, if that enemy unit is battle-shocked or at or below half-strength, those attacks have -1 to hit rolls.

This detachment has the NIGHTMARE tag and cannot be taken with another NIGHTMARE detachment.

STRATAGEMS

1 CP — MURDERTALON RAIDERS STRATAGEM · WAHAPEDIA — MOVEMENT

RAKING PASS

When: Your Movement phase, when a friendly HERETIC ASTARTES INFANTRY FLY unit is selected to make a fall-back move.
Target: That HERETIC ASTARTES INFANTRY FLY unit.
Effect: That move does not prevent your unit from being eligible to declare a charge.

1 CP — MURDERTALON RAIDERS STRATAGEM · WAHAPEDIA — MOVEMENT

WARP-TWISTED TERRORS

When: Your Movement phase, when a friendly WARP TALONS unit ends a move.
Target: That WARP TALONS unit.
Effect: Select one visible enemy unit (excluding MONSTER/VEHICLE units) within 9" of your unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.

1 CP — MURDERTALON RAIDERS STRATAGEM · WAHAPEDIA — CHARGE

PLUNGING TALONS

When: Fight phase, when a friendly HERETIC ASTARTES INFANTRY FLY unit that made a charge move this turn is selected to fight.
Target: That HERETIC ASTARTES INFANTRY FLY unit.
Effect: Your unit's melee attacks have [LANCE].

CHAOS - CHAOS SPACE MARINES · DETACHMENT

NIGHTMARE HUNT

2 DP · DISRUPTION

ENHANCEMENTS

Greyveil Hex — **25 pts**

Models in the bearer's unit have the Stealth ability.

While the bearer’s unit is within range of one or more objective markers you control, that unit can only be selected as the target of a ranged attack if the attacking model is within 18".

Warp-fuelled Thrusters — **20 pts**

At the end of your opponent’s Fight phase, if the bearer’s unit is not within Engagement Range of one or more enemy units, you can remove the bearer’s unit from the battlefield and place it into Strategic Reserves.

Sorrowscent Vulture — **35 pts**

Models in the bearer’s unit have the Scouts 6" ability.

Terrorglut Parasite — **20 pts**

At the start of the Fight phase, each enemy unit within Engagement Range of the bearer must take a Battle-shock test, subtracting 1 from the result.

DETACHMENT-REGEL

In the Battle-shock step of your opponent’s Command phase, if an enemy unit that is below its Starting Strength is within 12" of one or more Heretic Astartes units from your army, that enemy unit must take a Battle-shock test, subtracting 1 from the result. Enemy units affected by this Detachment rule do not need to take any other Battle-shock tests in the same phase.

Each time a Heretic Astartes model from your army makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.

Each time an attack targets a Heretic Astartes unit from your army, if the attacking model is Battle-shocked, subtract 1 from the Hit roll.

Each time a Heretic Astartes model from your army makes an attack that targets a Battle-shocked unit, add 1 to the Wound roll.

STRATAGEMS

1 CP — NIGHTMARE HUNT STRATAGEM · WAHAPEDIA — MOVEMENT

HORRIFIC INCURSION

When: Your Movement phase.
Target: One HERETIC ASTARTES unit from your army that arrived from Reserves this turn.
Effect: Select one enemy unit (excluding MONSTER and VEHICLE units) within 12" of and visible to your unit: that unit must take a Battle-shock test, subtracting 1 from the result.

1 CP — NIGHTMARE HUNT STRATAGEM · WAHAPEDIA — MOVEMENT

RELENTLESS TERROR

When: Your Movement phase, just after a Heretic Astartes Infantry unit from your army Falls Back.
Target: That HERETIC ASTARTES unit.
Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP

NIGHTMARE HUNT STRATAGEM · WAHAPEDIA

SHOOTING

PREY ON THE WEAK

When: Your Shooting phase or the Fight phase.
Target: One Heretic Astartes Infantry unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is Battle-shocked and/or Below Half-strength, you can re-roll the Hit roll.

1 CP

NIGHTMARE HUNT STRATAGEM · WAHAPEDIA

SHOOTING

TALONS SUNK DEEP

When: Your Shooting phase or the Fight phase.
Target: One Heretic Astartes Infantry unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is Battle-shocked and/or Below Half-strength, improve the Armour Penetration characteristic of that attack by 1.

1 CP

NIGHTMARE HUNT STRATAGEM · WAHAPEDIA

CHARGE

MALICIOUS SURGE

When: Your Charge phase.
Target: One Heretic Astartes Infantry unit from your army.
Effect: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP

NIGHTMARE HUNT STRATAGEM · WAHAPEDIA

FIGHT

SADISTIC DISPLAY

When: Fight phase, just after a HERETIC ASTARTES unit from your army destroys an enemy unit.
Target: That HERETIC ASTARTES unit.
Effect: Each enemy unit within 6" of and visible to your unit (excluding MONSTER and VEHICLE units) must take a Battle-shock test.

CHAOS - CHAOS SPACE MARINES · DETACHMENT

PACTBOUND ZEALOTS

3 DP · PRIORITY ASSETS

ENHANCEMENTS

Talisman of Burning Blood — **15 pts**

Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. Each time the bearer's unit makes a Dark Pact and does not fail the resulting Leadership test, roll one D3; until the end of the phase, add the result to the Attacks and Strength characteristics of the bearer's melee weapons instead.

Eye of Tzeentch — **15 pts**

Each time the bearer's unit makes a Dark Pact and does not fail the resulting Leadership test, if the result of that test was 8 or more, you gain 1CP.

Orbs of Unlife — **15 pts**

At the end of the Fight phase, roll one D6 for every enemy unit within 3" of the bearer, adding 1 to the result if the bearer's unit made a Dark Pact that phase and did not fail the resulting Leadership test: on a 4+, that enemy unit suffers D3 mortal wounds.

Intoxicating Elixir — **15 pts**

The bearer has the Feel No Pain 5+ ability. Each time the bearer shoots or fights, if the bearer's unit made a Dark Pact this phase and did not fail the resulting Leadership test, after the bearer has resolved those attacks, select one enemy unit that was hit by one or more of those attacks; that enemy unit must take a Battle-shock test.

DETACHMENT-REGEL

When mustering your army, when you select a Heretic Astartes unit to include in your army, if that unit is not an Epic Hero and does not already have one of the following keywords, you must select one for that unit to gain and note it on your Army Roster: Khorne, Tzeentch, Nurgle, Slaanesh, Chaos Undivided.

Each time a unit with one of these keywords gains a weapon ability as the result of a Dark Pact and does not fail the resulting Leadership test, until the end of the phase, that unit gains the associated ability below.

RESTRICTIONS

- You cannot select the Khorne keyword for a Psyker unit.

- A CHARACTER/EPIC HERO unit can only be attached to a unit if both units share the same keyword from the list above.

- A unit can only embark within (or start the battle embarked within) a Transport if both of those units share the same keyword from the list above.'

STRATAGEMS

1 CP — PACTBOUND ZEALOTS – EPIC DEED STRATAGEM · WAHAPEDIA — COMMAND

SKINSHIFT

When: Your Command phase.
Target: One HERETIC ASTARTES unit from your army.
Effect: One model in your unit regains up to 3 lost wounds. In addition, if your unit is a Tzeentch unit below its Starting Strength, one destroyed model (excluding Character models) is returned to your unit with its full wounds remaining.

1 CP — PACTBOUND ZEALOTS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

TORPEFYING REFRAIN

When: Your Movement phase.
Target: One HERETIC ASTARTES unit from your army.
Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Fell Back. If your unit is a Slaanesh unit, until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

1 CP — PACTBOUND ZEALOTS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

FESTERING MIASMA

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One HERETIC ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, your unit has the Stealth ability. In addition, if your unit is a Nurgle unit, it can only be selected as the target of a ranged attack if the attacking model is within 18".

1 CP — PACTBOUND ZEALOTS – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

PROFANE ZEAL

When: Your Shooting phase or the Fight phase.
Target: One Heretic Astartes Chaos Undivided unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Wound roll.

1 CP — PACTBOUND ZEALOTS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — FIGHT

ETERNAL HATE

When: Fight phase, just after an enemy unit has selected its targets.
Target: One HERETIC ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if it is a Khorne unit: on a 4+, do not remove it from play. That destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

1 CP — PACTBOUND ZEALOTS – EPIC DEED STRATAGEM · WAHAPEDIA — FIGHT

EYE OF THE GODS

When: Fight phase, just after a HERETIC ASTARTES CHARACTER unit from your army (excluding DAMNED, DAEMON and EPIC HERO units) destroys a enemy unit.
Target: One HERETIC ASTARTES CHARACTER model in that unit.
Effect: Until the end of the battle, add 1 to the Move, Toughness and Wounds characteristics of that CHARACTER model, and add 1 to the Attacks. Strength and Damage characteristics of that CHARACTER model's melee weapons.

CHAOS - CHAOS SPACE MARINES · DETACHMENT

RENEGADE RAIDERS

3 DP · RECONNAISSANCE

ENHANCEMENTS

Despot's Claim — **15 pts**

At the start of your Command phase, if the bearer is on the battlefield, roll one D6, adding one to the result if the bearer is wholly within 12" of your opponent's deployment zone; on a 5+, you gain 1CP.

Dread Reaver — **15 pts**

Each time the bearer makes a melee attack, if the bearer is wholly within 12" of your opponent's deployment zone, you can re-roll the Hit roll and you can re-roll the Wound roll.

Mark of the Hound — **25 pts**

Models in the bearer's unit have the Scouts 6" ability.

Tyrant's Lash — **20 pts**

You can re-roll Advance rolls made for the bearer's unit, and the bearer's unit is eligible to shoot in a turn in which it Fell Back.

DETACHMENT-REGEL

Ranged weapons equipped by Heretic Astartes models from your army have the [ASSAULT] ability, and each time a Heretic Astartes model from your army makes an attack that targets a unit within range of an objective marker, improve the Armour Penetration characteristic of that attack by 1.

STRATAGEMS

1 CP — RENEGADE RAIDERS – WARGEAR STRATAGEM · WAHAPEDIA — MOVEMENT

WARPCHARGED ENGINES

When: Your Movement phase.
Target: One HERETIC ASTARTES TRANSPORT or HERETIC ASTARTES MOUNTED unit from your army that has not been selected to move this phase.
Effect: Until the end of the phase, if your unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.

1 CP — RENEGADE RAIDERS – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

RUINOUS RAID

When: Your Shooting phase or your Fight phase
Target: One HERETIC ASTARTES unit from your army that disembarked from a TRANSPORT this turn and has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, if the target of that attack is within range of an objective marker, you can re-roll the Hit roll and you can re-roll the Wound roll.

1 CP

RENEGADE RAIDERS – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

UNFAILINGLY OBDURATE

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One HERETIC ASTARTES unit from your army (excluding DAMNED units) that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP

RENEGADE RAIDERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

REAVERS' HASTE

When: Your Charge phase.

Target: One HERETIC ASTARTES INFANTRY or HERETIC ASTARTES MOUNTED unit from your army.

Effect: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced. If you select one or more units within range of an objective marker as a target of that charge, add 1 to the Charge roll.

1 CP

RENEGADE RAIDERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

OPPORTUNISTIC RAIDERS

When: End of the Fight phase

Target: One HERETIC ASTARTES unit from your army that was eligible to fight this phase.

Effect: If your unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6", or up to 12" if it is a MOUNTED unit. Otherwise, your unit can make a Fall Back move. It cannot embark within a TRANSPORT at the end of this move if it disembarked from a TRANSPORT this turn.

1 CP

RENEGADE RAIDERS – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

SCOUR AND SEIZE

When: Fight phase.

Target: One HERETIC ASTARTES unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit within range of an objective marker, that attack has the [PRECISION] ability.

CHAOS - CHAOS SPACE MARINES · DETACHMENT

RENEGADE WARBAND

2 DP · PRIORITY ASSETS

ENHANCEMENTS

Weaponised Hatred — 35 pts

Once per battle round, after your Vendetta target is destroyed, if the bearer is on the battlefield, you can select one enemy unit visible to the bearer. That enemy unit becomes your Vendetta target until you select a new one.

Eyes of the Hunter — 15 pts

Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

Fratricidal Trophies — 5 pts

In a turn in which the bearer's unit chose to Default to Doctrine, until the end of the turn, each time a model in this unit makes an attack, you can re-roll the Hit roll.

Empyric Symbiote — 15 pts

Add 1 to Advance and Charge rolls made for the bearer's unit.

DETACHMENT-REGEL

Heretic Astartes models from your army lose the Dark Pacts ability. Ranged weapons equipped by Heretic Astartes models from your army have the [ASSAULT] ability.

When mustering your army, you cannot use the Cults of the Dark Gods rule.

STRATAGEMS

1 CP — RENEGADE WARBAND – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

RENEGADE CLAIM

When: Your Movement phase
Target: One HERETIC ASTARTES unit from your army within range of an objective marker you control.
Effect: That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

1 CP — RENEGADE WARBAND – EPIC DEED STRATAGEM · WAHAPEDIA — SHOOTING

NEVER OUTGUNNED

When: Your Shooting phase or the Fight phase.
Target: One HERETIC ASTARTES unit from your army that has just been selected to shoot or fight.
Effect: Select either the [LETHAL HITS] or [SUSTAINED HITS 1] ability. Until the end of the phase, weapons equipped by models in your unit have the selected ability.

1 CP — RENEGADE WARBAND – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

CORRUPTED MUNITIONS

When: Your Shooting phase.
Target: One HERETIC ASTARTES unit in your army that has just been selected to shoot.
Effect: Until the end of the phase, each time a model in this unit makes a ranged attack, improve the Armour Penetration of that attack by 1.

1 CP — RENEGADE WARBAND – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

REAVERS' REACTION

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One HERETIC ASTARTES unit (excluding Monsters and Vehicles) from your army that was hit by one or more of those attacks.
Effect: Your unit can make a Normal move of up to D6".

1 CP

RENEGADE WARBAND – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

VENGEFUL DESTRUCTION

When: Your Shooting phase or the Fight phase.
Target: One Heretic Astartes Infantry (excluding Damned units) or Heretic Astartes Mounted unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time your unit makes an attack that targets your Vendetta target, add 1 to the Wound roll.

1 CP

RENEGADE WARBAND – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

UNDYING HATRED

When: Fight phase, just after an enemy unit has selected its targets.
Target: One HERETIC ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6: on a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

CHAOS - CHAOS SPACE MARINES · DETACHMENT

SOULFORGED WARPACK

2 DP · TAKE AND HOLD

ENHANCEMENTS

Forge's Blessing — 20 pts

In your Command phase, select one friendly HERETIC ASTARTES VEHICLE unit within 12" of the bearer. Until the start of your next Command phase, that unit has the Feel No Pain 6+ ability.

Invigorated Mechatendrils — 15 pts

Add 4" to the bearer's Move characteristic.

Soul Harvester — 15 pts

While the bearer is on the battlefield, each time an enemy unit within 12" of the bearer is destroyed, roll one D6; on a 5+, you gain 1CP.

Tempting Addendum — 40 pts

Each time a HERETIC ASTARTES DAEMON VEHICLE from your army invokes its contract while within 3" of the bearer:

- If it suffers one or more mortal wounds as a result of that Dark Pact, add 1 to the number of mortal wounds it suffers.

- Until the end of the phase, each time a model in that unit makes an attack, you can re-roll the Hit roll.

DETACHMENT-REGEL

Each time a Heretic Astartes Daemon Vehicle model from your army makes a Dark Pact, it can invoke its contract. If it does, subtract 1 from the resulting Leadership test when making that Dark Pact and, until the end of the phase:

- Each time a model in that unit makes a ranged attack, add 1 to the Wound roll.

- Add 2 to the Attacks characteristic of melee weapons equipped by models in that unit.

STRATAGEMS

1 CP — SOULFORGED WARPACK – EPIC DEED STRATAGEM · WAHAPEDIA — COMMAND

DAEMONIC POSSESSION

When: Your Command phase.
Target: One HERETIC ASTARTES VEHICLE unit from your army (excluding Daemon units).
Effect: Until the end of the battle, your unit has the DAEMON keyword.

1 CP — SOULFORGED WARPACK – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

FEEDING FRENZY

When: Your opponent's Movement phase, when an enemy unit (excluding MONSTER and VEHICLES) is selected to Fall Back.
Target: One HERETIC ASTARTES DAEMON VEHICLE or Vashtorr the Arkifane unit from your army that is within Engagement Range of that enemy unit.
Effect: Until the end of the phase, each time an enemy unit (excluding MONSTERS and VEHICLES) that is within Engagement Range of your unit Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, of that enemy unit is Battle-shocked, substract 1 from each of those tests.

1 CP

SOULFORGED WARPACK – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

PREDATORY PURSUIT

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall back move.
Target: One HERETIC ASTARTES DAEMON VEHICLE or Vashtorr the Arkifane unit from your army that is within 8" of that enemy unit and not within Engagement Range of one or more enemy units.
Effect: Your unit can make a Normal move of up to 6", but must end that move as close as possible to that enemy unit.

1 CP

SOULFORGED WARPACK – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

DESPERATE PLEDGE

When: Your Shooting phase or the Fight phase.
Target: One HERETIC ASTARTES DAEMON VEHICLE unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, if your unit invokes its contract, each time it makes an attack, improve the Armour Penetration characteristic of that attack by 1.

1 CP

SOULFORGED WARPACK – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

UNSTOPPABLE RAMPAGE

When: Your Movement phase or Charge phase.
Target: One HERETIC ASTARTES DAEMON VEHICLE or Vashtorr the Arkifane unit from your army that has not been selected to move or charge this phase.
Effect: Until the end of the phase, each time your unit makes Normal, Advance or charge move, it can move horizontally through terrain features as if they were not there.

1 CP

SOULFORGED WARPACK – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

GLUT OF SOULS

When: Fight phase.
Target: One HERETIC ASTARTES DAEMON VEHICLE unit from your army (excluding Titanic units) that has not been selected to fight this phase.
Effect: Until the end of the phase, if your unit invokes its contract, each time it makes an attack that destroys an enemy model, roll one D6: on 5+, your unit regains 1 lost wound after all of its attacks have been resolved (to a maximum of 6 wound).

CHAOS - CHAOS SPACE MARINES · DETACHMENT

VETERANS OF THE LONG WAR

2 DP · TAKE AND HOLD

ENHANCEMENTS

Warmaster's Gift — **15 pts**

Each time the bearer makes an attack that targets your focus of hatred, an unmodified successful wound roll of 5+ scores a Critical Wound.

Eager for Vengeance — **20 pts**

The bearer’s unit is eligible to shoot and declare a charge in a turn in which it Fell Back. Each time a model in the bearer’s unit makes an attack that targets your focus of hatred, if the bearer’s unit Fell Back this turn, add 1 to the Hit roll, and each time you select your focus of hatred as a target of that unit’s charge, add 1 to the Charge roll.

Eye of Abaddon — **15 pts**

While the bearer is on the battlefield, each time your focus of hatred is destroyed, roll one D6; on a 4+, you gain 1CP.

Mark of Legend — **10 pts**

Once per turn, you can re-roll one Hit roll, one Wound roll or one saving throw made for the bearer.

DETACHMENT-REGEL

At the start of your Command phase, select one unit from your opponent's army to be your focus of hatred. Until the start of your next Command phase, each time a Heretic Astartes model from your army (excluding Damned models) makes an attack that targets your focus of hatred, you can re-roll the Hit roll.

STRATAGEMS

1 CP — VETERANS OF THE LONG WAR – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

BLACK CRUSADE

When: Your Movement phase
Target: One HERETIC ASTARTES INFANTRY unit or HERETIC ASTARTES MOUNTED unit from your army (excluding DAMNED units).
Effect: Until the end of the turn, your unit is eligible to shoot in a turn in which it Advanced or Fell Back, and bolt pistols, boltguns and combi-bolters equipped by models in your unit have the [DEVASTATING WOUNDS] ability while your unit has not already inflicted 6 wounds this turn using that ability.

1 CP — VETERANS OF THE LONG WAR – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

MILLENNIA OF EXPERIENCE

When: Your opponent’s Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One HERETIC ASTARTES INFANTRY or HERETIC ASTARTES MOUNTED unit from your army (excluding DAMNED units) that is within 8" of that enemy unit and not within Engagement Range of one or more enemy units.
Effect: Your unit can make a Normal move of up to 6".

1 CP

VETERANS OF THE LONG WAR – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

CONTEMPTUOUS DISREGARD

When: Your opponents Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One HERETIC ASTARTES unit from your army (excluding DAMNED units) that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP

VETERANS OF THE LONG WAR – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

LET THE GALAXY BURN

When: Your Shooting phase.
Target: One HERETIC ASTARTES unit from your army (excluding TZEENTCH units) that has not been selected to shoot this phase
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability, and change the Attacks characteristic of Torrent weapons equipped by models in your unit to 6.

1 CP

VETERANS OF THE LONG WAR – EPIC DEED STRATAGEM · WAHAPEDIA

FIGHT

BRINGERS OF DESPAIR

When: Fight phase.
Target: One HERETIC ASTARTES unit from your army (excluding DAMNED units) that is within Engagement Range of your focus of hatred.
Effect: Until the end of the phase, your unit has the Fights First ability.

2 CP

VETERANS OF THE LONG WAR – EPIC DEED STRATAGEM · WAHAPEDIA

ANY

ENDLESS IRE

When: Any phase, just after your focus of hatred is destroyed.
Target: One HERETIC ASTARTES CHARACTER unit from your army (excluding DAMNED units)
Effect: Select one enemy unit within 12" of and visible to your unit. Until the start of your next Command phase, that enemy unit is considered to be your focus of hatred.

CHAOS - CHAOS SPACE MARINES · DETACHMENT

WARPSTRIKE CHAMPIONS

2 DP · DISRUPTION

ENHANCEMENTS

Infernal Fulgurite — **20 pts**

Once per battle, you can target the bearer's unit with the Rapid Ingress Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

Eye of the Warp — **15 pts**

Each time the bearer's unit is set up on the battlefield, until the end of the turn, you can re-roll Charge rolls made for that unit.

Akshur's Binding Runes — **20 pts**

The bearer's unit can be set up using the Deep Strike ability in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

Tzagulla — **25 pts**

Improve the Attacks, Strength and Armour Penetration characteristics of the bearer's weapons by 1. In addition, each time the bearer's unit is set up on the battlefield from Reserves, until the end of the turn, improve the Damage characteristic of the bearer's weapons by 1.

DETACHMENT-REGEL

At the end of your opponent's turn, you can select a number of Heretic Astartes Terminator, Obliterators and Mutilators units from your army (excluding units that are within Engagement Range of one or more enemy units). The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 1 unit

Strike Force - Up to 2 units

Onslaught - Up to 3 units

Once you have made your selections, remove those units from the battlefield and place them into Strategic Reserves.

STRATAGEMS

1 CP — WARPSTRIKE CHAMPIONS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

WARP FLICKER

When: Your Movement phase.
Target: One Heretic Astartes Terminator, Obliterators or Mutilators unit from your army.
Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced.

1 CP — WARPSTRIKE CHAMPIONS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

WARP-TAINTED

When: Your Movement phase.
Target: One Heretic Astartes Terminator, Obliterators or Mutilators unit from your army, within range of an objective marker you control.
Effect: That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

1 CP — WARPSTRIKE CHAMPIONS – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

EMPYRIC DISLOCATION

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One HERETIC ASTARTES unit from your army (excluding Damned units) that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.
Restriction: You cannot target the same unit with the Empyric Dislocation and Armour of Corruption Stratagems in the same phase.

1 CP — WARPSTRIKE CHAMPIONS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

SIEGEBREAKER STRIKE

When: Your Shooting phase.
Target: Up to two HERETIC ASTARTES units from your army that were set up using the Deep Strike ability this turn and have not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your units have the [IGNORES COVER] ability.

1 CP — WARPSTRIKE CHAMPIONS – BATTLE TACTIC STRATAGEM · WAHAPEDIA — CHARGE

PORTAL OF SPITE

When: Your Charge phase.
Target: One HERETIC ASTARTES unit from your army that was set up using the Deep Strike ability this turn and has not declared a charge this phase.
Effect: Your unit has +2 to charge rolls.

2 CP — WARPSTRIKE CHAMPIONS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — FIGHT

ARMOUR OF CORRUPTION

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Heretic Astartes Terminator, Obliterators or Mutilators unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the turn, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.
Restriction: You cannot target the same unit with the Armour of Corruption and Empyric Dislocation Stratagems in the same phase.

ABADDON THE DESPOILER 300 PTS

M	T	Sv	W	LD	OC
5"	6	2+	9	5+	4

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Talon of Horus SUSTAINED HITS 1	24"	4	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Drach'nyen DEVASTATING WOUNDS	Melee	8	2+	14	-4	3
Talon of Horus DEVASTATING WOUNDS	Melee	14	2+	7	-3	1

ABILITIES

CORE - Leader

Dark Destiny
Each time this model makes a Dark Pact and does not fail the resulting leadership roll, if the result of that roll was 7+, you gain 1CP.

The Warmaster
In your Command phase, select one Warmaster ability. Until the start of your next Command phase, this model has that ability.

Leader
This model can be attached to the following units: CHAOS TERMINATOR SQUAD, CHOSEN

WARMASTER

Paragon of Hatred (Aura)
While a friendly HERETIC ASTARTES unit (excluding DAMNED units) is within 6" of this model, each time a model in that unit makes an attack, you can re-roll the Hit roll.

Mark of Chaos Ascendant (Aura)
While a friendly HERETIC ASTARTES INFANTRY or HERETIC ASTARTES MOUNTED unit (excluding DAMNED units) is within 6" of this model, models in that unit have a 4+ invulnerable save.

Lord of the Traitor Legions (Aura)
While a friendly HERETIC ASTARTES unit (excluding DAMNED units) is within 6" of this model, you can re-roll Leadership and Battle-shock tests taken for that unit.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

AUFSTELLUNG

1x Abaddon the Despoiler (60mm)

Equipped with: Talon of Horus, Drach'nyen

KEYWORDS: Infantry, Character, Epic Hero, Terminator, Chaos Undivided, Chaos, Abaddon the Despoiler, Leader
FACTION KEYWORDS: Heretic Astartes

ABADDON THE DESPOILER 300 PTS

M	T	Sv	W	LD	OC
5"	6	2+	9	5+	4

INVULNERABLE SAVE

FACTION RULES

Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Epic Hero, Terminator, Chaos Undivided, Chaos, Abaddon the Despoiler, Leader
FACTION KEYWORDS: Heretic Astartes

ACCURSED CULTISTS

90–185 PTS

TORMENT

M	T	Sv	W	LD	OC
6"	4	6+	3	7+	1

MUTANT

M	T	Sv	W	LD	OC
6"	4	6+	1	7+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blasphemous appendages	Melee	2	4+	4	0	1
Hideous mutations	Melee	D6+2	4+	5	-1	2

ABILITIES

Howling Horde
In your opponent's Shooting phase, when an enemy unit has shot, if a model from this unit was destroyed as a result of those attacks, this unit can make a surge move of up to D6".

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Feel No Pain 6+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Scouts 6"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

AUFSTELLUNG

3-6x Torment - Equipped with: Hideous mutations

5-10x Mutant - Equipped with: Blasphemous appendages

Basegrößen: Mutant 25mm, Torment 40mm

KEYWORDS: Infantry, Chaos, Accursed Cultists, Damned
FACTION KEYWORDS: Heretic Astartes

CHAOS BIKERS

80–150 PTS

BIKER CHAMPION

M	T	Sv	W	LD	OC
12"	6	3+	3	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1
Combi-bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	4	3+	5	-1	1
Close combat weapon	Melee	3	3+	5	0	1
Power fist	Melee	3	3+	8	-2	2

ABILITIES

Chaos icon
Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.

Daemonic Flesh
Add 1 to this model's Toughness characteristic.

Dark Blessing
Once per battle, at the start of your opponent's Shooting phase, this model can use this ability. If it does, until the end of the phase, this model's unit has the Stealth ability.

Eightfold Eyes
Once per turn, you can re-roll one Hit roll, one Wound roll, one Damage roll or one saving throw made for this model.

Iron-hard Talons
Improve the Armour Penetration characteristic of melee weapons equipped by this model by 1.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Massive Fangs
Melee weapons equipped by this model have the [LANCE] ability.

Mutant Form
Add 1 to this model's Wounds characteristic.

AUFSTELLUNG

1x Biker Champion - Equipped with: Combi-bolter, Close combat weapon, Bolt pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Power fist, Accursed weapon, Astartes chainsword (75x42mm Oval Base)

2-5x Biker w/ combi-bolter and bolt pistol oder Biker w/ combi-bolter and chainsword (75x42mm Oval Base)

Wargear Options:

- Each Biker Champion can replace its Bolt pistol with Accursed weapon, Astartes chainsword, Plasma pistol or Power fist.
- Each Biker w/ flamer can repla[illegible] pistol with Astartes[illegible]

Biker Champion KEYWORDS: Unit Champion
KEYWORDS: Mounted, Grenades, Chaos, Chaos Bikers
FACTION KEYWORDS: Heretic Astartes

CHAOS BIKERS

80–150 PTS

BIKER CHAMPION

M	T	Sv	W	LD	OC
12"	6	3+	3	6+	2

Nurgle
Add 1 to this model's Toughness characteristic.

Rapid Assault
Each time a model in this unit makes a melee attack, if this unit made a Charge move this turn, improve the Strength characteristic of that attack by 1.

Scorpion Tail
Add 1 to the Attacks characteristic of melee weapons equipped by this model.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Unholy Speed
Add 1 to Advance and Charge rolls made for this model's unit.

Warp Stalker
You can re-roll Advance and Charge rolls made for this model's unit.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Biker Champion KEYWORDS: Unit Champion
KEYWORDS: Mounted, Grenades, Chaos, Chaos Bikers
FACTION KEYWORDS: Heretic Astartes

CHAOS BIKERS

80–150 PTS

BIKER CHAMPION

M	T	Sv	W	LD	OC
12"	6	3+	3	6+	2

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

Biker Champion KEYWORDS: Unit Champion
KEYWORDS: Mounted, Grenades, Chaos, Chaos Bikers
FACTION KEYWORDS: Heretic Astartes

CHAOS DEIMOS PREDATOR [LEGENDS]

115 PTS

M	T	Sv	W	LD	OC
10"	10	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	4	0	1
Conversion beam cannon CONVERSION SUSTAINED HITS D3	24"	1	3+	7	-1	3
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Infernus cannon IGNORES COVER TORRENT	12"	2D6	N/A	6	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Magna-melta cannon MELTA 4	18"	2	3+	12	-4	D6
➤ Plasma destroyer - standard BLAST	36"	D3	3+	8	-2	2
➤ Plasma destroyer - supercharge BLAST HAZARDOUS	36"	D3	3+	9	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

Armoured Spearhead
Each time this model makes an attack that targets an enemy unit, re-roll a Hit roll of 1 and, if that unit is within range of an objective marker you do not control, you can re-roll the Hit roll instead.

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

AUFSTELLUNG

1x Chaos Deimos Predator [Legends]

Equipped with: Combi-bolter, Conversion beam cannon, Heavy bolter, Heavy flamer, Hunter-killer missile, Infernus cannon, Lascannon, Magna-melta cannon, ➤ Plasma destroyer - standard, ➤ Plasma destroyer - supercharge, Armoured tracks

Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Plasma destroyer with Conversion beam cannon, Magna-melta cannon or Infernus cannon.
- This model can be equipped with heavy bolters

KEYWORDS: Vehicle, Smoke, Chaos, Deimos Predator
FACTION KEYWORDS: Heretic Astartes

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Chaos, Deimos Predator
FACTION KEYWORDS: Heretic Astartes

CHAOS LAND RAIDER

220 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Havoc launcher BLAST	48"	D6	3+	5	0	1
2x Soulshatter lascannon	48"	2	3+	12	-3	D6+1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

Assault Ramp
Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

TRANSPORT

Chaos Land Raider
This model has a transport capacity of 12 Heretic Astartes Infantry (excluding Obliterator and Jump Pack models). Each Possessed, Mutilators and Terminator model takes up the space of 2 models.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

AUFSTELLUNG

1x Chaos Land Raider (Hull)

Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, 2x Soulshatter lascannon, Twin heavy bolter, Armoured tracks

Wargear Options:
- This model can be equipped with one of: Combi-bolter, Combi-weapon.

KEYWORDS: Vehicle, Transport, Smoke, Chaos, Land Raider, Frame
FACTION KEYWORDS: Heretic Astartes

CHAOS LAND RAIDER

220 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	6+	5

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Transport, Smoke, Chaos, Land Raider, Frame
FACTION KEYWORDS: Heretic Astartes

CHAOS LORD

95 PTS

M	T	Sv	W	LD	OC
6"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainblade	Melee	7	2+	5	-1	1
Daemon hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	2
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

Chance for Glory
Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Strength, Attacks, Armour Penetration and Damage characteristics of melee weapons equipped by this model by 1.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Lord of Chaos
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader
This model can be attached to the following units: CHOSEN, LEGIONARIES, NEMESIS CLAW, RED CORSAIRS RAIDERS

AUFSTELLUNG

1x Chaos Lord (40mm)

Equipped with: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Astartes chainblade, Daemon hammer, Power fist

Wargear Options:
- This model can replace its Daemon hammer with Accursed weapon or Astartes chainblade.
- This model can replace its Plasma pistol with Power fist.

KEYWORDS: Infantry, Character, Grenades, Chaos, Chaos Lord, Leader
FACTION KEYWORDS: Heretic Astartes

CHAOS LORD

95 PTS

M	T	Sv	W	LD	OC
6"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Grenades, Chaos, Chaos Lord, Leader
FACTION KEYWORDS: Heretic Astartes

CHAOS LORD IN TERMINATOR ARMOUR

90 PTS

M	T	Sv	W	LD	OC
5"	6	2+	6	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	2+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	5	3+	8	-2	2
Exalted weapon	Melee	6	2+	5	-2	2
Paired accursed weapons TWIN-LINKED	Melee	7	2+	5	-2	1
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

Formidably Resilient
Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Lord of Chaos
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader
This model can be attached to the following units: CHAOS TERMINATOR SQUAD

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x Chaos Lord in Terminator Armour (40mm)

Equipped with: Combi-bolter, Combi-weapon, Chainfist, Exalted weapon, Paired accursed weapons, Power fist

Wargear Options:
- This model can replace its Combi-bolter with Combi-weapon.
- This model can replace its Exalted weapon with Chainfist, Paired accursed weapons or Power fist.

KEYWORDS: Infantry, Character, Chaos, Terminator, Chaos Lord in Terminator Armour, Chaos Lord, Leader
FACTION KEYWORDS: Heretic Astartes

CHAOS LORD IN TERMINATOR ARMOUR

90 PTS

M	T	Sv	W	LD	OC
5"	6	2+	6	6+	1

INVULNERABLE SAVE 4+

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaos, Terminator, Chaos Lord in Terminator Armour, Chaos Lord, Leader
FACTION KEYWORDS: Heretic Astartes

CHAOS LORD ON BIKE [LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
12"	5	3+	6	6+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	7	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Paired accursed weapons TWIN-LINKED	Melee	7	2+	4	-1	1
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Lord of Chaos
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Swift Assault
While this model is leading a unit, ranged weapons equipped by models in that unit have the [ASSAULT] ability.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader
This model can be attached to the following unit: CHAOS BIKERS

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

AUFSTELLUNG

1x Chaos Lord on Bike [Legends]

Equipped with: Bolt pistol, Combi-bolter, Combi-weapon, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Close combat weapon, Paired accursed weapons, Power fist

Wargear Options:
- This model can replace its Astartes chainsword with Accursed weapon, Power fist, Paired accursed weapons, Bolt pistol or Plasma pistol.
- This model can replace its Bolt pistol with Accursed weapon, Power fist, Combi-bolter, Combi-weapon or Plasma pistol.

KEYWORDS: Mounted, Character, Grenades, Chaos, Chaos Lord on Bike, Leader
FACTION KEYWORDS: Heretic Astartes

CHAOS LORD ON BIKE [LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
12"	5	3+	6	6+	2

INVULNERABLE SAVE 4+

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Mounted, Character, Grenades, Chaos, Chaos Lord on Bike, Leader
FACTION KEYWORDS: Heretic Astartes

CHAOS LORD ON DISC OF TZEENTCH [LEGENDS]

100 PTS

M	T	Sv	W	LD	OC
12"	4	3+	6	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	7	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Paired accursed weapons TWIN-LINKED	Melee	7	2+	4	-1	1
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

Lord of Chaos
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Lord of Fate
While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability against mortal wounds.

Leader
This model can be attached to the following unit: CHOSEN, LEGIONARIES

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

AUFSTELLUNG

1x Chaos Lord on Disc of Tzeentch [Legends]

Equipped with: Bolt pistol, Combi-bolter, Combi-weapon, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Close combat weapon, Paired accursed weapons, Power fist

Wargear Options:
- This model can replace its Astartes chainsword with Accursed weapon, Power fist, Paired accursed weapons, Bolt pistol or Plasma pistol.
- This model can replace its Bolt pistol with Accursed weapon, Power fist, Combi-bolter, Combi-weapon or Plasma pistol.

KEYWORDS: Infantry, Character, Grenades, Fly, Chaos, Tzeentch, Chaos Lord, Disc of Tzeentch, Leader
FACTION KEYWORDS: Heretic Astartes

CHAOS LORD ON DISC OF TZEENTCH [LEGENDS]

100 PTS

M	T	Sv	W	LD	OC
12"	4	3+	6	6+	1

INVULNERABLE SAVE 4+

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Grenades, Fly, Chaos, Tzeentch, Chaos Lord, Disc of Tzeentch, Leader
FACTION KEYWORDS: Heretic Astartes

CHAOS LORD ON JUGGERNAUT [LEGENDS]

115 PTS

M	T	Sv	W	LD	OC
10"	6	2+	7	6+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	7	2+	4	-1	1
Bladed horn EXTRA ATTACKS LANCE	Melee	4	4+	6	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Paired accursed weapons TWIN-LINKED	Melee	7	2+	4	-1	1
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

Bloody Stampede
Each time this model's unit ends a Charge move, select one enemy unit within Engagement Range of this model and roll one D6: on a 2-3, that enemy unit suffers 1 mortal wound; on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

Lord of Chaos
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Leader
This model can be attached to the following unit: CHAOS BIKERS

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

AUFSTELLUNG

1x Chaos Lord on Juggernaut [Legends]

Equipped with: Bolt pistol, Combi-bolter, Combi-weapon, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Bladed horn, Close combat weapon, Paired accursed weapons, Power fist

Wargear Options:
- This model can replace its Astartes chainsword with Accursed weapon, Power fist, Paired accursed weapons, Bolt pistol or Plasma pistol.
- This model can replace its Bolt pistol with Accursed weapon, Power fist, Combi-bolter, Combi-weapon or Plasma pistol.

KEYWORDS: Mounted, Character, Grenades, Chaos, Khorne, Chaos Lord, Juggernaut, Leader
FACTION KEYWORDS: Heretic Astartes

CHAOS LORD ON JUGGERNAUT [LEGENDS] 115 PTS

M	T	Sv	W	LD	OC
10"	6	2+	7	6+	2

INVULNERABLE SAVE 4+

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Mounted, Character, Grenades, Chaos, Khorne, Chaos Lord, Juggernaut, Leader
FACTION KEYWORDS: Heretic Astartes

CHAOS LORD ON PALANQUIN OF NURGLE [LEGENDS]

90 PTS

M	T	Sv	W	LD	OC
5"	5	3+	8	6+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	7	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Nurgling's claws and teeth EXTRA ATTACKS	Melee	4	5+	2	0	1
Paired accursed weapons TWIN-LINKED	Melee	7	2+	4	-1	1
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

Lord of Chaos
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Revolting Regeneration
At the start of your Command phase, this model regains up to D3 lost wounds.

Leader
This model can be attached to the following unit: CHOSEN, LEGIONARIES

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

AUFSTELLUNG

1x Chaos Lord on Palanquin of Nurgle [Legends]

Equipped with: Bolt pistol, Combi-bolter, Combi-weapon, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Close combat weapon, Nurgling's claws and teeth, Paired accursed weapons, Power fist

Wargear Options:
- This model can replace its Astartes chainsword with Accursed weapon, Power fist, Paired accursed weapons, Bolt pistol or Plasma pistol.
- This model can replace its Bolt pistol with Accursed weapon, [illegible]r fist, Combi-bolter, C[illegible] [illegible]r Plasma pis[illegible]

KEYWORDS: Infantry, Character, Grenades, Chaos, Nurgle, Chaos Lord, Palanquin of Nurgle, Leader
FACTION KEYWORDS: Heretic Astartes

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [**LETHAL HITS**]
- [SUSTAINED HITS 1]

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Grenades, Chaos, Nurgle, Chaos Lord, Palanquin of Nurgle, Leader
FACTION KEYWORDS: Heretic Astartes

CHAOS LORD ON STEED OF SLAANESH [LEGENDS]

100 PTS

M	T	Sv	W	LD	OC
14"	5	3+	6	6+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	7	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Lashing tongue EXTRA ATTACKS LETHAL HITS	Melee	3	4+	4	0	1
Paired accursed weapons TWIN-LINKED	Melee	7	2+	4	-1	1
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

Cut Off Their Escape
Each time an enemy unit (excluding MONSTERS and VEHICLES) within Engagement Range of this model's unit is selected to Fall Back, models in that enemy unit must take Desperate Escape tests as if their unit was Battle-shocked. When doing so, if that enemy unit is also Battle-shocked by other means, subtract 1 from each of those Desperate Escape tests.

Lord of Chaos
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Leader
This model can be attached to the following unit: CHAOS BIKERS

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

AUFSTELLUNG

1x Chaos Lord on Steed of Slaanesh [Legends]

Equipped with: Bolt pistol, Combi-bolter, Combi-weapon, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Close combat weapon, Lashing tongue, Paired accursed weapons, Power fist

Wargear Options:
- This model can replace its Astartes chainsword with Accursed weapon, Power fist, Paired accursed weapons, Bolt pistol or Plasma pistol.
- This model can replace its Bolt pistol with Accursed weapon, Power fist, Combi-bolter, Combi-weapon or Plasma pistol.

KEYWORDS: Mounted, Character, Grenades, Chaos, Slaanesh, Chaos Lord, Steed of Slaanesh, Leader
FACTION KEYWORDS: Heretic Astartes

CHAOS LORD ON STEED OF SLAANESH [LEGENDS] 100 PTS

M	T	Sv	W	LD	OC
14"	5	3+	6	6+	2

INVULNERABLE SAVE 4+

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [**LETHAL HITS**]
- [SUSTAINED HITS 1]

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Mounted, Character, Grenades, Chaos, Slaanesh, Chaos Lord, Steed of Slaanesh, Leader
FACTION KEYWORDS: Heretic Astartes

CHAOS LORD WITH JUMP PACK

85 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	5	-1	1
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Power fist	Melee	5	2+	8	-2	2
Twin lightning claws TWIN-LINKED	Melee	6	2+	5	-2	1

ABILITIES

CORE - Leader

Cruel Hunter
While this model is leading a unit, each time that unit Piles In or Consolidates, each model in that unit can move up to 6" instead of up to 3".

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Lord of Chaos
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader
This model can be attached to the following units: RAPTORS

WEAPON ABILITIES

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Chaos Lord with Jump Pack (40mm)

Equipped with: Bolt pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Power fist, Twin lightning claws

Wargear Options:
- This model can replace its Accursed weapon with Power fist or Twin lightning claws.
- This model can replace its Bolt pistol with Plasma pistol.

KEYWORDS: Chaos Lord, Jump Pack, Character, Infantry, Fly, Grenades, Chaos, Leader
FACTION KEYWORDS: Heretic Astartes

CHAOS LORD WITH JUMP PACK

85 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Chaos Lord, Jump Pack, Character, Infantry, Fly, Grenades, Chaos, Leader
FACTION KEYWORDS: Heretic Astartes

CHAOS PREDATOR ANNIHILATOR

140 PTS

M	T	Sv	W	LD	OC
10"	10	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Havoc launcher BLAST	48"	D6	3+	5	0	1
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Lascannon	48"	1	3+	12	-3	D6+1
Predator twin lascannon TWIN-LINKED	48"	1	3+	14	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

Annihilator
Each time a ranged attack made by this model is allocated to a Monster or Vehicle model, you can re-roll the Damage roll.

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

AUFSTELLUNG

1x Chaos Predator Annihilator (Hull)

Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, Heavy bolter, Lascannon, Predator twin lascannon, Armoured tracks

Wargear Options:
- This model can be equipped with one of: Combi-bolter, Combi-weapon.
- This model can be equipped with one of: 2 heavy bolters, 2 lascannons.

KEYWORDS: Vehicle, Smoke, Chaos, Predator Annihilator, Frame
FACTION KEYWORDS: Heretic Astartes

CHAOS PREDATOR ANNIHILATOR

140 PTS

M	T	Sv	W	LD	OC
10"	10	3+	11	6+	3

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Chaos, Predator Annihilator, Frame
FACTION KEYWORDS: Heretic Astartes

CHAOS PREDATOR DESTRUCTOR

145 PTS

M	T	Sv	W	LD	OC
10"	10	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Havoc launcher BLAST	48"	D6	3+	5	0	1
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Lascannon	48"	1	3+	12	-3	D6+1
Predator autocannon RAPID FIRE 2	48"	4	3+	9	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Destructor
Each time a ranged attack made by this model targets an enemy INFANTRY unit, improve the Armour Penetration characteristic of that attack by 1.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

AUFSTELLUNG

1x Chaos Predator Destructor (Hull)

Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, Heavy bolter, Lascannon, Predator autocannon, Armoured tracks

Wargear Options:
- This model can be equipped with one of: Combi-bolter, Combi-weapon.
- This model can be equipped with one of: 2 heavy bolters, 2 lascannons.

KEYWORDS: Vehicle, Smoke, Chaos, Predator Destructor, Frame
FACTION KEYWORDS: Heretic Astartes

CHAOS PREDATOR DESTRUCTOR

145 PTS

M	T	Sv	W	LD	OC
10"	10	3+	11	6+	3

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Chaos, Predator Destructor, Frame
FACTION KEYWORDS: Heretic Astartes

CHAOS RHINO

65 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Havoc launcher BLAST	48"	D6	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Self-repair
At the start of your Command phase, this model regains 1 lost wound.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

TRANSPORT

Chaos Rhino
This model has a transport capacity of 12 Heretic Astartes Infantry models. It cannot transport Terminator, Jump Pack, Mutilators, Obliterators or Possessed models.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x Chaos Rhino (Hull)

Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, Armoured tracks

Wargear Options:
- This model can be equipped with one of: Combi-bolter, Combi-weapon.

KEYWORDS: Vehicle, Transport, Dedicated Transport, Chaos, Rhino, Smoke, Frame
FACTION KEYWORDS: Heretic Astartes

CHAOS RHINO

65 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 2
This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

KEYWORDS: Vehicle, Transport, Dedicated Transport, Chaos, Rhino, Smoke, Frame
FACTION KEYWORDS: Heretic Astartes

CHAOS SPAWN

60 PTS

CHAOS SPAWN

M	T	Sv	W	LD	OC
8"	5	4+	4	7+	0

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hideous Mutations	Melee	D6+2	4+	5	-1	2

ABILITIES

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Mind-breaking Mutations (Aura)
While an enemy unit (excluding VEHICLES) is within 3" of this unit, subtract 1 from the Objective Control characteristic of models in that enemy unit.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

AUFSTELLUNG

2x Chaos Spawn - Equipped with: Hideous Mutations (50mm)

KEYWORDS: Beast, Chaos, Chaos Spawn
FACTION KEYWORDS: Heretic Astartes

CHAOS TERMINATOR SQUAD

185–370 PTS

M	T	Sv	W	LD	OC
5"	6	2+	3	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	3+	7	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8	-2	2
Paired accursed weapons TWIN-LINKED	Melee	5	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2

ABILITIES

Daemonic Flesh
Add 1 to this model's Toughness characteristic.

Dark Blessing
Once per battle, at the start of your opponent's Shooting phase, this model can use this ability. If it does, until the end of the phase, this model's unit has the Stealth ability.

Despoilers
Each time this unit makes a Dark Pact, until the end of the phase, each time a model in this unit makes an attack, you can re-roll the Hit roll.

Eightfold Eyes
Once per turn, you can re-roll one Hit roll, one Wound roll, one Damage roll or one saving throw made for this model.

Iron-hard Talons
Improve the Armour Penetration characteristic of melee weapons equipped by this model by 1.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Massive Fangs
Melee weapons equipped by this model have the [LANCE] ability.

Mutant Form
Add 1 to this model's Wounds characteristic.

Nurgle
Add 1 to this model's Toughness characteristic.

Scorpion Tail
Add 1 to the Attacks characteristic of melee weapons equipped by this model.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

AUFSTELLUNG

4-9x Accursed weapon and combi-bolter oder Accursed weapon and combi-weapon oder Power fist and combi-weapon oder Chainfist and combi-bolter oder Heavy weapon oder Power fist and combi-bolter oder Chainfist and combi-weapon oder Paired accursed weapons (40mm)

1x Terminator Champion (40mm)

Equipped with: Combi-bolter, Combi-weapon, Heavy flamer, Reaper autocannon, Accursed weapon, Chainfist, Paired accursed weapons, Power fist

Wargear Options:
- This model's Combi-bolter can be
laced with 1x Paired accu
weapo

KEYWORDS: Infantry, Chaos, Terminator, Chaos Terminator Squad
FACTION KEYWORDS: Heretic Astartes

CHAOS TERMINATOR SQUAD

185–370 PTS

M	T	Sv	W	LD	OC
5"	6	2+	3	6+	1

INVULNERABLE SAVE 4+

Unholy Speed
Add 1 to Advance and Charge rolls made for this model's unit.

Warp Stalker
You can re-roll Advance and Charge rolls made for this model's unit.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

KEYWORDS: Infantry, Chaos, Terminator, Chaos Terminator Squad
FACTION KEYWORDS: Heretic Astartes

CHAOS TERMINATOR SQUAD

185–370 PTS

M	T	Sv	W	LD	OC
5"	6	2+	3	6+	1

INVULNERABLE SAVE

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Infantry, Chaos, Terminator, Chaos Terminator Squad
FACTION KEYWORDS: Heretic Astartes

CHAOS VINDICATOR

180 PTS

M	T	Sv	W	LD	OC
9"	11	2+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Demolisher cannon BLAST	24"	D6+3	3+	14	-3	D6
Havoc launcher BLAST	48"	D6	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Siege Shield
When making ranged attacks with its demolisher cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

AUFSTELLUNG

1x Chaos Vindicator (Hull)

Equipped with: Combi-bolter, Combi-weapon, Demolisher cannon, Havoc launcher, Armoured tracks

Wargear Options:
- This model can be equipped with one of: Combi-bolter, Combi-weapon.

KEYWORDS: Vehicle, Smoke, Chaos, Vindicator, Frame
FACTION KEYWORDS: Heretic Astartes

CHAOS VINDICATOR

180 PTS

M	T	Sv	W	LD	OC
9"	11	2+	11	6+	3

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Chaos, Vindicator, Frame
FACTION KEYWORDS: Heretic Astartes

CHOSEN

140–280 PTS

M	T	Sv	W	LD	OC
6"	5	3+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Paired accursed weapons TWIN-LINKED	Melee	5	3+	5	-2	1
Power fist	Melee	4	3+	8	-2	2

ABILITIES

Chaos icon
Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.

Chosen Marauders
This unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

Daemonic Flesh
Add 1 to this model's Toughness characteristic.

Dark Blessing
Once per battle, at the start of your opponent's Shooting phase, this model can use this ability. If it does, until the end of the phase, this model's unit has the Stealth ability.

Eightfold Eyes
Once per turn, you can re-roll one Hit roll, one Wound roll, one Damage roll or one saving throw made for this model.

Iron-hard Talons
Improve the Armour Penetration characteristic of melee weapons equipped by this model by 1.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Massive Fangs
Melee weapons equipped by this model have the [LANCE] ability.

Mutant Form
Add 1 to this model's Wounds characteristic.

Nurgle
Add 1 to this model's Toughness characteristic.

Scorpion Tail
Add 1 to the Attacks characteristic of melee weapons equipped by this model.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Unholy Speed
Add 1 to Advance and Charge rolls made for this model's unit.

AUFSTELLUNG

4-9x Chosen w/ boltgun oder Chosen w/ boltgun and plasma pistol oder Chosen w/ combi-weapon and bolt pistol oder Chosen w/ paired accursed weapons and plasma pistol oder Chosen w/ power fist and bolt pistol oder Chosen w/ combi-weapon and plasma pistol oder Chosen w/ paired accursed weapons and bolt pistol oder Chosen w/ power fist and plasma pistol (32mm)

1x Chosen Champion (32mm)

Equipped with: Bolt pistol, Boltgun, Combi-weapon, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Paired accursed weapons, P...

KEYWORDS: Infantry, Grenades, Chaos, Chosen
FACTION KEYWORDS: Heretic Astartes

CHOSEN

140–280 PTS

M	T	Sv	W	LD	OC
6"	5	3+	3	6+	1

Warp Stalker
You can re-roll Advance and Charge rolls made for this model's unit.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Infantry, Grenades, Chaos, Chosen
FACTION KEYWORDS: Heretic Astartes

CULTIST FIREBRAND

45 PTS

M	T	Sv	W	LD	OC
6"	4	4+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balefire pike IGNORES COVER TORRENT	12"	D6+3	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	4+	4	0	1

ABILITIES

CORE - Leader

Cursed Flames
In your Shooting phase, after this model has shot, select one enemy INFANTRY unit hit by one or more of those attacks. That unit must make a Battle-shock test.

Fiery Faith
While this model is leading a unit, you can re-roll Leadership tests taken for that unit.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader
This model can be attached to the following units: ACCURSED CULTISTS, CULTIST MOB, CULTIST MOB WITH FIREARMS, NEGAVOLT CULTISTS

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

AUFSTELLUNG

1x Cultist Firebrand (32mm)

Equipped with: Balefire pike, Close combat weapon

KEYWORDS: Character, Infantry, Grenades, Chaos, Damned, Cultist Firebrand, Leader
FACTION KEYWORDS: Heretic Astartes

CULTIST FIREBRAND

45 PTS

M	T	Sv	W	LD	OC
6"	4	4+	4	6+	1

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Grenades, Chaos, Damned, Cultist Firebrand, Leader
FACTION KEYWORDS: Heretic Astartes

CULTIST MOB

50–90 PTS

CULTIST CHAMPION

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

CULTIST W/ AUTOPISTOL AND BRUTAL ASSAULT WEAPON

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1
Bolt pistol PISTOL	12"	1	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Brutal assault weapon	Melee	2	4+	3	0	1

ABILITIES

Daemonic Flesh
Add 1 to this model's Toughness characteristic.

Dark Blessing
Once per battle, at the start of your opponent's Shooting phase, this model can use this ability. If it does, until the end of the phase, this model's unit has the Stealth ability.

Eightfold Eyes
Once per turn, you can re-roll one Hit roll, one Wound roll, one Damage roll or one saving throw made for this model.

For the Dark Gods
At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control until your opponent's level of Control over that objective marker is greater than yours at the start or end of any phase.

Iron-hard Talons
Improve the Armour Penetration characteristic of melee weapons equipped by this model by 1.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Massive Fangs
Melee weapons equipped by this model have the [LANCE] ability.

Mutant Form
Add 1 to this model's Wounds characteristic.

Nurgle
Add 1 to this model's Toughness characteristic.

Scorpion Tail
Add 1 to the Attacks characteristic of melee weapons equipped by this model.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Unholy Speed
Add 1 to Advance and Charge rolls made for this model's unit.

Warp Stalker
You can re-roll Advance and Charge rolls made for this model's unit.

AUFSTELLUNG

1x Cultist Champion - Equipped with: Brutal assault weapon, Bolt pistol, Autopistol (25mm)

9-19x Cultist w/ autopistol and brutal assault weapon - Equipped with: Autopistol, Brutal assault weapon (25mm)

Wargear Options:

- Each Cultist Champion can replace its Autopistol with Bolt pistol.

Cultist Champion KEYWORDS: Unit Champion
KEYWORDS: Infantry, Battleline, Grenades, Chaos, Cultist Mob, Damned
FACTION KEYWORDS: Heretic Astartes

CULTIST MOB

50–90 PTS

CULTIST CHAMPION

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

CULTIST W/ AUTOPISTOL AND BRUTAL ASSAULT WEAPON

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

WEAPON ABILITIES

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

Cultist Champion KEYWORDS: Unit Champion
KEYWORDS: Infantry, Battleline, Grenades, Chaos, Cultist Mob, Damned
FACTION KEYWORDS: Heretic Astartes

CULTIST MOB WITH FIREARMS [LEGENDS]

50–100 PTS

CULTIST CHAMPION

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autogun RAPID FIRE 1	24"	1	4+	3	0	1
Autopistol PISTOL	12"	1	4+	3	0	1
Bolt pistol PISTOL	12"	1	4+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Heavy stubber HEAVY RAPID FIRE 3	36"	4	5+	4	0	1
➤ Cultist grenade launcher - frag BLAST	24"	D3	4+	4	0	1
➤ Cultist grenade launcher - krak	24"	1	4+	9	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Brutal assault weapon	Melee	2	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1

ABILITIES

For the Dark Gods
At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control until your opponent's level of Control over that objective marker is greater than yours at the start or end of any phase.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

AUFSTELLUNG

1x Cultist Champion - Equipped with: Brutal assault weapon, Bolt pistol, Autopistol, Close combat weapon, Autogun

9x Cultist w/ autopistol and brutal assault weapon oder Cultist w/ autogun and close combat weapon oder Cultist w/ flamer oder Cultist w/ cultist grenade launcher oder Cultist w/ heavy stubber

Wargear Options:
- Each Cultist Champion can replace its Bolt pistol and brutal assault weapon with Autopistol and brutal assault weapon or Autogun and close combat weapon.

KEYWORDS: Infantry, Battleline, Grenades, Chaos, Damned, Cultist Mob with Firearms
FACTION KEYWORDS: Heretic Astartes

CULTIST MOB WITH FIREARMS [LEGENDS]

50–100 PTS

CULTIST CHAMPION

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

KEYWORDS: Infantry, Battleline, Grenades, Chaos, Damned, Cultist Mob with Firearms
FACTION KEYWORDS: Heretic Astartes

CYPHER

95 PTS

M	T	Sv	W	LD	OC
6"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cypher's bolt pistol ASSAULT PISTOL SUSTAINED HITS 1	12"	6	2+	5	-1	1
Cypher's plasma pistol ASSAULT PISTOL SUSTAINED HITS 1	12"	3	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cypher's bolt pistol SUSTAINED HITS 1	Melee	6	2+	5	-1	1
Cypher's plasma pistol EXTRA ATTACKS	Melee	3	2+	8	-3	2

ABILITIES

Agent of Discord (Aura)
Once per turn, when your opponent targets a unit from their army within 12” of this model with a stratagem, you can use this ability. If you do increase the CP cost of that use of that stratagem by 1CP.

Guns Blazing
Once per turn, in your opponent's Shooting phase, when an enemy unit makes a ranged attacks that targets a friendly HERETIC ASTARTES unit within 3" of this model, after that enemy unit has shot, this model can shoot as if it were your Shooting phase, but it must target only that enemy unit when doing so and can only do so if that enemy unit is an eligible target.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model’s [**EXTRA ATTACKS**] weapons.

- One of that model’s other melee weapons, if possible.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

AUFSTELLUNG

1x Cypher (32mm)

Equipped with: Cypher's bolt pistol, Cypher's plasma pistol

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Cypher, Fallen
FACTION KEYWORDS: Heretic Astartes

CYPHER

95 PTS

M	T	Sv	W	LD	OC
6"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

CORE RULES

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Cypher, Fallen
FACTION KEYWORDS: Heretic Astartes

DARK APOSTLE

70 PTS

DARK APOSTLE

M	T	Sv	W	LD	OC
6"	5	3+	4	5+	1

INVULNERABLE SAVE 4+

DARK DISCIPLE

M	T	Sv	W	LD	OC
6"	5	6+	1	7+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed crozius	Melee	5	2+	6	-1	2
Close combat weapon	Melee	1	4+	3	0	1

ABILITIES

CORE - Leader

Dark Zealotry
While this unit is leading a unit and contains a DARK APOSTLE model, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Demagogue
Once per battle, at the start of any phase, you can select one friendly HERETIC ASTARTES unit that is Battle-shocked and within 12" of this unit's DARK APOSTLE model. That unit is no longer Battle-shocked.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Malign Sacrifice
At the start of the Fight phase, if this unit contains one or more Dark Disciple models, you can select one of those models and one enemy unit within Engagement Range of this unit, then roll one D6: on a 2-5, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds. That Dark Disciple model is then destroyed.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader
This model can be attached to the following units: ACCURSED CULTISTS, CHOSEN, CULTIST MOB, CULTIST MOB WITH FIREARMS, LEGIONARIES, NEGAVOLT CULTISTS, NEMESIS CLAW, RED CORSAIRS RAIDERS

WEAPON ABILITIES

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

AUFSTELLUNG

1x Dark Apostle - Equipped with: Bolt pistol, Accursed crozius

2x Dark Disciple - Equipped with: Close combat weapon

Basegrößen: 40mm, Dark Disciple 25mm

Dark Apostle KEYWORDS: Dark Apostle, Character
KEYWORDS: Character, Infantry, Grenades, Chaos, Leader
FACTION KEYWORDS: Heretic Astartes

DARK APOSTLE

70 PTS

DARK APOSTLE

M	T	Sv	W	LD	OC
6"	5	3+	4	5+	1

INVULNERABLE SAVE 4+

DARK DISCIPLE

M	T	Sv	W	LD	OC
6"	5	6+	1	7+	1

INVULNERABLE SAVE 4+

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Dark Apostle KEYWORDS: Dark Apostle, Character
KEYWORDS: Character, Infantry, Grenades, Chaos, Leader
FACTION KEYWORDS: Heretic Astartes

DARK COMMUNE

90 PTS

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1
➤ Warp Curse - focused witchfire HAZARDOUS PSYCHIC SUSTAINED HITS 2	18"	3	3+	5	-1	2
➤ Warp Curse - witchfire PSYCHIC	18"	3	3+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Commune blade	Melee	2	4+	4	-2	1
Commune stave DEVASTATING WOUNDS	Melee	2	4+	3	0	D3

ABILITIES

CORE - Leader

Chaos icon
Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.

Dark Ritual
Once per battle, in your Command phase, if this unit contains a CULT DEMAGOGUE model, it can use this ability. If it does, until the end of the turn, this unit can declare a charge in a turn in which it Advanced and each time a model in this unit makes an attack, add 1 to the Hit roll and add 1 to the Wound roll.

Faithful Flock
While this unit is leading a unit and contains a CULT DEMAGOGUE model, models in that unit have a 5+ invulnerable save.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader
This model can be attached to the following units: ACCURSED CULTISTS, CULTIST MOB, CULTIST MOB WITH FIREARMS, NEGAVOLT CULTISTS

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

AUFSTELLUNG

2x Blessed Blades oder Iconarch oder Mindwitch

1x Cult Demagogue

Basegrößen: Blessed Blade 28.5mm, Cult Demagogue, Mindwitch, Iconarch 32mm

Equipped with: Autopistol, ➤ Warp Curse - focused witchfire, ➤ Warp Curse - witchfire, Close combat weapon, Commune blade, Commune stave

KEYWORDS: Character, Damned, Infantry, Grenades, Dark Commune, Chaos, Leader
FACTION KEYWORDS: Heretic Astartes

DARK COMMUNE

90 PTS

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Damned, Infantry, Grenades, Dark Commune, Chaos, Leader
FACTION KEYWORDS: Heretic Astartes

DEFILER

300 PTS

M	T	Sv	W	LD	OC
12"	11	3+	18	6+	5

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ectoplasma destructor BLAST	36"	D6	3+	12	-3	3
2x Excruciator cannon	36"	6	3+	6	-1	2
Hades battle cannon BLAST	48"	D6+3	3+	10	-1	3
Hades lascannon	48"	2	3+	12	-3	D6+1
Heavy baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	7	-2	2
Heavy reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	48"	4	3+	9	-1	3
2x Magma cutter MELTA 2	12"	2	3+	9	-4	D6
➤ Heavy missile launcher - frag BLAST	48"	2D6	3+	5	-1	1
➤ Heavy missile launcher - krak	48"	2	3+	10	-2	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Electroscourge EXTRA ATTACKS SUSTAINED HITS 2	Melee	5	3+	12	-2	2
Shearing claws - strike	Melee	5	3+	16	-3	D6+1
Shearing claws - sweep	Melee	10	3+	6	-2	1

ABILITIES

Daemonforge
Each time this unit makes a Dark Pact, until the end of the phase, each time this model makes an attack, re-roll a Wound roll of 1.

Damaged: 1-6 wounds remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Scuttling Walker
Each time this unit makes a Normal, Advance or Fall Back move, it can move through models (excluding Titanic models) and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

AUFSTELLUNG

1x Defiler (160mm)

Equipped with: Ectoplasma destructor, 2x Excruciator cannon, Hades battle cannon, Hades lascannon, Heavy baleflamer, Heavy reaper autocannon, 2x Magma cutter, ➤ Heavy missile launcher - frag, ➤ Heavy missile launcher - krak, Electroscourge, Shearing claws - strike, Shearing claws - sweep

Wargear Options:
- This model can replace its Heavy missile launcher with Electroscourge, Hades lascannon or Heavy reaper autocannon.
- This model can replace its Hades battle cannon with Ectoplasma destructor.
- This model can replace

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Defiler
FACTION KEYWORDS: Heretic Astartes

DEFILER

300 PTS

M	T	Sv	W	LD	OC
12"	11	3+	18	6+	5

INVULNERABLE SAVE 5+

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Defiler
FACTION KEYWORDS: Heretic Astartes

DEFILER

300 PTS

M	T	Sv	W	LD	OC
12"	11	3+	18	6+	5

INVULNERABLE SAVE 5+

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Defiler
FACTION KEYWORDS: Heretic Astartes

EXALTED CHAMPION [CRUCIBLE]

90 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balefire tome PSYCHIC	18"	2	2+	5	-1	1
Baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	2
Bolt pistol PISTOL	12"	1	2+	4	0	1
Boltgun	24"	2	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Flamer tendril IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Helstalker autocannon	48"	3	2+	9	-1	3
Magma cutter MELTA 2	6"	2	3+	9	-4	D6
Melta tendril MELTA 2 PISTOL	6"	1	2+	8	-4	D3
Meltagun MELTA 2	12"	1	2+	9	-4	D6
Reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	2+	7	-1	1
➤ Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D6	3+	6	-2	D3
➤ Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	2+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	2+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1

AUFSTELLUNG

1x Exalted Champion [Crucible]

Equipped with: Balefire tome, Baleflamer, Bolt pistol, Boltgun, Combi-bolter, Combi-weapon, Flamer, Flamer tendril, Heavy flamer, Helstalker autocannon, Magma cutter, Melta tendril, Meltagun, Reaper autocannon, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, ➤ Rite of Possession - focused witchfire, ➤ Rite of Possession - witchfire, Accursed weapon, Astartes chainblade, Axe of dismemberment, Bladed limbs, [illegible]infist, Close combat weapon, [illegible]hammer, Exalted [illegible] Impale[illegible]

KEYWORDS: Character, Infantry, Grenades, Chaos, Exalted Champion, Crucible, Leader
FACTION KEYWORDS: Heretic Astartes

EXALTED CHAMPION [CRUCIBLE]

90 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2
➤ Rite of Possession - focused witchfire ANTI-PSYKER 2+ HAZARDOUS PISTOL PRECISION PSYCHIC	18"	2	3+	6	-1	D3
➤ Rite of Possession - witchfire ANTI-PSYKER 2+ PISTOL PRECISION PSYCHIC	18"	2	3+	4	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainblade	Melee	7	2+	4	-1	1
Axe of dismemberment DEVASTATING WOUNDS PRECISION	Melee	5	2+	7	-2	2
Bladed limbs EXTRA ATTACKS	Melee	4	3+	6	-1	2
Chainfist ANTI-VEHICLE 3+	Melee	5	3+	8	-2	2
Close combat weapon	Melee	5	2+	4	0	1
Daemon hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	2
Exalted weapon	Melee	6	2+	5	-2	2
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Impaler chainglaive LANCE	Melee	4	2+	6	-2	2
Power fist	Melee	5	2+	8	-2	2
Staff of possession ANTI-PSYKER 2+ PSYCHIC	Melee	4	3+	6	-1	D3
Technovirus injector ANTI-VEHICLE 2+ EXTRA ATTACKS	Melee	1	3+	3	-3	2
Twin lightning claws TWIN-LINKED	Melee	6	2+	5	-2	1

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

Daemonkin (Psychic)
Add 1 to Advance and Charge rolls made for this unit.

Dark Zealotry
Each time a model in this unit makes a melee attack, add 1 to the Wound roll.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

KEYWORDS: Character, Infantry, Grenades, Chaos, Exalted Champion, Crucible, Leader
FACTION KEYWORDS: Heretic Astartes

EXALTED CHAMPION [CRUCIBLE]

90 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

Lord of Chaos
Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if a different unit from your army has been targeted with that Stratagem this phase.

Marked by the Dark Gods
Each time this model makes an attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

Master of Mechanisms
In your Command phase, select one friendly Heretic Astartes Vehicle model within 3" of this model. That Vehicle model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per Command phase.

Nurgle
Add 1 to this model's Toughness characteristic.

Prescience (Psychic)
Each time an attack targets this unit, subtract 1 from the Hit roll.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader
This model can be attached to the following units: Chaos Terminator Squad.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

KEYWORDS: Character, Infantry, Grenades, Chaos, Exalted Champion, Crucible, Leader
FACTION KEYWORDS: Heretic Astartes

EXALTED CHAMPION [CRUCIBLE]

90 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Grenades, Chaos, Exalted Champion, Crucible, Leader
FACTION KEYWORDS: Heretic Astartes

EXALTED CHAMPION [LEGENDS]

70 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Exalted weapon	Melee	5	2+	5	-2	2

ABILITIES

CORE - Support

Aspire to Glory
Each time this model's unit makes a Dark Pact, until the end of the phase, add D3 to the Strength characteristic of weapons equipped by this model.

Dark Champion
While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader
This model can be attached to the following units: CHOSEN, LEGIONARIES

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x Exalted Champion [Legends]

Equipped with: Bolt pistol, Combi-weapon, Exalted weapon

KEYWORDS: Infantry, Character, Grenades, Chaos, Exalted Champion, Support
FACTION KEYWORDS: Heretic Astartes

EXALTED CHAMPION [LEGENDS]

70 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Support
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Grenades, Chaos, Exalted Champion, Support
FACTION KEYWORDS: Heretic Astartes

FABIUS BILE

110 PTS

FABIUS BILE

M	T	Sv	W	LD	OC
6"	5	3+	5	6+	1

SURGEON ACOLYTE

M	T	Sv	W	LD	OC
6"	5	6+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Xyclos needler ANTI-INFANTRY 2+ PISTOL	18"	3	2+	2	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Rod of Torment	Melee	6	2+	5	-1	3
Surgeon Acolyte's tools	Melee	1	5+	3	0	1
The Chirurgeon EXTRA ATTACKS	Melee	2	2+	4	0	1

ABILITIES

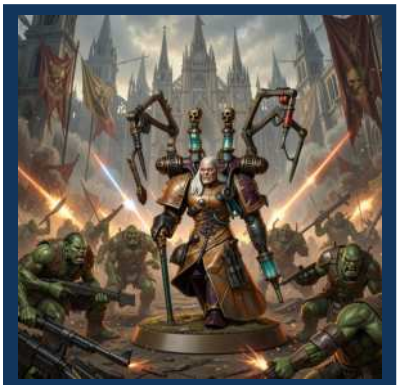
CORE - Leader

Chirurgeon
The first time this unit's Fabius Bile model is destroyed, at the end of the phase, roll one D6: on a 2+, set it back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy models, with its full wounds remaining.

Enhanced Warriors
If this unit is attached to a unit at the start of the battle, until the end of the battle, add 1 to the Strength characteristic of melee weapons equipped by Bodyguard models in that unit and add 1 to the Toughness characteristic of Bodyguard models in that unit.

Surgeon Acolyte
Once per turn, when an attack is allocated to a model in this unit, if this unit contains Fabius Bile, you can change the Damage characteristic of that attack to 0.

Leader
This model can be attached to the following units: ACCURSED CULTISTS, CHOSEN, CULTIST MOB, CULTIST MOB WITH FIREARMS, LEGIONARIES, NEGAVOLT CULTISTS, RED CORSAIRS RAIDERS



AUFSTELLUNG

1x Fabius Bile - Equipped with: Xyclos needler, The Chirurgeon, Rod of Torment

1x Surgeon Acolyte - Equipped with: Surgeon Acolyte's tools

Basegrößen: 40mm, Surgeon Acolyte 32mm

Fabius Bile KEYWORDS: Character, Epic Hero, Fabius Bile
KEYWORDS: Epic Hero, Chaos, Chaos Undivided, Infantry, Leader
FACTION KEYWORDS: -

FABIUS BILE

110 PTS

FABIUS BILE

M	T	Sv	W	LD	OC
6"	5	3+	5	6+	1

SURGEON ACOLYTE

M	T	Sv	W	LD	OC
6"	5	6+	1	7+	1

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Fabius Bile KEYWORDS: Character, Epic Hero, Fabius Bile
KEYWORDS: Epic Hero, Chaos, Chaos Undivided, Infantry, Leader
FACTION KEYWORDS: -

FELLGOR BEASTMEN

60 PTS

FELLGOR CHAMPION

M	T	Sv	W	LD	OC
6"	4	5+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1
Bolt pistol PISTOL	12"	1	4+	4	0	1
Corrupted stave DEVASTATING WOUNDS PSYCHIC	18"	D3	4+	5	-1	1
➤ Plasma pistol - standard PISTOL	12"	1	4+	7	-2	1
➤ Plasma pistol- supercharge HAZARDOUS PISTOL	12"	1	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	4	0	1
Close combat weapon	Melee	2	4+	4	0	1
Corrupted stave DEVASTATING WOUNDS PSYCHIC	Melee	2	4+	4	-1	D3
Great weapon	Melee	2	5+	8	-1	2

ABILITIES

Bestial Raiders
If this unit begins the game in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. If this unit is in Strategic Reserves, for the purposes of setting it up on the battlefield, treat the current battle round number as being one higher than it actually is.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

AUFSTELLUNG

1x Fellgor Champion - Equipped with: Chainsword, Bolt pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol- supercharge (32mm)

9x Beastman oder Beastman w/ great weapon oder Beastman w/ corrupted stave (32mm)

Wargear Options:
- Each Fellgor Champion can replace its Bolt pistol with Plasma pistol.

KEYWORDS: Infantry, Grenades, Chaos, Fellgor Beastmen, Damned
FACTION KEYWORDS: Heretic Astartes

FELLGOR BEASTMEN

60 PTS

FELLGOR CHAMPION

M	T	Sv	W	LD	OC
6"	4	5+	1	7+	1

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

FACTION RULES

Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

KEYWORDS: Infantry, Grenades, Chaos, Fellgor Beastmen, Damned
FACTION KEYWORDS: Heretic Astartes

FORGEFIEND

155 PTS

M	T	Sv	W	LD	OC
8"	10	3+	12	6+	3

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ectoplasma cannon BLAST	36"	D3	3+	10	-3	3
Hades autocannon	36"	6	3+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured limbs	Melee	2	3+	6	0	2
Forgefiend jaws	Melee	5	3+	7	0	2

ABILITIES

Daemonic Ordnance
Each time this model is selected to shoot, it can use this ability. If it does, until the end of the phase, its ranged weapons have the [DEVASTATING WOUNDS] and [HAZARDOUS] abilities.

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

AUFSTELLUNG

1x Forgefiend (120x92mm Oval Base)

Equipped with: Ectoplasma cannon, Hades autocannon, Armoured limbs, Forgefiend jaws

Wargear Options:
- This model can replace its 2 ectoplasma cannons with 2 Hades autocannons.
- This model can replace its Forgefiend jaws with Ectoplasma cannon and limbs.

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Forgefiend
FACTION KEYWORDS: Heretic Astartes

FORGEFIEND

155 PTS

M	T	Sv	W	LD	OC
8"	10	3+	12	6+	3

INVULNERABLE SAVE 5+

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Forgefiend
FACTION KEYWORDS: Heretic Astartes

GELLERPOX INFECTED [LEGENDS]

125 PTS

GELLERPOX MUTANT

M	T	Sv	W	LD	OC
5"	5	6+	1	7+	1

NIGHTMARE HULK W/ BELLY FLAMER

M	T	Sv	W	LD	OC
5"	5	6+	4	7+	1

NIGHTMARE HULK

M	T	Sv	W	LD	OC
5"	5	6+	4	7+	1

AUFSTELLUNG

3x Gellerpox Mutant - Equipped with: Brutal weapons

1x Nightmare Hulk w/ belly flamer - Equipped with: Hideous mutations, Belly flamer

3x Nightmare Hulk - Equipped with: Hideous mutations

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Belly flamer IGNORES COVER TORRENT	12"	D6	N/A	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Brutal weapons	Melee	2	4+	4	0	1
Hideous mutations	Melee	4	4+	6	-1	2

ABILITIES

Fearsome (Aura)
While an enemy unit is within 6" of this unit, each time that enemy unit takes a Battle-shock or Leadership test, subtract 1 from the result.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

KEYWORDS: Infantry, Chaos, Nurgle, Gellerpox Infected, Damned
FACTION KEYWORDS: Heretic Astartes

GELLERPOX INFECTED [LEGENDS]

125 PTS

GELLERPOX MUTANT

M	T	Sv	W	LD	OC
5"	5	6+	1	7+	1

NIGHTMARE HULK W/ BELLY FLAMER

M	T	Sv	W	LD	OC
5"	5	6+	4	7+	1

NIGHTMARE HULK

M	T	Sv	W	LD	OC
5"	5	6+	4	7+	1

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Infantry, Chaos, Nurgle, Gellerpox Infected, Damned
FACTION KEYWORDS: Heretic Astartes

HAARKEN WORLDCLAIMER 95 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hellspear ASSAULT SUSTAINED HITS D3	12"	1	2+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hellspear EXTRA ATTACKS LANCE SUSTAINED HITS D3	Melee	1	2+	8	-3	3
Herald's Talon PRECISION	Melee	6	2+	5	-2	2

ABILITIES

CORE - Leader

Head Taker
While this model is leading a unit, each time this model's unit ends a Charge move, select one enemy unit within Engagement Range of this model's unit and roll one D6 for each model in this model's unit which is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound.

Herald of the Apocalypse (Aura)
While an enemy unit is within 6" of this model, in the Battle-shock step of your opponent's Command phase, if that enemy unit is below its Starting Strength, it must take a Battle-shock test. This ability cannot cause a unit to take two Battle-shock tests in the same phase.

Leader
This model can be attached to the following units: RAPTORS

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

AUFSTELLUNG

1x Haarken Worldclaimer (40mm)

Equipped with: Hellspear, Herald's Talon

KEYWORDS: Infantry, Character, Epic Hero, Fly, Jump Pack, Chaos, Chaos Undivided, Haarken Worldclaimer, Leader
FACTION KEYWORDS: Heretic Astartes

HAARKEN WORLDCLAIMER 95 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	1

INVULNERABLE SAVE

FACTION RULES

Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Epic Hero, Fly, Jump Pack, Chaos, Chaos Undivided, Haarken Worldclaimer, Leader
FACTION KEYWORDS: Heretic Astartes

HAVOCS

135 PTS

HAVOC CHAMPION

M	T	Sv	W	LD	OC
5"	5	3+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3+	5	-1	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Havoc autocannon	48"	2	3+	9	-1	3
Havoc heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Havoc lascannon	48"	1	3+	12	-3	D6+1
Havoc reaper chaincannon	24"	8	3+	5	0	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
➤ Havoc missile launcher - frag BLAST	48"	D6	3+	4	0	1
➤ Havoc missile launcher - krak	48"	1	3+	9	-2	D6
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	4	3+	5	-1	1
Close combat weapon	Melee	3	3+	5	0	1
Power fist	Melee	3	3+	8	-2	2

ABILITIES

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Stabilisation Talons
Each time a model in this unit makes an attack with a ranged weapon, you can ignore any or all modifiers to the Hit roll and any or all modifiers to the Ballistic Skill characteristic of that weapon.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

AUFSTELLUNG

1x Havoc Champion - Equipped with: Accursed weapon, Power fist, Astartes chainsword, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Boltgun, Meltagun, Flamer, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge (40mm)

4x Havoc w/ autocannon oder Havoc w/ lascannon oder Havoc w/ missile launcher oder Havoc w/ reaper chaincannon oder Havoc w/ heavy bolter (40mm)

Wargear Options:

- Each Havoc Champion can replace its Astartes chainsword with Accursed weapon or Power
- Havoc Champion ca
  Flamer wi

KEYWORDS: Infantry, Chaos, Havocs
FACTION KEYWORDS: Heretic Astartes

HAVOCS

135 PTS

HAVOC CHAMPION

M	T	Sv	W	LD	OC
5"	5	3+	3	6+	1

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

KEYWORDS: Infantry, Chaos, Havocs
FACTION KEYWORDS: Heretic Astartes

HELBRUTE

125 PTS

M	T	Sv	W	LD	OC
6"	9	2+	8	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Helbrute plasma cannon BLAST HAZARDOUS	36"	D3	3+	8	-3	3
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Twin autocannon TWIN-LINKED	48"	2	3+	9	-1	3
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
➤ Missile launcher - frag BLAST	48"	D6	3+	4	0	1
➤ Missile launcher - krak	48"	1	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	6	0	1
Helbrute fist	Melee	5	3+	12	-2	3
Helbrute hammer	Melee	5	4+	14	-3	D6+1
Power scourge	Melee	8	3+	7	-1	2

ABILITIES

Dark Ascension (Aura)
While a friendly HERETIC ASTARTES unit is within 6" of this model, each time that unit makes a Dark Pact, until the end of the phase, its weapons gain both abilities conferred by that pact (instead of only one).

Devoted to Destruction
If this model is equipped with 2 melee weapons in addition to its close combat weapon, add 2 to the Attacks characteristics of those 2 weapons.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

AUFSTELLUNG

1x Helbrute (60mm)

Equipped with: Combi-bolter, Heavy flamer, Helbrute plasma cannon, Multi-melta, Twin autocannon, Twin heavy bolter, Twin lascannon, ➤ Missile launcher - frag, ➤ Missile launcher - krak, Close combat weapon, Helbrute fist, Helbrute hammer, Power scourge

Wargear Options:
- This model can replace its Missile launcher with Helbrute fist with combi-bolter, Helbrute fist with heavy flamer, Helbrute hammer or Power scourge.
- This model can replace its Multi-melta with Twin autocannon, Helbrute fist with heavy flamer, [illegible]rute fist with combi-bol[illegible] [illegible]plasma canno[illegible] [illegible]r Tw[illegible]

KEYWORDS: Vehicle, Walker, Chaos, Helbrute
FACTION KEYWORDS: Heretic Astartes

HELBRUTE

125 PTS

M	T	Sv	W	LD	OC
6"	9	2+	8	6+	3

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Chaos, Helbrute
FACTION KEYWORDS: Heretic Astartes

HELDRAKE

175 PTS

M	T	Sv	W	LD	OC
12"	9	3+	12	6+	0

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	2
Hades autocannon	36"	6	3+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Heldrake claws ANTI-FLY 2+ DEVASTATING WOUNDS	Melee	5	3+	7	-1	2

ABILITIES

Airborne Predator
Each time this model makes an attack that targets a unit that can FLY, add 1 to the Hit roll.

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Heldrake (120x92mm Oval Base)

Equipped with: Baleflamer, Hades autocannon, Heldrake claws

Wargear Options:
- This model can replace its Hades autocannon with Baleflamer.

KEYWORDS: Vehicle, Fly, Chaos, Daemon, Heldrake
FACTION KEYWORDS: Heretic Astartes

HELDRAKE

175 PTS

M	T	Sv	W	LD	OC
12"	9	3+	12	6+	0

INVULNERABLE SAVE 5+

FACTION RULES

Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

KEYWORDS: Vehicle, Fly, Chaos, Daemon, Heldrake
FACTION KEYWORDS: Heretic Astartes

HELL BLADE [LEGENDS]

115 PTS

M	T	Sv	W	LD	OC
20+"	8	3+	10	6+	0

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Twin autocannon TWIN-LINKED	48"	2	3+	9	-3	3
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

Interceptor
Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Hell Blade [Legends]

Equipped with: 2x Twin autocannon, Twin lascannon, Armoured hull

Wargear Options:
- This model can replace its Two twin autocannons with Two twin lascannons.

KEYWORDS: Vehicle, Aircraft, Fly, Chaos, Hellblade
FACTION KEYWORDS: Heretic Astartes

HELL TALON [LEGENDS]

140 PTS

M	T	Sv	W	LD	OC
20+"	9	3+	14	6+	0

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	3+	9	-1	3
Havoc launcher BLAST	48"	D6	3+	5	0	1
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	6	0	1

ABILITIES

Bomb Rack
Each time this model ends a Normal move, you can select one enemy unit it moved across during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

AUFSTELLUNG

1x Hell Talon [Legends]

Equipped with: Autocannon, Havoc launcher, Twin lascannon, Armoured hull

Wargear Options:
- This model can replace its Autocannon with Havoc launcher.

KEYWORDS: Vehicle, Aircraft, Fly, Chaos, Hell Talon
FACTION KEYWORDS: Heretic Astartes

HELL TALON [LEGENDS]

140 PTS

M	T	Sv	W	LD	OC
20+"	9	3+	14	6+	0

INVULNERABLE SAVE 5+

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Aircraft, Fly, Chaos, Hell Talon
FACTION KEYWORDS: Heretic Astartes

HERETIC ASTARTES DAEMON PRINCE

155 PTS

M	T	Sv	W	LD	OC
8"	10	2+	10	6+	3

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Heretic Astartes Daemon Prince (60mm)

Equipped with: Infernal cannon, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernal cannon	24"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Hellforged weapons - strike	Melee	6	2+	8	-2	3
➤ Hellforged weapons - sweep	Melee	14	2+	6	0	1

ABILITIES

Ascended Daemon
Each time this model shoot or fights, while resolving those attacks, you can re-roll one Hit roll and you can re-roll one Wound roll.

Dark Blessing (Aura)
While a friendly HERETIC ASTARTES INFANTRY unit is within 6" of this model, each time a ranged attack is allocated to a model in that unit, that model has the Benefit of Cover against that attack.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Lord of Chaos
While this model is within 3" of a friendly Heretic Astartes Infantry unit, this model has Lone Operative.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Monster, Character, Chaos, Daemon, Daemon Prince
FACTION KEYWORDS: Heretic Astartes

HERETIC ASTARTES DAEMON PRINCE WITH WINGS

170 PTS

M	T	Sv	W	LD	OC
12"	9	2+	10	6+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernal cannon	24"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Hellforged weapons - strike	Melee	6	2+	8	-2	3
➤ Hellforged weapons - sweep	Melee	14	2+	6	0	1

ABILITIES

Daemonic Destruction
Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each of this model's remaining wounds: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

Flying Horror
Each time this model ends a Normal or Advance move, select one enemy unit it moved over during that move. That unit must take a Battle-shock test.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

AUFSTELLUNG

1x Heretic Astartes Daemon Prince with wings (60mm)

Equipped with: Infernal cannon, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

KEYWORDS: Monster, Character, Chaos, Daemon, Fly, Daemon Prince with Wings, Daemon Prince
FACTION KEYWORDS: Heretic Astartes

HERETIC ASTARTES DAEMON PRINCE WITH WINGS

170 PTS

M	T	Sv	W	LD	OC
12"	9	2+	10	6+	3

INVULNERABLE SAVE 4+

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Character, Chaos, Daemon, Fly, Daemon Prince with Wings, Daemon Prince
FACTION KEYWORDS: Heretic Astartes

HURON BLACKHEART

135 PTS

M	T	Sv	W	LD	OC
6"	6	3+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Tyrant's Claw heavy flamer IGNORES COVER PISTOL TORRENT	12"	D6+2	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tyrant's Claw and exalted power weapon	Melee	6	2+	8	-3	3

ABILITIES

CORE - Leader

Hamadrya's Knowledge (Psychic)
Once per battle round, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this model's unit, if this model's unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D3+3".

Lord of Badab (Aura)
While a friendly Heretic Astartes Infantry unit (excluding Battle-shocked units and Damned units) is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit.

Leader
This model can be attached to the following units: CHAOS TERMINATOR SQUAD, CHOSEN, LEGIONARIES, RED CORSAIRS RAIDERS

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

AUFSTELLUNG

1x Huron Blackheart (50mm)

Equipped with: Tyrant's Claw heavy flamer, Tyrant's Claw and exalted power weapon

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Chaos Undivided, Huron Blackheart, Leader
FACTION KEYWORDS: Heretic Astartes

HURON BLACKHEART

135 PTS

M	T	Sv	W	LD	OC
6"	6	3+	5	6+	1

INVULNERABLE SAVE 4+

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Chaos Undivided, Huron Blackheart, Leader
FACTION KEYWORDS: Heretic Astartes

KHORNE BERZERKERS

170–330 PTS

KHORNE BERZERKER CHAMPION

M	T	Sv	W	LD	OC
8"	5	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainblade	Melee	4	3+	5	-1	1
Khornate eviscerator	Melee	3	3+	8	-2	2

ABILITIES

Blood Surge
In your opponent's Shooting phase, each time an enemy unit has shot, if any models from this unit were destroyed as a result of those attacks, this unit can make a Blood Surge move. To do so, roll one D6 and add 2 to the roll: models in this unit move a number of inches up to this result, but this unit must finish that move as close as possible to the closest enemy unit (excluding Aircraft). When doing so, those models can be moved within Engagement Range of that enemy unit. This unit cannot make a Blood Surge move while it is Battle-shocked or within Engagement Range of one or more enemy units, and can only make one Blood Surge move per phase.

Icon of Khorne
Each time the bearer's unit destroys an enemy unit, you gain one Bloodshed point. Each time you make a Blessings of Khorne roll, roll one additional D6 for each Bloodshed point you have, after which, all your Bloodshed points are lost.

Murderous Charge
If this unit made a charge move this turn, this unit's melee attacks have +1 S.

WEAPON ABILITIES

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

AUFSTELLUNG

1x Khorne Berzerker Champion - Equipped with: Chainblade, Bolt pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge (32mm)

9x Khorne Berzerker (32mm)

Wargear Options:
- Each Khorne Berzerker Champion can replace its Bolt pistol with Plasma pistol.

KEYWORDS: Infantry, Battleline, Grenades, Chaos, Khorne, Berzerkers
FACTION KEYWORDS: Heretic Astartes

KHORNE LORD OF SKULLS 450 PTS

M	T	Sv	W	LD	OC
8"	13	3+	24	6+	8

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Daemongore cannon BLAST	18"	D6	3+	14	-4	D6+2
Gorestorm cannon BLAST	24"	D6+3	3+	10	-2	3
Hades gatling cannon SUSTAINED HITS 1	48"	12	3+	8	-2	2
Ichor cannon BLAST	48"	2D6	3+	7	-2	2
Skullhurler	60"	2D6	3+	14	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Great cleaver of Khorne - strike	Melee	5	3+	16	-4	8
➤ Great cleaver of Khorne - sweep	Melee	15	3+	8	-2	2

ABILITIES

Damaged: 1-8 wounds remaining
While this model has 1-8 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Plough Through the Enemy
In the Fight phase, after this model has finished making its attacks, if this model destroyed one or more enemy units this phase, each enemy unit within 6" of this model must take a Battle-shock test.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

AUFSTELLUNG

1x Khorne Lord of Skulls (Hull)

Equipped with: Daemongore cannon, Gorestorm cannon, Hades gatling cannon, Ichor cannon, Skullhurler, ➤ Great cleaver of Khorne - strike, ➤ Great cleaver of Khorne - sweep

Wargear Options:
- This model can replace its Hades gatling cannon with Skullhurler.
- This model can replace its Gorestorm cannon with Daemongore cannon or Ichor cannon.

KEYWORDS: Vehicle, Titanic, Towering, Chaos, Khorne, Daemon, Lord of Skulls, Frame
FACTION KEYWORDS: Heretic Astartes

KHORNE LORD OF SKULLS 450 PTS

M	T	Sv	W	LD	OC
8"	13	3+	24	6+	8

INVULNERABLE SAVE

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

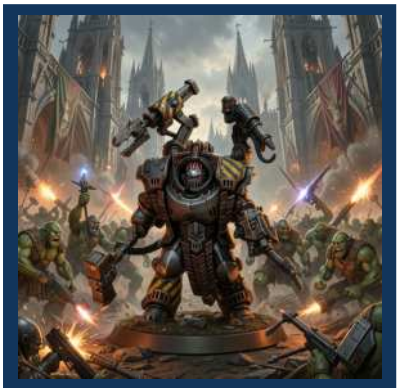
KEYWORDS: Vehicle, Titanic, Towering, Chaos, Khorne, Daemon, Lord of Skulls, Frame
FACTION KEYWORDS: Heretic Astartes

KRAVEK MORNE

130 PTS

M	T	Sv	W	LD	OC
5"	6	2+	6	6+	1

INVULNERABLE SAVE 4+



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	2
Combi-bolter RAPID FIRE 2	24"	2	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Last Argument and power fist DEVASTATING WOUNDS	Melee	7	2+	10	-2	2
Servo-harness ANTI-VEHICLE 2+ EXTRA ATTACKS	Melee	3	2+	6	-2	2

ABILITIES

CORE - Leader

Architect of Ruin
At the start of the battle, select one unit in your opponent's army to be this model's hated foe. Each time this model makes an attack that targets its hated foe, you can re-roll the Wound roll. Each time this model's hated foe is destroyed, you can select a new unit from your opponent's army to be its hated foe.

Headlong Destruction
Each time a model in this unit makes an attack that targets the closest eligible enemy unit, improve the Armour Penetration characteristic of that attack by 1.

Leader
This model can be attached to the following units: CHAOS TERMINATOR SQUAD, MUTILATORS, OBLITERATORS

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

AUFSTELLUNG

1x Kravek Morne (50mm)

Equipped with: Baleflamer, Combi-bolter, Last Argument and power fist, Servo-harness

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Chaos Undivided, Terminator, Kravek Morne, Leader
FACTION KEYWORDS: Heretic Astartes

KRAVEK MORNE

130 PTS

M	T	Sv	W	LD	OC
5"	6	2+	6	6+	1

INVULNERABLE SAVE 4+

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Chaos Undivided, Terminator, Kravek Morne, Leader
FACTION KEYWORDS: Heretic Astartes

LEGIONARIES

95–180 PTS

ASPIRING CHAMPION

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balefire tome PSYCHIC	18"	2	3+	5	-1	1
Bolt pistol PISTOL	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	5	-1	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Havoc autocannon	48"	2	4+	9	-1	3
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
Lascannon HEAVY	48"	1	4+	12	-3	D6+1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Reaper chaincannon HEAVY	24"	8	4+	5	0	1
➤ Missile launcher - frag BLAST HEAVY	48"	D6	4+	4	0	1
➤ Missile launcher - krak HEAVY	48"	1	4+	9	-2	D6
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	4	3+	5	-1	1
Close combat weapon	Melee	3	3+	5	0	1
Heavy melee weapon	Melee	3	3+	8	-2	2

ABILITIES

Chaos icon
Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

AUFSTELLUNG

1x Aspiring Champion - Equipped with: Close combat weapon, Bolt pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Heavy melee weapon, Boltgun (32mm)

4x Legionary w/ boltgun oder Legionary w/ chainsword oder Legionary w/ heavy melee weapon oder Legionary w/ balefire tome oder Legionary w/ other weapon (32mm)

Wargear Options:

- Each Aspiring Champion can replace its Bolt pistol with Accursed weapon, Astartes ainsword, Heavy melee n or Plasma pistol ng Cham

KEYWORDS: Infantry, Battleline, Chaos, Grenades, Legionaries
FACTION KEYWORDS: Heretic Astartes

LEGIONARIES

95–180 PTS

ASPIRING CHAMPION

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Veterans of the Long War
Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

KEYWORDS: Infantry, Battleline, Chaos, Grenades, Legionaries
FACTION KEYWORDS: Heretic Astartes

LEGIONARIES

95–180 PTS

ASPIRING CHAMPION

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

KEYWORDS: Infantry, Battleline, Chaos, Grenades, Legionaries
FACTION KEYWORDS: Heretic Astartes

LORD DISCORDANT ON HELSTALKER

155 PTS

M	T	Sv	W	LD	OC
14"	9	2+	10	6+	4

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	2
Bolt pistol PISTOL	12"	1	2+	5	-1	1
Helstalker autocannon	48"	3	2+	9	-1	3
Magma cutter MELTA 2	6"	2	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladed limbs EXTRA ATTACKS	Melee	4	3+	6	-1	2
Impaler chainglaive LANCE	Melee	5	2+	8	-3	3
Techno-virus injector ANTI-VEHICLE 2+ EXTRA ATTACKS	Melee	1	3+	3	-3	2

ABILITIES

Corrupt Machine Spirits
At the start of your Shooting phase, select one visible enemy Vehicle unit within 12" of this model and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.'

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Spirit Thief
At the start of your Shooting phase, select one visible enemy Vehicle unit. Until the end of the phase, each time a friendly Heretic Astartes model makes an attack that targets that unit, re-roll a Wound roll of 1.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

AUFSTELLUNG

1x Lord Discordant on Helstalker (120x92mm Oval Base)

Equipped with: Baleflamer, Bolt pistol, Helstalker autocannon, Magma cutter, Bladed limbs, Impaler chainglaive, Techno-virus injector

Wargear Options:
- This model can replace its Helstalker autocannon with Baleflamer.
- This model can replace its Techno-virus injector with Magma cutter.

KEYWORDS: Mounted, Character, Chaos, Daemon, Lord Discordant
FACTION KEYWORDS: Heretic Astartes

LORD DISCORDANT ON HELSTALKER

155 PTS

M	T	Sv	W	LD	OC
14"	9	2+	10	6+	4

INVULNERABLE SAVE 4+

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

KEYWORDS: Mounted, Character, Chaos, Daemon, Lord Discordant
FACTION KEYWORDS: Heretic Astartes

MASTER OF EXECUTIONS

75 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Axe of dismemberment DEVASTATING WOUNDS PRECISION	Melee	5	2+	7	-2	2

ABILITIES

CORE - Support

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Trophy Taker
Each time this model destroys an enemy CHARACTER model, you gain 1CP.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Warp-sighted Butcher
While this model is leading a unit, each time a model in that unit makes a melee attack that targets a unit that is below its Starting Strength, you can re-roll the Hit roll. If that unit is Below Half-strength, you can re-roll the Wound roll as well.

Leader
This model can be attached to the following units: CHOSEN, LEGIONARIES, NEMESIS CLAW, RED CORSAIRS RAIDERS

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

AUFSTELLUNG

1x Master of Executions (40mm)

Equipped with: Bolt pistol, Axe of dismemberment

KEYWORDS: Infantry, Character, Grenades, Chaos, Master of Executions, Support
FACTION KEYWORDS: Heretic Astartes

MASTER OF EXECUTIONS

75 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

FACTION RULES

Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Grenades, Chaos, Master of Executions, Support
FACTION KEYWORDS: Heretic Astartes

MASTER OF POSSESSION

65 PTS

M	T	Sv	W	LD	OC
8"	5	3+	4	6+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1
➤ Rite of Possession - focused witchfire ANTI-PSYKER 2+ HAZARDOUS PISTOL PRECISION PSYCHIC	18"	2	3+	6	-3	3
➤ Rite of Possession - witchfire ANTI-PSYKER 2+ PISTOL PRECISION PSYCHIC	18"	2	3+	4	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of possession ANTI-PSYKER 2+ PSYCHIC	Melee	4	3+	6	-1	D3

ABILITIES

CORE - Leader

Daemonkin (Psychic)
While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Sacrificial Dagger
Once per phase, when this model is selected to shoot or fight, it can use this ability. If it does, this model's unit suffers 1 mortal wound and, until the end of the phase, each time this model makes a **Psychic** Attack, add 1 to the Hit roll and add 1 to the Wound roll.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader
This model can be attached to the following units: CHOSEN, LEGIONARIES, NEMESIS CLAW, POSSESSED, RED CORSAIRS RAIDERS

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

AUFSTELLUNG

1x Master of Possession (40mm)

Equipped with: Bolt pistol, ➤ Rite of Possession - focused witchfire, ➤ Rite of Possession - witchfire, Staff of possession

KEYWORDS: Infantry, Character, Psyker, Chaos, Master of Possession, Leader
FACTION KEYWORDS: Heretic Astartes

MASTER OF POSSESSION

65 PTS

M	T	Sv	W	LD	OC
8"	5	3+	4	6+	1

INVULNERABLE SAVE 5+

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Psyker, Chaos, Master of Possession, Leader
FACTION KEYWORDS: Heretic Astartes

MASTERS OF THE MAELSTROM

150 PTS

GARREON THE CORPSEMASTER

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

GARLON SOULEATER

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

KATAR GARRIX

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

CAPTAIN SARGOTTA

M	T	Sv	W	LD	OC
6"	3	4+	3	6+	1

THE ENFORCER

M	T	Sv	W	LD	OC
6"	3	4+	3	6+	1

AUFSTELLUNG

1x Garreon the Corpsemaster - Equipped with: Absolver bolt pistol, Reductor array

1x Garlon Souleater - Equipped with: Mind Wrench, Force stave

1x Katar Garrix - Equipped with: Axe of Ending, Bolt pistol

1x Captain Sargotta - Equipped with: Power sabre, Laspistol

1x The Enforcer - Equipped with: Londaxi maimer, Bionic gauntlet

Basegrößen: Garlon Souleater, Garreon the Corpsemaster, 40mm, The Enforcer 32mm

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolver bolt pistol PISTOL	18"	1	3+	5	-1	2
Bolt pistol PISTOL	12"	1	3+	4	-1	1
Laspistol PISTOL	12"	1	3+	4	-1	1
Londaxi maimer ASSAULT	18"	3	3+	4	-1	1
Mind Wrench PRECISION PSYCHIC	12"	1	2+	6	-2	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Axe of Ending ANTI-CHARACTER 2+ PRECISION	Melee	6	2+	6	-2	2
Bionic gauntlet	Melee	1	2+	6	-2	2
Force stave PSYCHIC	Melee	4	2+	6	-2	2
Power sabre	Melee	4	3+	4	-2	1
Reductor array	Melee	6	3+	4	-2	1

ABILITIES

CORE - Support

Garlon Souleater KEYWORDS: Psyker
KEYWORDS: Epic Hero, Infantry, Grenades, Chaos, Chaos Undivided, Masters of the Maelstrom, Support
FACTION KEYWORDS: Heretic Astartes

MASTERS OF THE MAELSTROM

150 PTS

GARREON THE CORPSEMASTER

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

GARLON SOULEATER

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

KATAR GARRIX

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

CAPTAIN SARGOTTA

M	T	Sv	W	LD	OC
6"	3	4+	3	6+	1

THE ENFORCER

M	T	Sv	W	LD	OC
6"	3	4+	3	6+	1

Choice Samples
While this unit's Garreon the Corpsemaster model is on the battlefield, in your Command phase, select one of the following: you can return one destroyed model (excluding Character models) to this unit, or, if one or more Heretic Astartes Infantry units from your army are below Starting Strength and within 3" of this unit, you gain 1CP.

Fleet Command
After both players have deployed their armies, if this unit is on the battlefield (or any Transport it is embarked within is on the battlefield) select up to three Heretic Astartes units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Plunder
Once per battle, after this unit ends a Normal move, you can select one visible enemy unit within 12" of it and roll one D6: on a 2+, that enemy unit suffers D3+1 mortal wounds.

Leader
This unit can be attached to the following units: CHOSEN, LEGIONARIES, RED CORSAIRS RAIDERS

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Garlon Souleater KEYWORDS: Psyker
KEYWORDS: Epic Hero, Infantry, Grenades, Chaos, Chaos Undivided, Masters of the Maelstrom, Support
FACTION KEYWORDS: Heretic Astartes

MASTERS OF THE MAELSTROM

150 PTS

GARREON THE CORPSEMASTER

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

GARLON SOULEATER

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

KATAR GARRIX

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

CAPTAIN SARGOTTA

M	T	Sv	W	LD	OC
6"	3	4+	3	6+	1

THE ENFORCER

M	T	Sv	W	LD	OC
6"	3	4+	3	6+	1

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Support
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Garlon Souleater KEYWORDS: Psyker
KEYWORDS: Epic Hero, Infantry, Grenades, Chaos, Chaos Undivided, Masters of the Maelstrom, Support
FACTION KEYWORDS: Heretic Astartes

MAULERFIEND

125 PTS

M	T	Sv	W	LD	OC
10"	10	3+	12	6+	3

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Magma cutter MELTA 2	6"	2	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lasher tendrils EXTRA ATTACKS	Melee	6	3+	7	-1	1
Maulerfiend fists	Melee	6	3+	14	-2	D6+1

ABILITIES

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Siege Crawler
You can ignore any or all modifiers to this model's Move characteristic and to Advance and Charge rolls made for it.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Maulerfiend (120x92mm Oval Base)

Equipped with: 2x Magma cutter, Lasher tendrils, Maulerfiend fists

Wargear Options:
- This model can replace its Lasher tendrils with 2 magma cutters.

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Maulerfiend
FACTION KEYWORDS: Heretic Astartes

MUTILATORS

165 PTS

MUTILATOR

M	T	Sv	W	LD	OC
5"	7	2+	5	6+	2

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Fleshmetal weapons - clawed sweeps	Melee	6	3+	6	-2	1
➤ Fleshmetal weapons - rending strikes	Melee	4	3+	9	-3	3
➤ Fleshmetal weapons - thunderous blows	Melee	2	3+	12	-4	D6+2

ABILITIES

Crushing Charge
You can re-roll charge rolls made for this unit, and each time this unit makes a Charge move, select one enemy unit and roll one D6 for each model in this unit that is within Engagement Range of that unit: for each 4+, that enemy unit suffers D3 mortal wounds.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

AUFSTELLUNG

3x Mutilator - Equipped with: ➤ Fleshmetal weapons - rending strikes, ➤ Fleshmetal weapons - clawed sweeps, ➤ Fleshmetal weapons - thunderous blows (50mm)

KEYWORDS: Infantry, Chaos, Daemon, Mutilators
FACTION KEYWORDS: Heretic Astartes

MUTOID VERMIN [LEGENDS] 85 PTS

MUTOID VERMIN

M	T	Sv	W	LD	OC
8"	2	7+	1	8+	0

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Diseased claws and fangs LETHAL HITS	Melee	2	4+	2	0	1

ABILITIES

Mischief Makers (Aura)
While an enemy unit (excluding MONSTERS and VEHICLES) is within 6" of this unit, each time a model in that unit makes a melee attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Feel No Pain 6+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

AUFSTELLUNG

16x Mutoid Vermin - Equipped with: Diseased claws and fangs

KEYWORDS: Swarm, Chaos, Nurgle, Mutoid Vermin, Damned
FACTION KEYWORDS: Heretic Astartes

NEGAVOLT CULTISTS [LEGENDS]

55 PTS

NEGAVOLT CULTIST

M	T	Sv	W	LD	OC
6"	3	7+	1	7+	1

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Electro-goads SUSTAINED HITS 2	Melee	3	3+	4	0	1

ABILITIES

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Servants of the Abyss
If a unit from your army with the Leader ability can be attached to a CULTIST MOB, it can be attached to this unit instead.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Voltagheist Field
Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON ABILITIES

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

AUFSTELLUNG

4x Negavolt Cultist - Equipped with: Electro-goads

KEYWORDS: Infantry, Chaos, Negavolt Cultists, Damned
FACTION KEYWORDS: Heretic Astartes

NEMESIS CLAW

105–190 PTS

VISIONARY

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	5	-1	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
Meltagun MELTA 2	12"	1	3+	9	-4	D6
➤ Missile launcher - frag BLAST HEAVY	48"	D6	4+	4	0	1
➤ Missile launcher - krak HEAVY	48"	1	4+	9	-2	D6
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

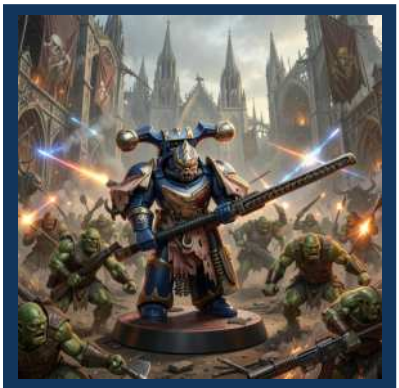
WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	4	3+	5	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Nostraman chainblade SUSTAINED HITS 1	Melee	5	3+	5	-1	1
Nostraman chainglaive SUSTAINED HITS 1	Melee	4	3+	8	-2	1
Paired accursed weapons TWIN-LINKED	Melee	5	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2

ABILITIES

Attached Unit
If a CHARACTER UNIT unit from your army with the Leader ability (excluding EPIC HEROES) can be attached to a LEGIONARIES unit, it can be attached to this unit instead.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.



AUFSTELLUNG

1x Visionary - Equipped with: Accursed weapon, Power fist, Nostraman chainblade, Bolt pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge (32mm)

4x Legionary w/ boltgun oder Legionary w/ chainsword oder Legionary w/ heavy weapon oder Legionary w/ special weapon oder Legionary w/ accursed weapon oder Legionary w/ Nostraman chainglaive oder Legionary w/ paired accursed weapons oder Legionary w/ voice eater (32mm)

Wargear Options:
- Each Visionary can replace its ...straman chainblade with ...d weapon or Po...
- ...ary can ...

KEYWORDS: Infantry, Psyker, Grenades, Nemesis Claw, Chaos
FACTION KEYWORDS: Heretic Astartes

NEMESIS CLAW

105–190 PTS

VISIONARY

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	1

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Visions of Suffering (Psychic)
Each time a model in this unit makes an attack that targets an enemy unit that is below its Starting Strength, add 1 to the Hit roll. If that enemy unit is Below Half-strength, add 1 to the Wound roll as well.

Voice eater
Enemy units (excluding MONSTERS and VEHICLES) cannot be targeted with Stratagems while they are within Engagement Range of the bearer's unit.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

KEYWORDS: Infantry, Psyker, Grenades, Nemesis Claw, Chaos
FACTION KEYWORDS: Heretic Astartes

NEMESIS CLAW

105–190 PTS

VISIONARY

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	1

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

CORE RULES

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Infantry, Psyker, Grenades, Nemesis Claw, Chaos
FACTION KEYWORDS: Heretic Astartes

NOCTILITH CROWN

125 PTS

M	T	Sv	W	LD	OC
-	11	3+	14	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lashing warp energies	6"	8	4+	8	-1	2

ABILITIES

Fortification
While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.

- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Malevolent Locus (Aura)
While a friendly HERETIC ASTARTES unit is within 9" of this Fortification, improve that unit's Leadership characteristic by 1.

Malign Cover
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Noctilith Crown (Hull)

Equipped with: Lashing warp energies

KEYWORDS: Fortification, Chaos, Noctilith Crown, Frame
FACTION KEYWORDS: Heretic Astartes

NOISE MARINES

160 PTS

DISHARMONIST

M	T	Sv	W	LD	OC
6"	5	3+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Screamer pistol IGNORES COVER PISTOL	12"	3	3+	5	-1	2
Sonic blaster IGNORES COVER	18"	3	3+	5	-1	2
➤ Blastmaster - single frequency IGNORES COVER	18"	3	3+	10	-2	3
➤ Blastmaster - varied frequency IGNORES COVER	18"	6	3+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	5	0	1
Power sword	Melee	4	3+	5	-2	1

ABILITIES

Terrifying Crescendo
In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next Shooting phase, each time a Battle-shock or Leadership test is taken for that enemy unit, subtract 1 from that test.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

AUFSTELLUNG

1x Disharmonist - Equipped with: Close combat weapon, Sonic blaster, Power sword, Screamer pistol (40mm)

5x Noise Marine w/ sonic blaster oder Noise Marine w/ blastmaster (40mm)

Wargear Options:

- Each Disharmonist can replace its Sonic blaster with Screamer pistol and power sword.

KEYWORDS: Infantry, Chaos, Slaanesh, Noise Marines, Cults of the Dark Gods
FACTION KEYWORDS: Heretic Astartes

OBLITERATORS

160–360 PTS

OBLITERATOR

M	T	Sv	W	LD	OC
4"	7	2+	5	6+	2

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Fleshmetal guns - focused malice MELTA 2	18"	D3	3+	12	-3	4
➤ Fleshmetal guns - ruinous salvo BLAST	24"	D6	3+	8	-2	2
➤ Fleshmetal guns - warp hail SUSTAINED HITS 1	24"	D6+3	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushing fists	Melee	4	3+	9	-2	2

ABILITIES

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Warp Rift Firepower
(Once per battle, per unit): In your Shooting phase, when this unit is selected to shoot, you can use this ability. If you do, this unit's ranged attacks have [INDIRECT FIRE].

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

AUFSTELLUNG

2x Obliterator - Equipped with: Crushing fists, ➤ Fleshmetal guns - focused malice, ➤ Fleshmetal guns - ruinous salvo, ➤ Fleshmetal guns - warp hail (50mm)

KEYWORDS: Infantry, Chaos, Daemon, Obliterators
FACTION KEYWORDS: Heretic Astartes

OBLITERATORS

160–360 PTS

OBLITERATOR

M	T	Sv	W	LD	OC
4"	7	2+	5	6+	2

INVULNERABLE SAVE 5+

FACTION RULES

Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Chaos, Daemon, Obliterators
FACTION KEYWORDS: Heretic Astartes

PLAGUE MARINES

90–175 PTS

PLAGUE CHAMPION

M	T	Sv	W	LD	OC
5"	6	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blight launcher BLAST LETHAL HITS	24"	D3	3+	6	-1	2
Bolt pistol LETHAL HITS	12"	1	3+	5	-1	1
Boltgun LETHAL HITS	24"	2	3+	5	-1	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Plague belcher ANTI-INFANTRY 4+ IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Plague spewer ANTI-INFANTRY 2+ IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bubotic weapons LETHAL HITS	Melee	4	3+	5	-2	1
Heavy plague weapon LETHAL HITS	Melee	3	4+	8	-2	2
Plague knives LETHAL HITS	Melee	3	3+	5	-1	1
Power fist LETHAL HITS	Melee	3	3+	8	-2	2

ABILITIES

Icon of Despair
While an enemy unit is within 6" of the bearer, worsen the Leadership characteristic of models in that unit by 1.

Infused with the Blessings of Nurgle
In your Shooting phase, each time this unit is selected to shoot, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next turn, that unit is Afflicted.

WEAPON ABILITIES

AUFSTELLUNG

1x Plague Champion - Equipped with: Plague knives, Bubotic weapons, Power fist, Boltgun, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Bolt pistol, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge (32mm)

4-9x Plague Marine w/ bubotic weapons oder Plague Marine w/ heavy plague weapon oder Plague Marine w/ blight launcher oder Plague Marine w/ boltgun oder Plague Marine w/ plague spewer oder Plague Marine w/ icon of despair (32mm)

Wargear Options:
ch Plague Champion can
its Plague knives
Buboti

KEYWORDS: Infantry, Battleline, Grenades, Chaos, Nurgle, Plague Marines
FACTION KEYWORDS: Heretic Astartes

PLAGUE MARINES

90–175 PTS

PLAGUE CHAMPION

M	T	Sv	W	LD	OC
5"	6	3+	2	6+	2

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

KEYWORDS: Infantry, Battleline, Grenades, Chaos, Nurgle, Plague Marines
FACTION KEYWORDS: Heretic Astartes

POSSESSED

130–260 PTS

M	T	Sv	W	LD	OC
9"	6	3+	3	6+	1

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hideous mutations	Melee	4	3+	6	-1	2

ABILITIES

Chaos icon
Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Unholy Bloodshed
Once per battle, when this unit makes a Dark Pact, until the end of the phase, weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

AUFSTELLUNG

5x Possessed (40mm)

Equipped with: Hideous mutations

KEYWORDS: Infantry, Chaos, Daemon, Possessed
FACTION KEYWORDS: Heretic Astartes

RAPTORS

115–225 PTS

RAPTOR CHAMPION

M	T	Sv	W	LD	OC
12"	5	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	4	3+	5	-1	1
Close combat weapon	Melee	3	3+	5	0	1
Heavy melee weapon	Melee	3	3+	8	-2	2
Mutations	Melee	4	3+	5	-2	1

ABILITIES

Fearsome (Aura)
While an enemy unit is within 6" of this unit, each time that enemy unit takes a Battle-shock or Leadership test, subtract 1 from the result.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Terrifying Assault
At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

AUFSTELLUNG

1x Raptor Champion - Equipped with: Astartes chainsword, Accursed weapon, Heavy melee weapon, Bolt pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge (32mm)

4-9x Raptor oder Raptor w/ plasma pistol oder Raptor w/ heavy melee weapon oder Raptor w/ mutations (32mm)

Wargear Options:
- Each Raptor Champion can replace its Astartes chainsword with Accursed weapon or Heavy melee weapon.
- Each Raptor Champion can replace its Bolt pistol with Plasma pistol.

KEYWORDS: Infantry, Fly, Jump Pack, Chaos, Raptors, Grenades
FACTION KEYWORDS: Heretic Astartes

RAPTORS

115–225 PTS

RAPTOR CHAMPION

M	T	Sv	W	LD	OC
12"	5	3+	2	6+	1

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Fly, Jump Pack, Chaos, Raptors, Grenades
FACTION KEYWORDS: Heretic Astartes

RED CORSAIRS RAIDERS

120–220 PTS

RED CORSAIRS RAIDER CHAMPION

M	T	Sv	W	LD	OC
6"	5	3+	3	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	5	-1	1
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	8	-2	2
Reaver's blade	Melee	4	3+	5	-1	1

ABILITIES

Attached Unit
If a Character unit from your army with the Leader ability can be attached to a Legionaries unit, it can be attached to this unit instead.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Trophy Takers
The first time this unit destroys an enemy unit, until the end of the battle, while this unit is not Battle-shocked, add 1 to the Objective Control characteristic of models in this unit.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

AUFSTELLUNG

1x Red Corsairs Raider Champion - Equipped with: Boltgun, Reaver's blade, Bolt pistol, Hand flamer (40mm)

4x Red Corsairs Raider (40mm)

Wargear Options:

- Each Red Corsairs Raider Champion can replace its Bolt pistol with Hand flamer.
- Up to 4 models can have their Boltgun replaced with 1x Meltagun or 1x Meltagun and 1x Power fist.
- Up to 4 models can be equipped with 1x Power fist.

KEYWORDS: Infantry, Grenades, Red Corsairs Raiders, Chaos
FACTION KEYWORDS: Heretic Astartes

RED CORSAIRS RAIDERS

120–220 PTS

RED CORSAIRS RAIDER CHAMPION

M	T	Sv	W	LD	OC
6"	5	3+	3	6+	2

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

KEYWORDS: Infantry, Grenades, Red Corsairs Raiders, Chaos
FACTION KEYWORDS: Heretic Astartes

RED CORSAIRS REAVE-CAPTAIN

65 PTS

M	T	Sv	W	LD	OC
6"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	5	-1	1
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power maul	Melee	5	2+	5	-2	2
Power sword SUSTAINED HITS 1	Melee	7	2+	5	-2	1

ABILITIES

CORE - Leader

Brutal Raider
Each time this model's unit ends a Charge move, until the end of the turn, add 1 to the Strength characteristic of melee weapons equipped by this model and improve the Armour Penetration characteristic of those weapons by 1.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Raider's Due
Each time this unit declares a Charge that targets one or more units that are within range of one or more objective markers, you can re-roll the Charge roll.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader
This model can be attached to the following units: CHOSEN, LEGIONARIES, NEMESIS CLAW, RED CORSAIRS RAIDERS

AUFSTELLUNG

1x Red Corsairs Reave-captain (32mm)

Equipped with: Bolt pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Power maul, Power sword

Wargear Options:
- This model can be equipped with 1x Plasma pistol.
- This model can replace its Power sword with Power maul.

KEYWORDS: Character, Infantry, Chaos, Red Corsairs Reave-captain, Leader
FACTION KEYWORDS: Heretic Astartes

RED CORSAIRS REAVE-CAPTAIN

65 PTS

M	T	Sv	W	LD	OC
6"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

WEAPON ABILITIES

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Chaos, Red Corsairs Reave-captain, Leader
FACTION KEYWORDS: Heretic Astartes

RENEGADE ENFORCER [LEGENDS]

65 PTS

M	T	Sv	W	LD	OC
6"	3	5+	3	6+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autogun RAPID FIRE 1	24"	1	3+	3	0	1
Enforcer pistol PISTOL	12"	1	3+	4	0	1
Lasgun RAPID FIRE 1	24"	1	3+	3	0	1
Shotgun ASSAULT	18"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Enforcer melee weapon	Melee	4	3+	4	0	1
Power fist	Melee	3	3+	6	-2	2
Power weapon	Melee	3	3+	4	-2	1

ABILITIES

CORE - Leader

Brutal Example
While this model is leading a unit, you can target that unit with the Insane Bravery Stratagem for 0CP, and can do so even if another unit from your army has already been targeted with that Stratagem this phase. Each time you use this ability, one Bodyguard model in that unit is destroyed.

Enforcer
This model's unit is eligible to declare a charge in a turn in which it Fell Back.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader
This model can be attached to the following units: RENEGADE HEAVY WEAPONS SQUAD, TRAITOR GUARDSMEN SQUAD

AUFSTELLUNG

1x Renegade Enforcer [Legends]

Equipped with: Autogun, Enforcer pistol, Lasgun, Shotgun, Enforcer melee weapon, Power fist, Power weapon

Wargear Options:
- This model can replace its Enforcer melee weapon with Power weapon or Power fist.
- This model can replace its Enforcer pistol with Autogun, Lasgun or Shotgun.

KEYWORDS: Infantry, Character, Grenades, Chaos, Renegade Enforcer, Damned, Leader
FACTION KEYWORDS: Heretic Astartes

RENEGADE ENFORCER [LEGENDS]

65 PTS

M	T	Sv	W	LD	OC
6"	3	5+	3	6+	1

INVULNERABLE SAVE 5+

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Grenades, Chaos, Renegade Enforcer, Damned, Leader
FACTION KEYWORDS: Heretic Astartes

RENEGADE HEAVY WEAPONS SQUAD [LEGENDS]

75 PTS

HEAVY WEAPONS TEAM

M	T	Sv	W	LD	OC
6"	3	5+	2	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon HEAVY	48"	2	5+	9	-1	3
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	5+	5	-1	2
Heavy stubber HEAVY RAPID FIRE 3	36"	4	5+	4	0	1
Lascannon HEAVY	48"	1	5+	12	-3	D6+1
Mortar BLAST HEAVY INDIRECT FIRE	48"	D6	5+	5	0	1
Renegade firearm RAPID FIRE 1	24"	1	4+	3	0	1
➤ Missile launcher - frag BLAST HEAVY	48"	D6	5+	4	0	1
➤ Missile launcher - krak BLAST	48"	1	5+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	2	4+	3	0	1

ABILITIES

Covering Fire
Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

TRANSPORT

Renegade Heavy Weapons Squad
For the purposes of embarking within TRANSPORTS, each Renegade **Heavy** Weapons Team model counts as two models.

WEAPON ABILITIES

AUFSTELLUNG

3x Heavy Weapons Team - Equipped with: Renegade firearm, Close combat weapons, Heavy stubber, Heavy bolter, Autocannon, Lascannon, ➤ Missile launcher - frag, ➤ Missile launcher - krak, Mortar

Wargear Options:
- This model can replace its Heavy stubber with Heavy bolter, Autocannon, Lascannon, Missile launcher or Mortar.

KEYWORDS: Infantry, Grenades, Chaos, Renegade Heavy Weapons Squad, Damned
FACTION KEYWORDS: Heretic Astartes

RENEGADE HEAVY WEAPONS SQUAD [LEGENDS]

75 PTS

HEAVY WEAPONS TEAM

M	T	Sv	W	LD	OC
6"	3	5+	2	7+	2

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Indirect Fire
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

KEYWORDS: Infantry, Grenades, Chaos, Renegade Heavy Weapons Squad, Damned
FACTION KEYWORDS: Heretic Astartes

RENEGADE OGRYN BEAST HANDLER [LEGENDS]

40–70 PTS

OGRYN PACK MASTER

M	T	Sv	W	LD	OC
6"	6	5+	4	7+	1

CHAOS MAULER HOUND

M	T	Sv	W	LD	OC
6"	4	6+	1	7+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Befouled fangs and claws	Melee	2	3+	5	0	1
Mauler goad and ripper claw	Melee	4	3+	6	-1	2

ABILITIES

Beastmaster
While this unit contains an Ogryn Pack Master model, you can re-roll Charge rolls made for this unit, and each time a Chaos Mauler Hound model in this unit makes an attack, re-roll a Hit roll of 1.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

AUFSTELLUNG

1x Ogryn Pack Master - Equipped with: Mauler goad and ripper claw

3-6x Chaos Mauler Hound - Equipped with: Befouled fangs and claws

KEYWORDS: Beast, Chaos, Renegade Ogryn Beast Handler, Damned
FACTION KEYWORDS: Heretic Astartes

RENEGADE OGRYN BRUTES [LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
6"	6	5+	3	7+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ogryn power drill	Melee	3	3+	10	-2	2
Ogryn weapon	Melee	3	3+	6	-1	2

ABILITIES

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Ogryn Combat Stimms
Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

TRANSPORT

Renegade Ogryn Brutes
For the purposes of embarking within TRANSPORTS, each Renegade Ogryn Brute model counts as one TERMINATOR model.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

AUFSTELLUNG

3x Brute w/ Ogryn weapon oder Brute w/ power drill

Equipped with: Ogryn power drill, Ogryn weapon

KEYWORDS: Infantry, Chaos, Renegade Ogryn Brutes, Damned
FACTION KEYWORDS: Heretic Astartes

RENEGADE PLAGUE OGRYNS [LEGENDS]

95 PTS

RENEGADE PLAGUE OGRYN

M	T	Sv	W	LD	OC
5"	7	5+	3	7+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ogryn plague claws LETHAL HITS	Melee	3	3+	6	-1	2

ABILITIES

Wall of Muscle
Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack.

TRANSPORT

Renegade Plague Ogryns
For the purposes of embarking within TRANSPORTS, each Renegade Plague Ogryn model counts as one TERMINATOR model.

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Feel No Pain 6+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

AUFSTELLUNG

3x Renegade Plague Ogryn - Equipped with: Ogryn plague claws

KEYWORDS: Infantry, Chaos, Nurgle, Renegade Plague Ogryns, Damned
FACTION KEYWORDS: Heretic Astartes

ROGUE PSYKER [LEGENDS] 60 PTS

M	T	Sv	W	LD	OC
6"	3	5+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laspistol PISTOL	12"	1	4+	3	0	1
➤ Psychic Strike - focused witchfire BLAST DEVASTATING WOUNDS HAZARDOUS PSYCHIC	12"	D6+3	3+	6	-2	2
➤ Psychic Strike - witchfire BLAST DEVASTATING WOUNDS PSYCHIC	12"	D6	3+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chaos stave PSYCHIC	Melee	1	4+	6	-1	D3

ABILITIES

CORE - Leader

Cursed Wardings (Psychic)
While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against **Psychic** Attacks.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Psychic Barrier (Psychic)
At the start of your opponent's Shooting phase, you can roll one D6: on a 1, this PSYKER's unit suffers D3 mortal wounds; on a 2+, until the end of the phase, models in this PSYKER's unit have a 4+ invulnerable save.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader
This model can be attached to the following units: ACCURSED CULTISTS, CULTIST MOB, CULTIST MOB WITH FIREARMS, NEGAVOLT CULTISTS

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x Rogue Psyker [Legends]

Equipped with: Laspistol, ➤ Psychic Strike - focused witchfire, ➤ Psychic Strike - witchfire, Chaos stave

KEYWORDS: Infantry, Character, Psyker, Chaos, Rogue Psyker, Damned, Leader
FACTION KEYWORDS: Heretic Astartes

ROGUE PSYKER [LEGENDS] 60 PTS

M	T	Sv	W	LD	OC
6"	3	5+	3	7+	1

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Psyker, Chaos, Rogue Psyker, Damned, Leader
FACTION KEYWORDS: Heretic Astartes

RUBRIC MARINES

115–210 PTS

ASPIRING SORCERER

M	T	Sv	W	LD	OC
6"	5	3+	3	6+	2

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Inferno bolt pistol PISTOL	12"	1	3+	5	-2	1
Inferno boltgun	24"	2	3+	5	-2	1
Malefic Curse ANTI-INFANTRY 4+ DEVASTATING WOUNDS PSYCHIC	24"	3	3+	4	-3	1
Soulreaper cannon DEVASTATING WOUNDS	24"	6	3+	6	-2	1
Warpflame pistol IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	-1	1
Warpflamer IGNORES COVER TORRENT	12"	D6	N/A	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	5	0	1
Force weapon PSYCHIC	Melee	3	3+	6	-1	D3

ABILITIES

Bringers of Change
Each time a model in this unit makes a ranged attack, re-roll a Wound roll of 1. If the target of that attack is within range of an objective marker you do not control, you can re-roll the Wound roll instead.

Icon of Flame
Ranged weapons equipped by models in this unit (excluding Characters) have the [Ignores Cover] ability.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

AUFSTELLUNG

1x Aspiring Sorcerer - Equipped with: Force weapon, Malefic Curse, Inferno bolt pistol, Warpflame pistol (32mm)

4-9x Rubric Marine w/ inferno boltgun oder Rubric Marine w/ warpflamer oder Rubric Marine w/ soulreaper cannon (32mm)

Wargear Options:
- Each Aspiring Sorcerer can replace its Inferno bolt pistol with Warpflame pistol.

Aspiring Sorcerer KEYWORDS: Psyker
KEYWORDS: Infantry, Battleline, Chaos, Tzeentch, Rubric Marines, Rubricae
FACTION KEYWORDS: Heretic Astartes

RUBRIC MARINES

115–210 PTS

ASPIRING SORCERER

M	T	Sv	W	LD	OC
6"	5	3+	3	6+	2

INVULNERABLE SAVE 5+

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Aspiring Sorcerer KEYWORDS: Psyker
KEYWORDS: Infantry, Battleline, Chaos, Tzeentch, Rubric Marines, Rubricae
FACTION KEYWORDS: Heretic Astartes

SORCERER

65 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1
➤ Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D6	3+	6	-2	D3
➤ Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3

ABILITIES

CORE - Leader

Gift of Chaos (Psychic)
Each time this model is selected to shoot or fight, after resolving its attacks, select one enemy unit hit by one or more of those attacks that had the [**PSYCHIC**] ability. That unit must take a Leadership test: if that test is failed, that unit suffers D3 mortal wounds.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Prescience (Psychic)
While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader
This model can be attached to the following units: CHOSEN, LEGIONARIES, NEMESIS CLAW, RED CORSAIRS RAIDERS

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

AUFSTELLUNG

1x Sorcerer (40mm)

Equipped with: Bolt pistol, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, Force weapon

KEYWORDS: Infantry, Character, Psyker, Grenades, Chaos, Sorcerer, Leader
FACTION KEYWORDS: Heretic Astartes

SORCERER

65 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Psyker, Grenades, Chaos, Sorcerer, Leader
FACTION KEYWORDS: Heretic Astartes

SORCERER IN TERMINATOR ARMOUR

85 PTS

M	T	Sv	W	LD	OC
5"	6	2+	5	6+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Sorcerer in Terminator Armour (40mm)

Equipped with: Combi-bolter, Combi-weapon, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, Force weapon

Wargear Options:
- This model can replace its Combi-bolter with Combi-weapon.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
➤ Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D6	3+	6	-2	D3
➤ Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3

ABILITIES

CORE - Leader

Chaos Familiar
Once per battle, when an attack is allocated to the bearer, you can change the Damage characteristic to 0.

Death Hex (Psychic)
At the start of your Shooting phase, one PSYKER with this ability can use it. If it does, select one enemy unit within 12" of and visible to that PSYKER and roll one D6: on a 1, that PSYKER's unit suffers D3 mortal wounds; on a 2+, until the start of your next Movement phase, each time an attack targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Warptime (Psychic)
While this model is leading a unit, you can re-roll Advance and Charge rolls made for that unit.

Leader
This model can be attached to the following units: CHAOS TERMINATOR SQUAD

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

KEYWORDS: Infantry, Character, Psyker, Chaos, Terminator, Sorcerer in Terminator Armour, Leader
FACTION KEYWORDS: Heretic Astartes

SORCERER IN TERMINATOR ARMOUR

85 PTS

M	T	Sv	W	LD	OC
5"	6	2+	5	6+	1

INVULNERABLE SAVE 4+

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Psyker, Chaos, Terminator, Sorcerer in Terminator Armour, Leader
FACTION KEYWORDS: Heretic Astartes

SORCERER ON BIKE [LEGENDS]

75 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	0	1
➤ Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D6	3+	6	-2	D3
➤ Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Prescience (Psychic)
While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Unholy Power
Each time this model's unit makes a Dark Pact, until the end of the phase, each time this model makes a **Psychic** Attack, add 1 to the Wound roll.

Leader
This model can be attached to the following unit: CHAOS BIKERS

WEAPON ABILITIES

AUFSTELLUNG

1x Sorcerer on Bike [Legends]

Equipped with: Bolt pistol, Combi-bolter, Combi-weapon, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Force weapon, Power fist

Wargear Options:
- This model can replace its Bolt pistol with Accursed weapon, Combi-bolter, Power fist, Combi-weapon, Astartes chainsword or Plasma pistol.

KEYWORDS: Mounted, Character, Grenades, Psyker, Chaos, Sorcerer on Bike, Leader
FACTION KEYWORDS: Heretic Astartes

SORCERER ON BIKE [LEGENDS]

75 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Mounted, Character, Grenades, Psyker, Chaos, Sorcerer on Bike, Leader
FACTION KEYWORDS: Heretic Astartes

SORCERER ON DISC OF TZEENTCH [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
12"	4	3+	5	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	0	1
➤ Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D6	3+	6	-2	D3
➤ Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

Altered Reality (Psychic)
Once per battle round, after a Hit roll, a Wound roll or a saving throw is made for this model, you can change the result of that roll to a 6.

Flames of Change (Psychic)
While this model is leading a unit, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

Leader
This model can be attached to the following unit: CHOSEN, LEGIONARIES

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

AUFSTELLUNG

1x Sorcerer on Disc of Tzeentch [Legends]

Equipped with: Bolt pistol, Combi-bolter, Combi-weapon, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Force weapon, Power fist

Wargear Options:
- This model can replace its Bolt pistol with Accursed weapon, Combi-bolter, Power fist, Combi-weapon, Astartes chainsword or Plasma pistol.

KEYWORDS: Infantry, Character, Grenades, Psyker, Fly, Chaos, Tzeentch, Sorcerer, Disc of Tzeentch, Leader
FACTION KEYWORDS: Heretic Astartes

SORCERER ON DISC OF TZEENTCH [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
12"	4	3+	5	6+	1

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Grenades, Psyker, Fly, Chaos, Tzeentch, Sorcerer, Disc of Tzeentch, Leader
FACTION KEYWORDS: Heretic Astartes

SORCERER ON PALANQUIN OF NURGLE [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
5"	5	3+	7	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
➤ Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D6	3+	6	-2	D3
➤ Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Nurgling's claws and teeth EXTRA ATTACKS LETHAL HITS	Melee	4	5+	2	0	1
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

Feculent Despair (Aura, Psychic)
While an enemy unit is within 6" of this model, each time that unit takes a Battle-shock test, subtract 1 from that test.

Gift of Poxes (Psychic)
While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Leader
This model can be attached to the following unit: CHOSEN, LEGIONARIES

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

AUFSTELLUNG

1x Sorcerer on Palanquin of Nurgle [Legends]

Equipped with: Bolt pistol, Combi-bolter, Combi-weapon, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Force weapon, Nurgling's claws and teeth, Power fist

Wargear Options:
- This model can replace its Bolt pistol with Accursed weapon, Combi-bolter, Power fist, Astartes chainsword, Combi-weapon or Plasma pistol.

KEYWORDS: Infantry, Character, Grenades, Psyker, Chaos, Nurgle, Sorcerer, Palanquin of Nurgle, Leader
FACTION KEYWORDS: Heretic Astartes

SORCERER ON PALANQUIN OF NURGLE [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
5"	5	3+	7	6+	2

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [**LETHAL HITS**]
- [SUSTAINED HITS 1]

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Grenades, Psyker, Chaos, Nurgle, Sorcerer, Palanquin of Nurgle, Leader
FACTION KEYWORDS: Heretic Astartes

SORCERER ON STEED OF SLAANESH [LEGENDS]

85 PTS

M	T	Sv	W	LD	OC
14"	5	3+	5	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	0	1
➤ Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D6	3+	6	-2	D3
➤ Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Lashing tongue EXTRA ATTACKS LETHAL HITS	Melee	3	4+	4	0	1
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

Dark Favour (Psychic)
While this model is leading a unit, models in that unit have a 4+ invulnerable save.

Infernal Speed
While this model is leading a unit, change the Move characteristic of models in that unit to 14".

Leader
This model can be attached to the following unit: CHAOS BIKERS

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

AUFSTELLUNG

1x Sorcerer on Steed of Slaanesh [Legends]

Equipped with: Bolt pistol, Combi-bolter, Combi-weapon, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Force weapon, Lashing tongue, Power fist

Wargear Options:
- This model can replace its Bolt pistol with Accursed weapon, Combi-bolter, Power fist, Combi-weapon, Astartes chainsword or Plasma pistol.

KEYWORDS: Mounted, Character, Grenades, Psyker, Chaos, Slaanesh, Sorcerer, Steed of Slaanesh, Leader
FACTION KEYWORDS: Heretic Astartes

SORCERER ON STEED OF SLAANESH [LEGENDS]

85 PTS

M	T	Sv	W	LD	OC
14"	5	3+	5	6+	2

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [**LETHAL HITS**]
- [SUSTAINED HITS 1]

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Mounted, Character, Grenades, Psyker, Chaos, Slaanesh, Sorcerer, Steed of Slaanesh, Leader
FACTION KEYWORDS: Heretic Astartes

SORCEROUS CHAMPION [CRUCIBLE]

80 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balefire tome PSYCHIC	18"	2	2+	5	-1	1
Baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	2
Bolt pistol PISTOL	12"	1	2+	4	0	1
Boltgun	24"	2	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Flamer tendril IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Helstalker autocannon	48"	3	2+	9	-1	3
Magma cutter MELTA 2	6"	2	3+	9	-4	D6
Melta tendril MELTA 2 PISTOL	6"	1	2+	8	-4	D3
Meltagun MELTA 2	12"	1	2+	9	-4	D6
Reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	2+	7	-1	1
➤ Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D6	3+	6	-2	D3
➤ Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	2+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	2+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1

AUFSTELLUNG

1x Sorcerous Champion [Crucible]

Equipped with: Balefire tome, Baleflamer, Bolt pistol, Boltgun, Combi-bolter, Combi-weapon, Flamer, Flamer tendril, Heavy flamer, Helstalker autocannon, Magma cutter, Melta tendril, Meltagun, Reaper autocannon, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, ➤ Rite of Possession - focused witchfire, ➤ Rite of Possession - witchfire, Accursed weapon, Astartes chainblade, Axe of dismemberment, Bladed limbs, [illegible]infist, Close combat weapon, [illegible]hammer, Exalted [illegible] Impale

KEYWORDS: Character, Infantry, Grenades, Chaos, Psyker, Sorcerous Champion, Crucible, Leader
FACTION KEYWORDS: Heretic Astartes

SORCEROUS CHAMPION [CRUCIBLE]

80 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2
➤ Rite of Possession - focused witchfire ANTI-PSYKER 2+ HAZARDOUS PISTOL PRECISION PSYCHIC	18"	2	3+	6	-1	D3
➤ Rite of Possession - witchfire ANTI-PSYKER 2+ PISTOL PRECISION PSYCHIC	18"	2	3+	4	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainblade	Melee	7	2+	4	-1	1
Axe of dismemberment DEVASTATING WOUNDS PRECISION	Melee	5	2+	7	-2	2
Bladed limbs EXTRA ATTACKS	Melee	4	3+	6	-1	2
Chainfist ANTI-VEHICLE 3+	Melee	5	3+	8	-2	2
Close combat weapon	Melee	5	2+	4	0	1
Daemon hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	2
Exalted weapon	Melee	6	2+	5	-2	2
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Impaler chainglaive LANCE	Melee	4	2+	6	-2	2
Power fist	Melee	5	2+	8	-2	2
Staff of possession ANTI-PSYKER 2+ PSYCHIC	Melee	4	3+	6	-1	D3
Technovirus injector ANTI-VEHICLE 2+ EXTRA ATTACKS	Melee	1	3+	3	-3	2
Twin lightning claws TWIN-LINKED	Melee	6	2+	5	-2	1

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

Daemonkin (Psychic)
Add 1 to Advance and Charge rolls made for this unit.

Dark Zealotry
Each time a model in this unit makes a melee attack, add 1 to the Wound roll.

Gift of Chaos (Psychic)
Each time this model is selected to shoot or fight, after resolving its attacks, select one enemy unit hit by one or more of those attacks that had the [PSYCHIC] ability. That unit must take a Leadership test. If it fails, it suffers D3 mortal wounds.

KEYWORDS: Character, Infantry, Grenades, Chaos, Psyker, Sorcerous Champion, Crucible, Leader
FACTION KEYWORDS: Heretic Astartes

SORCEROUS CHAMPION [CRUCIBLE]

80 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Lord of Chaos
Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if a different unit from your army has been targeted with that Stratagem this phase.

Master of Mechanisms
In your Command phase, select one friendly Heretic Astartes Vehicle model within 3" of this model. That Vehicle model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per Command phase.

Nurgle
Add 1 to this model's Toughness characteristic.

Prescience (Psychic)
Each time an attack targets this unit, subtract 1 from the Hit roll.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader
This model can be attached to the following units: Chaos Terminator Squad.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

KEYWORDS: Character, Infantry, Grenades, Chaos, Psyker, Sorcerous Champion, Crucible, Leader
FACTION KEYWORDS: Heretic Astartes

SORCEROUS CHAMPION [CRUCIBLE]

80 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Grenades, Chaos, Psyker, Sorcerous Champion, Crucible, Leader
FACTION KEYWORDS: Heretic Astartes

SOUL FORGE TYRANT [CRUCIBLE]

160 PTS

M	T	Sv	W	LD	OC
10"	9	2+	10	6+	4

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balefire tome PSYCHIC	18"	2	2+	5	-1	1
Baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	2
Bolt pistol PISTOL	12"	1	2+	4	0	1
Boltgun	24"	2	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Flamer tendril IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Helstalker autocannon	48"	3	2+	9	-1	3
Magma cutter MELTA 2	6"	2	3+	9	-4	D6
Melta tendril MELTA 2 PISTOL	6"	1	2+	8	-4	D3
Meltagun MELTA 2	12"	1	2+	9	-4	D6
Reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	2+	7	-1	1
➤ Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D6	3+	6	-2	D3
➤ Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	2+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	2+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1

AUFSTELLUNG

1x Soul Forge Tyrant [Crucible]

Equipped with: Balefire tome, Baleflamer, Bolt pistol, Boltgun, Combi-bolter, Combi-weapon, Flamer, Flamer tendril, Heavy flamer, Helstalker autocannon, Magma cutter, Melta tendril, Meltagun, Reaper autocannon, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, ➤ Rite of Possession - focused witchfire, ➤ Rite of Possession - witchfire, Accursed weapon, Astartes chainblade, Axe of dismemberment, Bladed limbs, [illegible]infist, Close combat weapon, [illegible]hammer, Exalted [illegible] Impale[illegible]

KEYWORDS: Character, Chaos, Mounted, Daemon, Helstalker, Soul Forge Tyrant, Crucible
FACTION KEYWORDS: Heretic Astartes

SOUL FORGE TYRANT [CRUCIBLE]

160 PTS

M	T	Sv	W	LD	OC
10"	9	2+	10	6+	4

INVULNERABLE SAVE 5+

➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2
➤ Rite of Possession - focused witchfire ANTI-PSYKER 2+ HAZARDOUS PISTOL PRECISION PSYCHIC	18"	2	3+	6	-1	D3
➤ Rite of Possession - witchfire ANTI-PSYKER 2+ PISTOL PRECISION PSYCHIC	18"	2	3+	4	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainblade	Melee	7	2+	4	-1	1
Axe of dismemberment DEVASTATING WOUNDS PRECISION	Melee	5	2+	7	-2	2
Bladed limbs EXTRA ATTACKS	Melee	4	3+	6	-1	2
Chainfist ANTI-VEHICLE 3+	Melee	5	3+	8	-2	2
Close combat weapon	Melee	5	2+	4	0	1
Daemon hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	2
Exalted weapon	Melee	6	2+	5	-2	2
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Impaler chainglaive LANCE	Melee	4	2+	6	-2	2
Power fist	Melee	5	2+	8	-2	2
Staff of possession ANTI-PSYKER 2+ PSYCHIC	Melee	4	3+	6	-1	D3
Technovirus injector ANTI-VEHICLE 2+ EXTRA ATTACKS	Melee	1	3+	3	-3	2
Twin lightning claws TWIN-LINKED	Melee	6	2+	5	-2	1

ABILITIES

CORE - Leader, Leader, Leader, Leader

Daemonkin (Psychic)
Add 1 to Advance and Charge rolls made for this unit.

Dark Zealotry
Each time a model in this unit makes a melee attack, add 1 to the Wound roll.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

KEYWORDS: Character, Chaos, Mounted, Daemon, Helstalker, Soul Forge Tyrant, Crucible
FACTION KEYWORDS: Heretic Astartes

SOUL FORGE TYRANT [CRUCIBLE]

160 PTS

M	T	Sv	W	LD	OC
10"	9	2+	10	6+	4

INVULNERABLE SAVE 5+

Lord of Chaos
Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if a different unit from your army has been targeted with that Stratagem this phase.

Master of Mechanisms
In your Command phase, select one friendly Heretic Astartes Vehicle model within 3" of this model. That Vehicle model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per Command phase.

Nurgle
Add 1 to this model's Toughness characteristic.

Prescience (Psychic)
Each time an attack targets this unit, subtract 1 from the Hit roll.

Skulking Nightmare
While this model is within 3" of one or more friendly Heretic Astartes Infantry units, this model has the Lone Operative ability.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader
This model can be attached to the following units: Chaos Terminator Squad.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

KEYWORDS: Character, Chaos, Mounted, Daemon, Helstalker, Soul Forge Tyrant, Crucible
FACTION KEYWORDS: Heretic Astartes

SOUL FORGE TYRANT [CRUCIBLE]

160 PTS

M	T	Sv	W	LD	OC
10"	9	2+	10	6+	4

INVULNERABLE SAVE 5+

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Character, Chaos, Mounted, Daemon, Helstalker, Soul Forge Tyrant, Crucible
FACTION KEYWORDS: Heretic Astartes

TRAITOR ENFORCER

70 PTS

TRAITOR ENFORCER

M	T	Sv	W	LD	OC
6"	3	5+	3	6+	1

INVULNERABLE SAVE 5+

TRAITOR OGRYN

M	T	Sv	W	LD	OC
6"	6	5+	4	7+	1

AUFSTELLUNG

1x Traitor Enforcer - Equipped with: Bolt pistol, Power fist

1x Traitor Ogryn - Equipped with: Ogryn weapons

Basegrößen: 32mm, Traitor Ogryn 40mm

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ogryn weapons	Melee	5	3+	7	-1	2
Power fist	Melee	3	3+	6	-2	2

ABILITIES

CORE - Leader

Brutal Example
Once per turn, while this unit is leading a unit and contains a TRAITOR ENFORCER model, you can target that unit with the Fire Overwatch Stratagem for 0CP, and can do so even if you have already targeted a different unit from your army with that Stratagem this phase. Each time you use this ability, one Bodyguard model in that unit is destroyed.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Mutated Bodyguard
While this unit contains a Traitor Ogryn model, CHARACTER models in this unit have the Feel No Pain 4+ ability.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader
This unit can be attached to the following unit: TRAITOR GUARDSMAN SQUAD

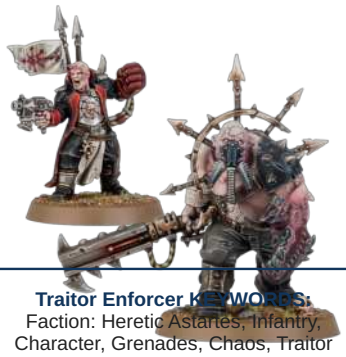
WEAPON ABILITIES

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.



Traitor Enforcer KEYWORDS:
Faction: Heretic Astartes, Infantry, Character, Grenades, Chaos, Traitor Enforcer
Traitor Ogryn KEYWORDS:
Faction: Heretic Astartes, Infantry, Grenades, Chaos
KEYWORDS: Character, Damned, Leader
FACTION KEYWORDS: -

TRAITOR ENFORCER

70 PTS

TRAITOR ENFORCER

M	T	Sv	W	LD	OC
6"	3	5+	3	6+	1

INVULNERABLE SAVE 5+

TRAITOR OGRYN

M	T	Sv	W	LD	OC
6"	6	5+	4	7+	1

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Traitor Enforcer KEYWORDS:
Faction: Heretic Astartes, Infantry, Character, Grenades, Chaos, Traitor Enforcer
Traitor Ogryn KEYWORDS:
Faction: Heretic Astartes, Infantry, Grenades, Chaos
KEYWORDS: Character, Damned, Leader
FACTION KEYWORDS: -

TRAITOR GUARDSMEN SQUAD

65 PTS

TRAITOR SERGEANT

M	T	Sv	W	LD	OC
6"	3	5+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltgun RAPID FIRE 1	24"	1	4+	4	0	1
Corrupted pistol PISTOL	12"	1	4+	4	-1	1
Cultist sniper rifle HEAVY PRECISION	36"	1	4+	4	-2	2
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Meltagun MELTA 2	12"	1	4+	9	-4	D6
➤ Cultist grenade launcher - frag BLAST	24"	D3	4+	4	0	1
➤ Cultist grenade launcher - krak	24"	1	4+	9	-2	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	4+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	2	4+	4	-2	1

ABILITIES

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Twisted Defence Force
While this unit is within range of an objective, this unit has +1 Sv against ranged attacks.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

AUFSTELLUNG

1x Traitor Sergeant - Equipped with: Close combat weapon, Chainsword, Power weapon, Corrupted pistol, Boltgun (25mm)

9x Guardsman w/ lasgun (25mm)

Wargear Options:

- Each Traitor Sergeant can replace its Close combat weapon with Chainsword or Power weapon.
- Each Traitor Sergeant can replace its Corrupted pistol with Boltgun.

KEYWORDS: Infantry, Grenades, Chaos, Traitor Guardsmen Squad, Damned
FACTION KEYWORDS: Heretic Astartes

TRAITOR GUARDSMEN SQUAD

65 PTS

TRAITOR SERGEANT

M	T	Sv	W	LD	OC
6"	3	5+	1	7+	2

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

KEYWORDS: Infantry, Grenades, Chaos, Traitor Guardsmen Squad, Damned
FACTION KEYWORDS: Heretic Astartes

VASHTORR THE ARKIFANE 220 PTS

M	T	Sv	W	LD	OC
12"	10	2+	14	6+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Vashtorr's claw ANTI-VEHICLE 4+ TORRENT	12"	D6	N/A	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Vashtorr's hammer - strike ANTI-VEHICLE 4+ DEVASTATING WOUNDS	Melee	6	2+	14	-3	3
➤ Vashtorr's hammer - sweep ANTI-VEHICLE 4+ DEVASTATING WOUNDS	Melee	12	2+	8	-1	2

ABILITIES

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Indentured Daemon Engines
While this model is within 3" of one or more friendly Daemon Vehicle units, this model has the Lone Operative ability.

Reorder Reality
Each time an enemy unit within 18" of this model targets this model, subtract 1 from the Hit roll and, until the end of the phase, that enemy unit's ranged weapons have the [HAZARDOUS] ability.

Unholy Mechanisms (Aura)
While a friendly Daemon Vehicle unit is within 6" of this model, add 2 to the Strength characteristic of weapons equipped by models in that unit.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

AUFSTELLUNG

1x Vashtorr the Arkifane (80mm)

Equipped with: Vashtorr's claw, ➤ Vashtorr's hammer - strike, ➤ Vashtorr's hammer - sweep

KEYWORDS: Monster, Character, Epic Hero, Fly, Chaos, Daemon, Vashtorr the Arkifane
FACTION KEYWORDS: Heretic Astartes

VASHTORR THE ARKIFANE 220 PTS

M	T	Sv	W	LD	OC
12"	10	2+	14	6+	3

INVULNERABLE SAVE 4+

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Character, Epic Hero, Fly, Chaos, Daemon, Vashtorr the Arkifane
FACTION KEYWORDS: Heretic Astartes

VENOMCRAWLER

120 PTS

M	T	Sv	W	LD	OC
12"	9	3+	9	6+	3

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Excruciator cannon	36"	6	3+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Soulflayer tendrils and claws	Melee	6	3+	6	-1	2

ABILITIES

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Soul Eater
At the end of the Fight phase, if one or more attacks made by this model that phase destroyed one or more enemy units, until the end of the battle, add 1 to the Attacks characteristic of this model's weapons.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Venomcrawler (100mm)

Equipped with: 2x Excruciator cannon, Soulflayer tendrils and claws

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Venomcrawler
FACTION KEYWORDS: Heretic Astartes

WARP TALONS

130–290 PTS

M	T	Sv	W	LD	OC
12"	5	3+	2	6+	1

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Warp claws TWIN-LINKED	Melee	4	3+	5	-2	1

ABILITIES

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Warp Strike
At the end of the Fight phase, if this unit destroyed one or more enemy units this phase and is not within Engagement Range of one or more enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.

WEAPON ABILITIES

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

AUFSTELLUNG

5-10x Warp Talon Champion oder Warp Talon (32mm)

Equipped with: Warp claws

KEYWORDS: Infantry, Fly, Jump Pack, Chaos, Daemon, Warp Talons, Grenades
FACTION KEYWORDS: Heretic Astartes

WARPSMITH

65 PTS

M	T	Sv	W	LD	OC
6"	5	2+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flamer tendril IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Melta tendril MELTA 1 PISTOL	6"	1	2+	8	-4	D3
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Forge weapon ANTI-VEHICLE 4+	Melee	4	3+	6	-2	2

ABILITIES

CORE - Leader

Enrage Machine Spirits
At the end of your Movement phase, select one enemy Vehicle unit within 12" of this model. That unit must take a Battle-shock test.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Master of Mechanisms
In your Command phase, select one friendly Heretic Astartes Vehicle model within 3" of this model. That Vehicle model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per Command phase.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Warpsmith
While this model is within 3" of one or more friendly Heretic Astartes Vehicle units, this model has the Lone Operative ability.

Leader
This model can be attached to the following units: CHOSEN, HAVOCS, LEGIONARIES, NEMESIS CLAW, RED CORSAIRS RAIDERS

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

AUFSTELLUNG

1x Warpsmith (60x35.5mm Oval Base)

Equipped with: Flamer tendril, Melta tendril, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Forge weapon

KEYWORDS: Infantry, Character, Chaos, Warpsmith, Leader
FACTION KEYWORDS: Heretic Astartes

WARPSMITH

65 PTS

M	T	Sv	W	LD	OC
6"	5	2+	4	6+	1

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaos, Warpsmith, Leader
FACTION KEYWORDS: Heretic Astartes

PUNKTELISTE

EINHEIT	PUNKTE
Abaddon the Despoiler	300 pts
Accursed Cultists	90 pts (bis 8 Modelle) · 185 pts (ab 9 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Chaos Bikers	80 pts (bis 3 Modelle) · 150 pts (ab 4 Modellen)
Chaos Deimos Predator [Legends]	115 pts
Chaos Land Raider	220 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Chaos Lord	95 pts
Chaos Lord in Terminator Armour	90 pts
Chaos Lord on Bike [Legends]	95 pts
Chaos Lord on Disc of Tzeentch [Legends]	100 pts
Chaos Lord on Juggernaut [Legends]	115 pts
Chaos Lord on Palanquin of Nurgle [Legends]	90 pts
Chaos Lord on Steed of Slaanesh [Legends]	100 pts
Chaos Lord with Jump Pack	85 pts
Chaos Predator Annihilator	140 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Chaos Predator Destructor	145 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Chaos Rhino	65 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Chaos Spawn	60 pts
Chaos Terminator Squad	185 pts (bis 5 Modelle) · 370 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Chaos Vindicator	180 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Chosen	140 pts (bis 5 Modelle) · 280 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Cultist Firebrand	45 pts · ab der 3. gleichnamigen Einheit im Heer: +5 pts
Cultist Mob	50 pts (bis 10 Modelle) · 90 pts (ab 11 Modellen)
Cultist Mob with Firearms [Legends]	50 pts (bis 10 Modelle) · 100 pts (ab 11 Modellen)
Cypher	95 pts
Dark Apostle	70 pts
Dark Commune	90 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Defiler	300 pts · ab der 2. gleichnamigen Einheit im Heer: +50 pts
Exalted Champion [Crucible]	90 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Exalted Champion [Legends]	70 pts
Fabius Bile	110 pts
Fellgor Beastmen	60 pts
Forgefiend	155 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Gellerpox Infected [Legends]	125 pts
Haarken Worldclaimer	95 pts
Havocs	135 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts

EINHEIT	PUNKTE
Helbrute	125 pts
Heldrake	175 pts
Hell Blade [Legends]	115 pts
Hell Talon [Legends]	140 pts
Heretic Astartes Daemon Prince	155 pts
Heretic Astartes Daemon Prince with wings	170 pts
Huron Blackheart	135 pts
Khorne Berzerkers	170 pts (bis 10 Modelle) · 330 pts (ab 11 Modellen)
Khorne Lord of Skulls	450 pts · ab der 2. gleichnamigen Einheit im Heer: +25 pts
Kravek Morne	130 pts
Legionaries	95 pts (bis 5 Modelle) · 180 pts (ab 6 Modellen)
Lord Discordant on Helstalker	155 pts
Master of Executions	75 pts
Master of Possession	65 pts
Masters of the Maelstrom	150 pts
Maulerfiend	125 pts
Mutilators	165 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Mutoid Vermin [Legends]	85 pts
Negavolt Cultists [Legends]	55 pts
Nemesis Claw	105 pts (bis 5 Modelle) · 190 pts (ab 6 Modellen)
Noctilith Crown	125 pts
Noise Marines	160 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Obliterators	160 pts (bis 2 Modelle) · 360 pts (ab 3 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Plague Marines	90 pts (bis 5 Modelle) · 125 pts (6–7 Modelle) · 175 pts (ab 8 Modellen)
Possessed	130 pts (bis 5 Modelle) · 260 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Raptors	115 pts (bis 5 Modelle) · 225 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Red Corsairs Raiders	120 pts (bis 5 Modelle) · 220 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Red Corsairs Reave-captain	65 pts
Renegade Enforcer [Legends]	65 pts
Renegade Heavy Weapons Squad [Legends]	75 pts
Renegade Ogryn Beast Handler [Legends]	40 pts (bis 4 Modelle) · 70 pts (ab 5 Modellen)
Renegade Ogryn Brutes [Legends]	95 pts
Renegade Plague Ogryns [Legends]	95 pts
Rogue Psyker [Legends]	60 pts
Rubric Marines	115 pts (bis 5 Modelle) · 210 pts (ab 6 Modellen) · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Sorcerer	65 pts
Sorcerer in Terminator Armour	85 pts

EINHEIT	PUNKTE
Sorcerer on Bike [Legends]	75 pts
Sorcerer on Disc of Tzeentch [Legends]	80 pts
Sorcerer on Palanquin of Nurgle [Legends]	80 pts
Sorcerer on Steed of Slaanesh [Legends]	85 pts
Sorcerous Champion [Crucible]	80 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Soul Forge Tyrant [Crucible]	160 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Traitor Enforcer	70 pts
Traitor Guardsmen Squad	65 pts
Vashtorr the Arkifane	220 pts
Venomcrawler	120 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Warp Talons	130 pts (bis 5 Modelle) · 290 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Warpsmith	65 pts

ENHANCEMENTS — CABAL OF CHAOS

ENHANCEMENT	PUNKTE
Touched by the Warp	10 pts
Conduit of Chaos	20 pts

ENHANCEMENTS — CHAOS CULT

ENHANCEMENT	PUNKTE
Amulet of Tainted Vigour	20 pts
Incendiary Goad	25 pts
Cultist's Brand	30 pts
Warped Foresight	10 pts

ENHANCEMENTS — CREATIONS OF BILE

ENHANCEMENT	PUNKTE
Surgical Precision	10 pts
Living Carapace	15 pts
Helm of All-Seeing	25 pts
Prime Test Subject	35 pts

ENHANCEMENTS — CULT OF THE ARKIFANE

ENHANCEMENT	PUNKTE
Wyredjinn	25 pts
Cybinfernal Font	20 pts
Mark of the Soul Forges	20 pts
Crown of Worms	15 pts

ENHANCEMENTS — DECEPTORS

ENHANCEMENT	PUNKTE
Falsehood	10 pts
Cursed Fang	10 pts
Shroud of Obfuscation	15 pts
Soul Link	5 pts

ENHANCEMENTS — DEVOTEES OF DESTRUCTION

ENHANCEMENT	PUNKTE
Pact of Destruction	15 pts
Eye Of Oblivion	20 pts

ENHANCEMENTS — DREAD TALONS

ENHANCEMENT	PUNKTE
Willbreaker	10 pts
Night's Shroud	10 pts
Eater of Dread	15 pts
Warp-fuelled Thrusters	20 pts

ENHANCEMENTS — FELLHAMMER SIEGE-HOST

ENHANCEMENT	PUNKTE
Bastion Plate	10 pts
Ironbound Enmity	15 pts
Warp Tracer	20 pts
Iron Artifice	10 pts

ENHANCEMENTS — HURON'S MARAUDERS

ENHANCEMENT	PUNKTE
Voice of the Tyrant	25 pts
Raid Leader	20 pts
Dread Reputation	25 pts
Eager for Bloodshed	30 pts

ENHANCEMENTS — MURDERTALON RAIDERS

ENHANCEMENT	PUNKTE
Pact of Cursed Pinions	20 pts
Shadowcowl Talisman	20 pts

ENHANCEMENTS — NIGHTMARE HUNT

ENHANCEMENT	PUNKTE
Greyveil Hex	25 pts

ENHANCEMENT	PUNKTE
Warp-fuelled Thrusters	20 pts
Sorrowscent Vulture	35 pts
Terrorglut Parasite	20 pts

ENHANCEMENTS — PACTBOUND ZEALOTS

ENHANCEMENT	PUNKTE
Talisman of Burning Blood	15 pts
Eye of Tzeentch	15 pts
Orbs of Unlife	15 pts
Intoxicating Elixir	15 pts

ENHANCEMENTS — RENEGADE RAIDERS

ENHANCEMENT	PUNKTE
Despot's Claim	15 pts
Dread Reaver	15 pts
Mark of the Hound	25 pts
Tyrant's Lash	20 pts

ENHANCEMENTS — RENEGADE WARBAND

ENHANCEMENT	PUNKTE
Weaponised Hatred	35 pts
Eyes of the Hunter	15 pts
Fratricidal Trophies	5 pts
Empyric Symbiote	15 pts

ENHANCEMENTS — SOULFORGED WARPACK

ENHANCEMENT	PUNKTE
Forge's Blessing	20 pts
Invigorated Mechatendrils	15 pts
Soul Harvester	15 pts
Tempting Addendum	40 pts

ENHANCEMENTS — VETERANS OF THE LONG WAR

ENHANCEMENT	PUNKTE
Warmaster's Gift	15 pts
Eager for Vengeance	20 pts
Eye of Abaddon	15 pts
Mark of Legend	10 pts

ENHANCEMENTS — WARPSTRIKE CHAMPIONS

ENHANCEMENT	PUNKTE
Infernal Fulgurite	20 pts
Eye of the Warp	15 pts
Akshur's Binding Runes	20 pts
Tzagulla	25 pts