CODEX

# CHAOS - CHAOS SPACE MARINES

newvision

# INHALTSVERZEICHNIS


**FRAKTIONSREGELN** 9

**FRAKTIONSKRAM** 10

**DETACHMENTS** 12

- Detachments — Übersicht 12
- Cabal of Chaos 14
- Chaos Cult 16
- Creations of Bile 18
- Cult of the Arkifane 20
- Deceptors 22
- Devotees of Destruction 25
- Dread Talons 27
- Fellhammer Siege-host 29
- Huron's Marauders 31
- Murdertalon Raiders 33

Nightmare Hunt 35
Pactbound Zealots 37
Renegade Raiders 40
Renegade Warband 42
Soulforged Warpack 44
Veterans of the Long War 46
Warpstrike Champions 48

**DATASHEETS 50**

Abaddon the Despoiler 50
Accursed Cultists 52
Chaos Bikers 53
Chaos Deimos Predator [Legends] 56
Chaos Land Raider 59
Chaos Lord 61
Chaos Lord in Terminator Armour 63
Chaos Lord on Bike [Legends] 65
Chaos Lord on Disc of Tzeentch [Legends] 67

Chaos Lord on Juggernaut [Legends] 69
Chaos Lord on Palanquin of Nurgle [Legends] 71
Chaos Lord on Steed of Slaanesh [Legends] 73
Chaos Lord with Jump Pack 75
Chaos Predator Annihilator 77
Chaos Predator Destructor 79
Chaos Rhino 81
Chaos Spawn 83
Chaos Terminator Squad 84
Chaos Vindicator 87
Chosen 89
Cultist Firebrand 92
Cultist Mob 94
Cultist Mob with Firearms [Legends] 96
Cypher 98
Dark Apostle 100
Dark Commune 102

Defiler 104
Exalted Champion [Crucible] 107
Exalted Champion [Legends] 111
Fabius Bile 113
Fellgor Beastmen 115
Forgefiend 117
Gellerpox Infected [Legends] 119
Haarken Worldclaimer 121
Havocs 123
Helbrute 126
Heldrake 128
Hell Blade [Legends] 130
Hell Talon [Legends] 131
Heretic Astartes Daemon Prince 133
Heretic Astartes Daemon Prince with wings 134
Huron Blackheart 135
Khorne Berzerkers 137

Khorne Lord of Skulls 139
Kravek Morne 141
Legionaries 143
Lord Discordant on Helstalker 146
Master of Executions 148
Master of Possession 150
Masters of the Maelstrom 152
Maulerfiend 155
Mutilators 156
Mutoid Vermin [Legends] 157
Negavolt Cultists [Legends] 158
Nemesis Claw 159
Noctilith Crown 162
Noise Marines 163
Obliterators 164
Plague Marines 166
Possessed 168

Raptors 169
Red Corsairs Raiders 171
Red Corsairs Reave-captain 173
Renegade Enforcer [Legends] 175
Renegade Heavy Weapons Squad [Legends] 177
Renegade Ogryn Beast Handler [Legends] 179
Renegade Ogryn Brutes [Legends] 180
Renegade Plague Ogryns [Legends] 181
Rogue Psyker [Legends] 182
Rubric Marines 184
Sorcerer 186
Sorcerer in Terminator Armour 188
Sorcerer on Bike [Legends] 190
Sorcerer on Disc of Tzeentch [Legends] 193
Sorcerer on Palanquin of Nurgle [Legends] 195
Sorcerer on Steed of Slaanesh [Legends] 197
Sorcerous Champion [Crucible] 199

Soul Forge Tyrant [Crucible] 203
Traitor Enforcer 207
Traitor Guardsmen Squad 209
Vashtorr the Arkifane 211
Venomcrawler 213
Warp Talons 214
Warpsmith 215

**PUNKTELISTE** **217**

# 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

CHAOS - CHAOS SPACE MARINES

# DETACHMENT OVERVIEW

17 Detachments

**Cabal of Chaos**
3 Stratagems · 2 Enhancements

**Chaos Cult**
6 Stratagems · 4 Enhancements

**Creations of Bile**
6 Stratagems · 4 Enhancements

**Cult of the Arkifane**
6 Stratagems · 4 Enhancements

**Deceptors**
6 Stratagems · 4 Enhancements

**Devotees of Destruction**
3 Stratagems · 2 Enhancements

**Dread Talons**
6 Stratagems · 4 Enhancements

**Fellhammer Siege-host**
6 Stratagems · 4 Enhancements

**Huron's Marauders**
6 Stratagems · 4 Enhancements

**Murdertalon Raiders**
3 Stratagems · 2 Enhancements

**Nightmare Hunt**
6 Stratagems · 4 Enhancements

**Pactbound Zealots**
6 Stratagems · 4 Enhancements

**Renegade Raiders**
6 Stratagems · 4 Enhancements

**Renegade Warband**
6 Stratagems · 4 Enhancements

**Soulforged Warpack**
6 Stratagems · 4 Enhancements

**Veterans of the Long War**
6 Stratagems · 4 Enhancements

**Warpstrike Champions**
6 Stratagems · 4 Enhancements

CHAOS - CHAOS SPACE MARINES

# CABAL OF CHAOS

3 Stratagems · 2 Enhancements

1 DP · DISRUPTION

## ENHANCEMENTS (2)

**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 RULE

- 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 (3/3)

1 CP CABAL OF CHAOS STRATAGEM 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 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.

1 CP CABAL OF CHAOS STRATAGEM 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].

CHAOS - CHAOS SPACE MARINES

# CHAOS CULT

6 Stratagems · 4 Enhancements

2 DP · PRIORITY ASSETS

## ENHANCEMENTS (4)

**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 RULE

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 (6/6)

1 CP CHAOS CULT – BATTLE TACTIC STRATAGEM 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 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 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 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 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 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

# CREATIONS OF BILE

6 Stratagems · 4 Enhancements

3 DP · PURGE THE FOE

## ENHANCEMENTS (4)

**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 RULE

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 (6/6)

2 CP CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM 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 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 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 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 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 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

# CULT OF THE ARKIFANE

6 Stratagems · 4 Enhancements

2 DP · PRIORITY ASSETS

## ENHANCEMENTS (4)

**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 RULE

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 (6/6)

1 CP | CULT OF THE ARKIFANE – EPIC DEED STRATAGEM | 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 – STRATEGIC PLOY STRATAGEM | 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.

1 CP | CULT OF THE ARKIFANE – BATTLE TACTIC STRATAGEM | 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.

2 CP | CULT OF THE ARKIFANE – BATTLE TACTIC STRATAGEM | 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 | 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 | 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

# DECEPTORS

6 Stratagems · 4 Enhancements

2 DP · DISRUPTION

## ENHANCEMENTS (4)

**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 RULE

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 (6/6)

1 CP DECEPTORS – STRATEGIC PLOY STRATAGEM 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 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 – STRATEGIC PLOY STRATAGEM 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 – BATTLE TACTIC STRATAGEM 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 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 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

# DEVOTEES OF DESTRUCTION

3 Stratagems · 2 Enhancements

1 DP · PRIORITY ASSETS

## ENHANCEMENTS (2)

**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 RULE

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

## STRATAGEMS (3/3)

1 CP · DEVOTEES OF DESTRUCTION STRATAGEM · 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 · 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].

1 CP DEVOTEES OF DESTRUCTION STRATAGEM 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.

CHAOS - CHAOS SPACE MARINES

# DREAD TALONS

6 Stratagems · 4 Enhancements

2 DP · DISRUPTION

## ENHANCEMENTS (4)

**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 RULE

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 (6/6)

1 CP DREAD TALONS – STRATEGIC PLOY STRATAGEM 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 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 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 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 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 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

# FELLHAMMER SIEGE-HOST

6 Stratagems · 4 Enhancements

2 DP · TAKE AND HOLD

## ENHANCEMENTS (4)

**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 RULE

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 (6/6)

1 CP — FELLHAMMER SIEGE-HOST – BATTLE TACTIC STRATAGEM — 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 — 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

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

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

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

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

# HURON'S MARAUDERS

6 Stratagems · 4 Enhancements

3 DP · PURGE THE FOE

## ENHANCEMENTS (4)

**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 RULE

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 (6/6)

1 CP HURON'S MARAUDERS – BATTLE TACTIC STRATAGEM — 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 — 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 — 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 — 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 — 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 — 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

# MURDERTALON RAIDERS

3 Stratagems · 2 Enhancements

1 DP · RECONNAISSANCE

## ENHANCEMENTS (2)

**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 RULE

- 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 (3/3)

1 CP MURDERTALON RAIDERS STRATAGEM 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 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 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

# NIGHTMARE HUNT

6 Stratagems · 4 Enhancements

2 DP · DISRUPTION

## ENHANCEMENTS (4)

**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 RULE

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 (6/6)

1 CP NIGHTMARE HUNT STRATAGEM 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 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 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 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 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 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

# PACTBOUND ZEALOTS

6 Stratagems · 4 Enhancements

3 DP · PRIORITY ASSETS

## ENHANCEMENTS (4)

### 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 RULE

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 (6/6)

1 CP PACTBOUND ZEALOTS – EPIC DEED STRATAGEM 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 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 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 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 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 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

# RENEGADE RAIDERS

6 Stratagems · 4 Enhancements

3 DP · RECONNAISSANCE

## ENHANCEMENTS (4)

**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 RULE

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 (6/6)

1 CP RENEGADE RAIDERS – WARGEAR STRATAGEM 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 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 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 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 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 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

# RENEGADE WARBAND

6 Stratagems · 4 Enhancements

2 DP · PRIORITY ASSETS

## ENHANCEMENTS (4)

**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 RULE

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 (6/6)

1 CP RENEGADE WARBAND – STRATEGIC PLOY STRATAGEM — 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 – BATTLE TACTIC STRATAGEM — 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 – EPIC DEED STRATAGEM — 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 – STRATEGIC PLOY STRATAGEM — 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 — 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 — 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

# SOULFORGED WARPACK

6 Stratagems · 4 Enhancements

2 DP · TAKE AND HOLD

## ENHANCEMENTS (4)

**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 RULE

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 (6/6)

1 CP SOULFORGED WARPACK – EPIC DEED STRATAGEM 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 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 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 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 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 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

# VETERANS OF THE LONG WAR

6 Stratagems · 4 Enhancements

2 DP · TAKE AND HOLD

## ENHANCEMENTS (4)

**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 RULE

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 (6/6)

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

# WARPSTRIKE CHAMPIONS

6 Stratagems · 4 Enhancements

2 DP · DISRUPTION

## ENHANCEMENTS (4)

**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 RULE

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 (6/6)

1 CP WARPSTRIKE CHAMPIONS – STRATEGIC PLOY STRATAGEM — 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 — 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 — 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 — 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 — 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 — 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.

CHAOS - CHAOS SPACE MARINES

# ABADDON THE DESPOILER

**300 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 5" | 6 | 2+ | 9 | 5+ | 4 |

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 |

**AUFSTELLUNG**

1x Abaddon the Despoiler (60mm)

**Equipped with:** Talon of Horus, Drach'nyen

## 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

**Paragon of Hatred (Aura)** (Warmaster)
Ability: 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)** (Warmaster)
Ability: 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)** (Warmaster)
Ability: 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 RULES

**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).*

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

FACTION: Heretic Astartes 300 PTS

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# 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 |

### AUFSTELLUNG

3-6x Torment - Equipped with: Hideous mutations
5-10x Mutant - Equipped with: Blasphemous appendages
**Basegrößen:** Mutant 25mm, Torment 40mm

## 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.

## CORE 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]

**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.

# 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 |

### 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 replace its Bolt pistol with Astartes chainsword.
- Each Biker w/ meltagun can replace its Bolt pistol with Astartes chainsword.
- Each Biker w/ plasma gun can replace its Bolt pistol with Astartes chainsword.
- Each Biker w/ combi-weapon can replace its Bolt pistol with Astartes chainsword.

### 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.

**Biker Champion KEYWORDS: Unit Champion**
KEYWORDS: Mounted, Grenades, Chaos, Chaos Bikers

**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.

**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 RULES

**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).*

**TORRENT**

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

## CORE 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]

### 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).

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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 one of: 2 heavy bolters, 2 lascannons, 2 heavy flamers.

## 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 RULES

**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.

## CORE 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]

### 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").

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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.

## 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.

**Chaos Land Raider** (Transport)
Capacity: 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 RULES

**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.*

**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.

## CORE 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]

### 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").

CHAOS - CHAOS SPACE MARINES

# CHAOS LORD

**95 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 5 | 3+ | 5 | 6+ | 1 |

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 |

### 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.

## 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

## WEAPON RULES

**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.

## CORE 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]

### ◈ 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.

CHAOS - CHAOS SPACE MARINES

# CHAOS LORD IN TERMINATOR ARMOUR

**90 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 5" | 6 | 2+ | 6 | 6+ | 1 |

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 |

### 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.

## 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 RULES

**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.*

**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.

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# CHAOS LORD ON BIKE [LEGENDS]

**95 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 5 | 3+ | 6 | 6+ | 2 |

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 |

### 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.

## 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 RULES

**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.

**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.

## CORE 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]

**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.

CHAOS - CHAOS SPACE MARINES

# CHAOS LORD ON DISC OF TZEENTCH [LEGENDS]

**100 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 4 | 3+ | 6 | 6+ | 1 |

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 |

### 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.

## 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 RULES

**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.

**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.

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# CHAOS LORD ON JUGGERNAUT [LEGENDS]

**115 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 10" | 6 | 2+ | 7 | 6+ | 2 |

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 |

## 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.

## 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

KEYWORDS: Mounted, Character, Grenades, Chaos, Khorne, Chaos Lord, Juggernaut, Leader

FACTION: Heretic Astartes 115 PTS

## WEAPON RULES

**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.

**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.

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# CHAOS LORD ON PALANQUIN OF NURGLE [LEGENDS]

**90 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 5" | 5 | 3+ | 8 | 6+ | 2 |

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 |

### 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, Power fist, Combi-bolter, Combi-weapon or Plasma pistol.

## 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

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

FACTION: Heretic Astartes 90 PTS

## WEAPON RULES

**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.

**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.

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# CHAOS LORD ON STEED OF SLAANESH [LEGENDS]

**100 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 14" | 5 | 3+ | 6 | 6+ | 2 |

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 |

### 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.

## 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 RULES

**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.

**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.

## CORE 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]

### 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.

# CHAOS LORD WITH JUMP PACK

**85 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 5 | 3+ | 5 | 6+ | 1 |

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 |

### 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.

## 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 RULES

**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.

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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.

## 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 RULES

**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.*

**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.

## CORE 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]

### 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").

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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.

## 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 RULES

**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.*

**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).*

## CORE 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]

### 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").

CHAOS - CHAOS SPACE MARINES

# 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 |

**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.

## 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.

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

## WEAPON RULES

**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.*

**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).*

## CORE 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]

### 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").

### 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.

# 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 |

**AUFSTELLUNG**

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

### 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.

### CORE 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]

**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.

CHAOS - CHAOS SPACE MARINES

# CHAOS TERMINATOR SQUAD

**185–370 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 5" | 6 | 2+ | 3 | 6+ | 1 |

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 |

### 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 replaced with 1x Paired accursed weapons.
- Each Heavy weapon can replace its Heavy flamer with Reaper autocannon.
- Each Heavy weapon can replace its Accursed weapon with Chainfist or Power fist.
- Each Terminator Champion can replace its Combi-bolter and accursed weapon with Paired accursed weapons.
- Each Terminator Champion can replace its Accursed weapon with Chainfist or Power fist.
- Each Terminator Champion can replace its Combi-bolter with Combi-weapon.

## 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.

**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 RULES

**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.

## CORE 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]

### 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).

# 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 |

### 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.

## 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 RULES

**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.*

**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).*

## CORE 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]

### 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").

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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, Power fist

**Wargear Options:**

- Each Chosen Champion can replace its Bolt pistol with Plasma pistol.
- Each Chosen Champion can replace its Boltgun and accursed weapon with Paired accursed weapons.
- Each Chosen Champion can replace its Boltgun with Combi-weapon.
- Each Chosen Champion can replace its Accursed weapon with Power fist.

## 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.

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

## WEAPON RULES

**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.

## CORE 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]

### 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).

CHAOS - CHAOS SPACE MARINES

# 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 |

### AUFSTELLUNG

1x Cultist Firebrand (32mm)

**Equipped with:** Balefire pike, Close combat weapon

## 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 RULES

**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.

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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.

### 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.

**Cultist Champion KEYWORDS: Unit Champion**
KEYWORDS: Infantry, Battleline, Grenades, Chaos, Cultist Mob, Damned

**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 RULES

**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.

## CORE 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]

**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 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 |

### 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.

### 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 RULES

**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.

**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.

## CORE 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]

CHAOS - CHAOS SPACE MARINES

# CYPHER

**95 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 5 | 3+ | 5 | 6+ | 1 |

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 |

### AUFSTELLUNG

1x Cypher (32mm)

**Equipped with:** Cypher's bolt pistol, Cypher's plasma pistol

## 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 RULES

**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).*

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# DARK APOSTLE

## 70 PTS

**DARK APOSTLE**

| M | T | SV | W | LD | OC | |
|---|---|---|---|---|---|---|
| 6" | 5 | 3+ | 4 | 5+ | 1 | 4+ |

**DARK DISCIPLE**

| M | T | SV | W | LD | OC | |
|---|---|---|---|---|---|---|
| 6" | 5 | 6+ | 1 | 7+ | 1 | 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 |

### AUFSTELLUNG

1x Dark Apostle - Equipped with: Bolt pistol, Accursed crozius
2x Dark Disciple - Equipped with: Close combat weapon
**Basegrößen:** 40mm, Dark Disciple 25mm

### 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

**Dark Apostle KEYWORDS: Dark Apostle, Character**
KEYWORDS: Character, Infantry, Grenades, Chaos, Leader

## WEAPON RULES

**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.

## CORE 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]

### ◈ 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.

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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

### 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 RULES

**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).

**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).*

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# DEFILER

**300 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 11 | 3+ | 18 | 6+ | 5 |

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 |

### 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 its Heavy baleflamer with Electroscourge, Hades lascannon or Heavy reaper autocannon.
- This model can replace its Two excruciator cannons with Two magma cutters.

## 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.

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Defiler

**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 RULES

**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.

## CORE 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]

### 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").

CHAOS - CHAOS SPACE MARINES

# 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 |
| ➤ 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 |

### 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, Chainfist, Close combat weapon, Daemon hammer, Exalted weapon, Force weapon, Impaler chainglaive, Power fist, Staff of possession, Technovirus injector, Twin lightning claws

**Wargear Options:**

- This model can be equipped with up to 2 of: Flamer tendril, Melta tendril, Bolt pistol, Plasma pistol.
- This model can be equipped with one of: Balefire tome, Baleflamer, Boltgun, Combi-bolter, Combi-weapon, Flamer, Heavy flamer, Helstalker autocannon, Magma cutter, Meltagun, Plasma gun, Reaper autocannon, Rite of Possession, Infernal Gaze.

## 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.

**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 RULES

**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.*

**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.

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# 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 |

### AUFSTELLUNG

1x Exalted Champion [Legends]

**Equipped with:** Bolt pistol, Combi-weapon, Exalted weapon

## 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 RULES

**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.*

**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).*

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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

## 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

**Fabius Bile KEYWORDS: Character, Epic Hero, Fabius Bile**
KEYWORDS: Epic Hero, Chaos, Chaos Undivided, Infantry, Leader

## WEAPON RULES

**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.

## CORE 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]

### ◈ 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.

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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.

## 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 RULES

**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).

## CORE 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]

CHAOS - CHAOS SPACE MARINES

# FORGEFIEND

**155 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 8" | 10 | 3+ | 12 | 6+ | 3 |

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 |

### 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.

## 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 RULES

**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).*

## CORE 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]

### 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").

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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 |

**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

### 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 RULES

**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.

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# HAARKEN WORLDCLAIMER

**95 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 5 | 3+ | 5 | 6+ | 1 |

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 |

**AUFSTELLUNG**

1x Haarken Worldclaimer (40mm)

**Equipped with:** Hellspear, Herald's Talon

## 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 RULES

**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).*

KEYWORDS: Infantry, Character, Epic Hero, Fly, Jump Pack, Chaos, Chaos Undivided, Haarken Worldclaimer, Leader

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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 fist.
- Each Havoc Champion can replace its Flamer with Plasma gun, Plasma pistol, Accursed weapon, Power fist, Boltgun or Meltagun.

### 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 RULES

**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.

## CORE 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]

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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, Helbrute fist with combi-bolter, Helbrute plasma cannon, Twin heavy bolter or Twin lascannon.

## 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 RULES

**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.

## CORE 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]

### ◈ 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").

CHAOS - CHAOS SPACE MARINES

# HELDRAKE

## 175 PTS

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 9 | 3+ | 12 | 6+ | 0 |

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 |

**AUFSTELLUNG**

1x Heldrake (120x92mm Oval Base)

**Equipped with:** Baleflamer, Hades autocannon, Heldrake claws

**Wargear Options:**

■ This model can replace its Hades autocannon with Baleflamer.

### 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.

KEYWORDS: Vehicle, Fly, Chaos, Daemon, Heldrake

## WEAPON RULES

**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.

## CORE 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]

### 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").

### Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

CHAOS - CHAOS SPACE MARINES

# HELL BLADE [LEGENDS]

**115 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 20+" | 8 | 3+ | 10 | 6+ | 0 |

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 |

### 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.

## 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 RULES

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

## CORE 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]

**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").

CHAOS - CHAOS SPACE MARINES

# HELL TALON [LEGENDS]

## 140 PTS

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 20+" | 9 | 3+ | 14 | 6+ | 0 |

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 |

### 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.

## 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 RULES

**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.

## CORE 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]

### 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").

CHAOS - CHAOS SPACE MARINES

# HERETIC ASTARTES DAEMON PRINCE

**155 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 8" | 10 | 2+ | 10 | 6+ | 3 |

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 |

### AUFSTELLUNG

1x Heretic Astartes Daemon Prince (60mm)

**Equipped with:** Infernal cannon, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

## 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.

## CORE 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]

**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").

CHAOS - CHAOS SPACE MARINES

# HERETIC ASTARTES DAEMON PRINCE WITH WINGS

**170 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 9 | 2+ | 10 | 6+ | 3 |

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 |

### AUFSTELLUNG

1x Heretic Astartes Daemon Prince with wings (60mm)

**Equipped with:** Infernal cannon, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

## 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.

## CORE 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]

**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").

**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.

CHAOS - CHAOS SPACE MARINES

# HURON BLACKHEART

**135 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 6 | 3+ | 5 | 6+ | 1 |

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 |

### AUFSTELLUNG

1x Huron Blackheart (50mm)

**Equipped with:** Tyrant's Claw heavy flamer, Tyrant's Claw and exalted power weapon

## 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 RULES

**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.

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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.

## 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 RULES

**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.

CHAOS - CHAOS SPACE MARINES

# KHORNE LORD OF SKULLS

**450 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 8" | 13 | 3+ | 24 | 6+ | 8 |

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 |

### 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.

## 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 RULES

**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).*

KEYWORDS: Vehicle, Titanic, Towering, Chaos, Khorne, Daemon, Lord of Skulls, Frame

FACTION: Heretic Astartes 450 PTS

## CORE 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]

### 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").

CHAOS - CHAOS SPACE MARINES

# KRAVEK MORNE

## 130 PTS

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 5" | 6 | 2+ | 6 | 6+ | 1 |

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 |

**AUFSTELLUNG**

1x Kravek Morne (50mm)

**Equipped with:** Baleflamer, Combi-bolter, Last Argument and power fist, Servo-harness

### 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

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Chaos Undivided, Terminator, Kravek Morne, Leader

FACTION: Heretic Astartes 130 PTS

## WEAPON RULES

**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).

**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.

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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 chainsword, Heavy melee weapon or Plasma pistol.
- Each Aspiring Champion can replace its Boltgun with Accursed weapon, Astartes chainsword, Heavy melee weapon or Plasma pistol.
- Each Legionary w/ other weapon can replace its Flamer with Havoc autocannon, Heavy bolter, Lascannon, Missile launcher, Plasma gun, Reaper chaincannon, Plasma pistol and Astartes chainsword or Meltagun.

## 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.

**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 RULES

**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.

## CORE 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]

CHAOS - CHAOS SPACE MARINES

# LORD DISCORDANT ON HELSTALKER

**155 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 14" | 9 | 2+ | 10 | 6+ | 4 |

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 |

### 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.

## 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.

KEYWORDS: Mounted, Character, Chaos, Daemon, Lord Discordant

FACTION: Heretic Astartes 155 PTS

## WEAPON RULES

**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.

**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.

## CORE 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]

CHAOS - CHAOS SPACE MARINES

# 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 |

**AUFSTELLUNG**

1x Master of Executions (40mm)

**Equipped with:** Bolt pistol, Axe of dismemberment

## 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 RULES

**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.

## CORE 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]

### ◈ 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.

CHAOS - CHAOS SPACE MARINES

# MASTER OF POSSESSION

**65 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 8" | 5 | 3+ | 4 | 6+ | 1 |

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 |

### AUFSTELLUNG

1x Master of Possession (40mm)

**Equipped with:** Bolt pistol, ➤ Rite of Possession - focused witchfire, ➤ Rite of Possession - witchfire, Staff of possession

## 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 RULES

**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.

**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).

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# 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 |

## 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 |

**Garlon Souleater KEYWORDS: Psyker**
KEYWORDS: Epic Hero, Infantry, Grenades, Chaos, Chaos Undivided, Masters of the Maelstrom, Support

## 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

## ABILITIES

**CORE - Support**

### 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 RULES

**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.

**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).

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# MAULERFIEND

**125 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 10" | 10 | 3+ | 12 | 6+ | 3 |

5+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| 2x Magma cutter<br>MELTA 2 | 6" | 2 | 3+ | 9 | -4 | D6 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Lasher tendrils<br>EXTRA ATTACKS | Melee | 6 | 3+ | 7 | -1 | 1 |
| Maulerfiend fists | Melee | 6 | 3+ | 14 | -2 | D6+1 |

**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.

## 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.

## CORE 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]

**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").

CHAOS - CHAOS SPACE MARINES

# MUTILATORS

**165 PTS**

**MUTILATOR**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 5" | 7 | 2+ | 5 | 6+ | 2 |

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 |

### AUFSTELLUNG

3x Mutilator - Equipped with: ➤ Fleshmetal weapons - rending strikes, ➤ Fleshmetal weapons - clawed sweeps, ➤ Fleshmetal weapons - thunderous blows (50mm)

## 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.

## CORE 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]

**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.

CHAOS - CHAOS SPACE MARINES

# 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 |

**AUFSTELLUNG**

16x Mutoid Vermin - Equipped with: Diseased claws and fangs

### 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 RULES

**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].*

### CORE 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]

**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.

CHAOS - CHAOS SPACE MARINES

# NEGAVOLT CULTISTS [LEGENDS]

**55 PTS**

**NEGAVOLT CULTIST**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 3 | 7+ | 1 | 7+ | 1 |

5+

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Electro-goads SUSTAINED HITS 2 | Melee | 3 | 3+ | 4 | 0 | 1 |

**AUFSTELLUNG**

4x Negavolt Cultist - Equipped with: Electro-goads

## 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 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).*

## CORE 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]

**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.

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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 Nostraman chainblade with Accursed weapon or Power fist.
- Each Visionary can replace its Bolt pistol with Plasma pistol.
- Each Legionary w/ heavy weapon can replace its Heavy bolter with Missile launcher.
- Each Legionary w/ special weapon can replace its Flamer with Plasma gun or Meltagun.

## 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.

**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 RULES

**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.

## CORE 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]

### 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).

CHAOS - CHAOS SPACE MARINES

# 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 |

**AUFSTELLUNG**

1x Noctilith Crown (Hull)

**Equipped with:** Lashing warp energies

## 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.

## CORE 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]

**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").

# 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 |

### 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.

### 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 RULES

**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.

CHAOS - CHAOS SPACE MARINES

# OBLITERATORS

**160–360 PTS**

### OBLITERATOR

| M | T | SV | W | LD | OC | |
|---|---|---|---|---|---|---|
| 4" | 7 | 2+ | 5 | 6+ | 2 | 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 |

### AUFSTELLUNG

2x Obliterator - Equipped with: Crushing fists, ➤ Fleshmetal guns - focused malice, ➤ Fleshmetal guns - ruinous salvo, ➤ Fleshmetal guns - warp hail (50mm)

## 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 RULES

**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).*

## CORE 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]

### 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.

# 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 |

### 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:**

- Each Plague Champion can replace its Plague knives with Power fist or Bubotic weapons.
- Each Plague Champion can replace its Boltgun with Bolt pistol, Plasma gun or Plasma pistol.

### 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 RULES

**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.

CHAOS - CHAOS SPACE MARINES

# POSSESSED

**130–260 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 9" | 6 | 3+ | 3 | 6+ | 1 |

5+

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Hideous mutations | Melee | 4 | 3+ | 6 | -1 | 2 |

**AUFSTELLUNG**

5x Possessed (40mm)

**Equipped with:** Hideous mutations

## 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.

## CORE 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]

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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.

### 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.

KEYWORDS: Infantry, Fly, Jump Pack, Chaos, Raptors, Grenades

## WEAPON RULES

**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).*

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

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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.

### 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 RULES

**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.

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# RED CORSAIRS REAVE-CAPTAIN

**65 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 5 | 3+ | 5 | 6+ | 1 |

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 |

### 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.

## 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

## WEAPON RULES

**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).*

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# RENEGADE ENFORCER [LEGENDS]

**65 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 3 | 5+ | 3 | 6+ | 1 |

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 |

### 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.

## 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

## WEAPON RULES

**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).*

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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.

## 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.

**Renegade Heavy Weapons Squad** (Transport)
Capacity: For the purposes of embarking within TRANSPORTS, each Renegade **Heavy** Weapons Team model counts as two models.

## WEAPON RULES

**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).*

## CORE 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]

CHAOS - CHAOS SPACE MARINES

# 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 |

### AUFSTELLUNG

1x Ogryn Pack Master - Equipped with: Mauler goad and ripper claw
3-6x Chaos Mauler Hound - Equipped with: Befouled fangs and claws

## 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.

## CORE 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]

CHAOS - CHAOS SPACE MARINES

# 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 |

### AUFSTELLUNG

3x Brute w/ Ogryn weapon oder Brute w/ power drill

**Equipped with:** Ogryn power drill, Ogryn weapon

## 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.

**Renegade Ogryn Brutes** (Transport)
Capacity: For the purposes of embarking within TRANSPORTS, each Renegade Ogryn Brute model counts as one TERMINATOR model.

## CORE 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]

# 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 |

**AUFSTELLUNG**

3x Renegade Plague Ogryn - Equipped with: Ogryn plague claws

## 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.

**Renegade Plague Ogryns** (Transport)
Capacity: For the purposes of embarking within TRANSPORTS, each Renegade Plague Ogryn model counts as one TERMINATOR model.

## WEAPON RULES

**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].*

## CORE 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]

**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.

CHAOS - CHAOS SPACE MARINES

# 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 |

**AUFSTELLUNG**

1x Rogue Psyker [Legends]

**Equipped with:** Laspistol, ➤ Psychic Strike - focused witchfire, ➤ Psychic Strike - witchfire, Chaos stave

## 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 RULES

**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.*

**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).

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# RUBRIC MARINES

**115–210 PTS**

### ASPIRING SORCERER

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 5 | 3+ | 3 | 6+ | 2 |

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 |

### 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.

## 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.

**Aspiring Sorcerer KEYWORDS: Psyker**
KEYWORDS: Infantry, Battleline, Chaos, Tzeentch, Rubric Marines, Rubricae

## WEAPON RULES

**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).

**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.

CHAOS - CHAOS SPACE MARINES

# 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 |

### AUFSTELLUNG

1x Sorcerer (40mm)

**Equipped with:** Bolt pistol, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, Force weapon

## 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 RULES

**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).

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# SORCERER IN TERMINATOR ARMOUR

**85 PTS**

| M | T | SV | W | LD | OC | |
|---|---|---|---|---|---|---|
| 5" | 6 | 2+ | 5 | 6+ | 1 | 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 |
| ➤ 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 |

### 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.

## 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 RULES

**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.

**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).*

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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.

## 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 RULES

**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).*

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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.

## 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 RULES

**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).*

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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.

## 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 RULES

**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.

**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).*

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# 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 |

## 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.

## 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

KEYWORDS: Mounted, Character, Grenades, Psyker, Chaos, Slaanesh, Sorcerer, Steed of Slaanesh, Leader

FACTION: Heretic Astartes 85 PTS

## WEAPON RULES

**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.

**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).*

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# 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 |
| ➤ 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 |

KEYWORDS: Character, Infantry, Grenades, Chaos, Psyker, Sorcerous Champion, Crucible, Leader

FACTION: Heretic Astartes 80 PTS

| | | | | | | |
|---|---|---|---|---|---|---|
| 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 |

### 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, Chainfist, Close combat weapon, Daemon hammer, Exalted weapon, Force weapon, Impaler chainglaive, Power fist, Staff of possession, Technovirus injector, Twin lightning claws

**Wargear Options:**

- This model can be equipped with up to 2 of: Flamer tendril, Melta tendril, Bolt pistol, Plasma pistol.
- This model can be equipped with one of: Balefire tome, Baleflamer, Boltgun, Combi-bolter, Combi-weapon, Flamer, Heavy flamer, Helstalker autocannon, Magma cutter, Meltagun, Plasma gun, Reaper autocannon, Rite of Possession, Infernal Gaze.

## 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.

**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 RULES

**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.*

**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.

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# SOUL FORGE TYRANT [CRUCIBLE]

## 160 PTS

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 10" | 9 | 2+ | 10 | 6+ | 4 |

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 |
| ➤ 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 |

KEYWORDS: Character, Chaos, Mounted, Daemon, Helstalker, Soul Forge Tyrant, Crucible

FACTION: Heretic Astartes 160 PTS

| | | | | | | |
|---|---|---|---|---|---|---|
| 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 |

### 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, Chainfist, Close combat weapon, Daemon hammer, Exalted weapon, Force weapon, Impaler chainglaive, Power fist, Staff of possession, Technovirus injector, Twin lightning claws

**Wargear Options:**

- This model can be equipped with up to 2 of: Flamer tendril, Melta tendril, Bolt pistol, Plasma pistol.
- This model can be equipped with one of: Balefire tome, Baleflamer, Boltgun, Combi-bolter, Combi-weapon, Flamer, Heavy flamer, Helstalker autocannon, Magma cutter, Meltagun, Plasma gun, Reaper autocannon, Rite of Possession, Infernal Gaze.

## 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.

**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 RULES

**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.*

**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.

## CORE 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]

### 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.

CHAOS - CHAOS SPACE MARINES

# TRAITOR ENFORCER

## 70 PTS

**TRAITOR ENFORCER**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 3 | 5+ | 3 | 6+ | 1 |

5+

**TRAITOR OGRYN**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 6 | 5+ | 4 | 7+ | 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 |
|---|---|---|---|---|---|---|
| Ogryn weapons | Melee | 5 | 3+ | 7 | -1 | 2 |
| Power fist | Melee | 3 | 3+ | 6 | -2 | 2 |

### AUFSTELLUNG

1x Traitor Enforcer - Equipped with: Bolt pistol, Power fist
1x Traitor Ogryn - Equipped with: Ogryn weapons
**Basegrößen:** 32mm, Traitor Ogryn 40mm

### 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

**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

## WEAPON RULES

**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.

## CORE 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]

### ◈ 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: -** **70 PTS**

CHAOS - CHAOS SPACE MARINES

# 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 |

### 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.

## 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 RULES

**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.

## CORE 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]

CHAOS - CHAOS SPACE MARINES

# VASHTORR THE ARKIFANE

**220 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 10 | 2+ | 14 | 6+ | 3 |

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 |

### AUFSTELLUNG

1x Vashtorr the Arkifane (80mm)

**Equipped with:** Vashtorr's claw, ➤ Vashtorr's hammer - strike, ➤ Vashtorr's hammer - sweep

## 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 RULES

**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.

## CORE 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]

### 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").

### 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.

CHAOS - CHAOS SPACE MARINES

# VENOMCRAWLER

**120 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 9 | 3+ | 9 | 6+ | 3 |

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 |

**AUFSTELLUNG**

1x Venomcrawler (100mm)

**Equipped with:** 2x Excruciator cannon, Soulflayer tendrils and claws

## 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.

## CORE 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]

**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").

CHAOS - CHAOS SPACE MARINES

# WARP TALONS

**130–290 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 5 | 3+ | 2 | 6+ | 1 |

5+

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Warp claws TWIN-LINKED | Melee | 4 | 3+ | 5 | -2 | 1 |

**AUFSTELLUNG**

5-10x Warp Talon Champion oder Warp Talon (32mm)

**Equipped with:** Warp claws

## 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 RULES

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

## CORE 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]

**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.

CHAOS - CHAOS SPACE MARINES

# 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 |

### AUFSTELLUNG

1x Warpsmith (60x35.5mm Oval Base)

**Equipped with:** Flamer tendril, Melta tendril, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Forge weapon

### 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

KEYWORDS: Infantry, Character, Chaos, Warpsmith, Leader

## WEAPON RULES

**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.

**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.

## CORE 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]

### 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.

# 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 |

| EINHEIT | PUNKTE |
| --- | --- |
| **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) |

| EINHEIT | PUNKTE |
| --- | --- |
| **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 |
| **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 |

| EINHEIT | PUNKTE |
|---|---|
| **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 |

| EINHEIT | PUNKTE |
|---|---|
| **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 |
| **Sorcerer on Bike [Legends]** | 75 pts |
| **Sorcerer on Disc of Tzeentch [Legends]** | 80 pts |
| **Sorcerer on Palanquin of Nurgle [Legends]** | 80 pts |

| EINHEIT | PUNKTE |
|---|---|
| **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 |

| ENHANCEMENT | PUNKTE |
|---|---|
| **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 |

| ENHANCEMENT | PUNKTE |
|---|---|
| **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 |
| **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 |

| ENHANCEMENT | PUNKTE |
|---|---|
| **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 |