

FORGEFIEND - CHAOS - CHAOS SPACE MARINES

160 PTS

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

INVULNERABLE  
SAVE



**AUFSTELLUNG**

1x Forgefiend

**Equipped with:** Ectoplasma cannon, Hades autocannon, Armoured limbs, Forgefiend jaws

**Wargear Options:**

- This model can replace its 2 ectoplasma cannons with 2 Hades autocannons.
- This model can replace its Forgefiend jaws with Ectoplasma cannon and limbs.

**KEYWORDS:** Vehicle, Walker, Chaos, Daemon, Forgefiend

**FACTION KEYWORDS:** Heretic Astartes

RANGED WEAPONS

| WEAPON                                    | RANGE | A  | BS | S  | AP | D |
|-------------------------------------------|-------|----|----|----|----|---|
| Ectoplasma cannon<br><small>BLAST</small> | 36"   | D3 | 3+ | 10 | -3 | 3 |
| Hades autocannon                          | 36"   | 6  | 3+ | 8  | -1 | 2 |

MELEE WEAPONS

| WEAPON          | RANGE | A | WS | S | AP | D |
|-----------------|-------|---|----|---|----|---|
| Armoured limbs  | Melee | 2 | 3+ | 6 | 0  | 2 |
| Forgefiend jaws | Melee | 5 | 3+ | 7 | 0  | 2 |

ABILITIES

- Daemonic Ordnance**

Each time this model is selected to shoot, it can use this ability. If it does, until the end of the phase, its ranged weapons have the [DEVASTATING WOUNDS] and [HAZARDOUS] abilities.
- Khorne**

Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**

Add 1 to this model's Toughness characteristic.
- Slaanesh**

Add 2" to this model's Move characteristic.
- Tzeentch**

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

WEAPON ABILITIES

- Blast**

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

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

FACTION RULES

- Dark Pacts**

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

  - [LETHAL HITS]
  - [SUSTAINED HITS 1]

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INVULNERABLE  
SAVE

5+

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CORE RULES

**Deadly Demise D3**  
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*