

C O D E X

CHAOS - CHAOS SPACE MARINES

classic2

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FRAKTIONSREGELN

DARK PACTS

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

FRAKTIONSKRAM

BOLTGUN

RANGED WEAPONS

\$text: 24"

name: Range

typeld: 9896-9419-16a1-92fc

BOLT PISTOL

RANGED WEAPONS

\$text: 12"

name: Range

typeld: 9896-9419-16a1-92fc

COMBI-BOLTER

RANGED WEAPONS

\$text: 24"

name: Range

typeld: 9896-9419-16a1-92fc

CHAINFIST

MELEE WEAPONS

\$text: Melee

name: Range

typeld: 914c-b413-91e3-a132

MELTAGUN

RANGED WEAPONS

\$text: 12"

name: Range

typeld: 9896-9419-16a1-92fc

UEBERSICHT

Cabal of Chaos

Touched by the Warp, Conduit of Chaos

Chaos Cult

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

Creations

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

Cult of the Arkifane

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

Deceptors

Falsehood, Cursed Fang, Shroud of Obfuscation, Soul Link

Devotees

Pact of Destruction, Eye Of Oblivion

Dread Talons

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

Huron's Marauders

Voice of the Tyrant, Raid Leader, Dread Reputation, Eager for Bloodshed

Murdertalon

Pact of Cursed Pinions, Shadowcowl Talisman

Nightmare Hunt

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

Raiders

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

Renegade Warband

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

Siege-host

Bastion Plate, Ironbound Enmity, Warp Tracer, Iron Artifice

Soulforged

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

Veterans

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

Warpstrike Champions

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

Zealots

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

CABAL OF CHAOS

ENHANCEMENTS

Touched by the Warp

10 pts

- This model has PSYKER.
- This model's weapons have [PSYCHIC].

Conduit of Chaos

20 pts

This model's melee attacks have [LANCE].

DETACHMENT-REGEL

Each time a unit from your army makes a Dark Pact, select one of the following abilities. Your unit has that ability until the end of the phase.

Leaping Warpflame While this unit is within 9" of one or more friendly HERETIC ASTARTES PSYKER models, improve the Strength characteristic of ranged weapons equipped by models in this unit by 1.	Monstrous Manifestation While this unit is within 9" of one or more friendly HERETIC ASTARTES DAEMON PRINCE or a HERETIC ASTARTES DAEMON PRINCE WITH WINGS models, improve the Armour Penetration characteristic of melee weapons equipped by models in this unit by 1.
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STRATAGEMS

1 CP CABAL OF CHAOS STRATAGEM

COMMAND

With the unbound energies of the Warp surging through them, this

When: Your Command phase.

Target: One friendly HERETIC ASTARTES PSYKER/DAEMON unit

Effect: Your unit heals D3+1 wounds.

1 CP CABAL OF CHAOS STRATAGEM

SHOOTING

Chanting words of forbidden power, this heretic witch triggers

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

1 CP CABAL OF CHAOS STRATAGEM

COMMAND

With the unbound energies of the Warp surging through them, this

When: Your Command phase.

Target: One friendly HERETIC ASTARTES PSYKER/DAEMON unit

Effect: Your unit heals D3+1 wounds.

1 CP CABAL OF CHAOS STRATAGEM

SHOOTING

Chanting words of forbidden power, this heretic witch triggers

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

1 CP

CABAL OF CHAOS STRATAGEM

SHOOTING

Secondary cantrips blossom out like poisoned flowers from the

When: Your Shooting phase, when a friendly HERETIC ASTARTES

Target: That HERETIC ASTARTES PSYKER unit.

Effect: Your unit's ranged attacks have [IGNORES COVER].

1 CP

CABAL OF CHAOS STRATAGEM

SHOOTING

Secondary cantrips blossom out like poisoned flowers from the

When: Your Shooting phase, when a friendly HERETIC ASTARTES

Target: That HERETIC ASTARTES PSYKER unit.

Effect: Your unit's ranged attacks have [IGNORES COVER].

CHAOS CULT

ENHANCEMENTS

Amulet of Tainted Vigour

20 pts

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

Incendiary Goad

25 pts

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

Cultist's Brand

30 pts

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

Warped Foresight

10 pts

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

DETACHMENT-REGEL

TRAITOR GUARDSMEN SQUAD units from your army gain the BATTLELINE keyword.

STRATAGEMS

1 CP

CHAOS CULT – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

CHOSEN FOR GLORY

When: Your Shooting phase or the Fight phase.

Target: One DAMNED unit from your army that has not been selected to shoot or fight this phase.

Effect: Your unit can make a Desperate Pact. If it does, until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Hit roll, and if your unit did not fail the resulting Leadership test when making that Desperate Pact, you can re-roll the Wound roll as well.

1 CP

CHAOS CULT – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

CRAZED FOCUS

When: Your Shooting phase.

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

Effect: Your unit can make a Desperate Pact. If it does, until the end of the phase, each time a model in your unit makes an attack, improve the Armour Penetration characteristic of that attack by 1, and if your unit did not fail the resulting Leadership test when making that Desperate Pact, improve the Strength characteristic of that attack by 1 as well.

1 CP

CHAOS CULT – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

SHOOTING

MORTAL THRALLS

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

Target: One HERETIC ASTARTES unit from your army that was selected as the target of one or more of the attacking units attacks, and one friendly DAMNED unit within 3" of your unit and visible to both your unit and the attacking unit.

Effect: Until the end of the phase, while your DAMNED unit is on the battlefield, each time your opponent would make a Wound roll for an attack that targets your HERETIC ASTARTES unit, if your DAMNED unit is visible to the attacking model and is an eligible target for that attack, no roll is made; instead, your DAMNED unit suffers a number of mortal wounds equal to the Damage characteristic of that attack.

1 CP

CHAOS CULT – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

CHARGE

RECKLESS HASTE

When: Your Charge phase

Target: One DAMNED unit from your army.

Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP

CHAOS CULT – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

INFERNAL SACRIFICE

When: Fight phase.

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

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

1 CP

CHAOS CULT – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

FIGHT

SELFLESS DEMISE

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

Target: One DAMNED unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has resolved all of its attacks, each time a model in your unit is destroyed, roll one D6 on a 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

CREATIONS

ENHANCEMENTS

Surgical Precision

10 pts

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

Living Carapace

15 pts

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

Helm of All-Seeing

25 pts

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

Prime Test Subject

35 pts

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

CULT OF THE ARKIFANE

ENHANCEMENTS

Wyredjinn

25 pts

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

Cybinferral Font

20 pts

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

Mark of the Soul Forges

20 pts

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

Crown of Worms

15 pts

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

DETACHMENT-REGEL

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

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

SOUL FORGE units from your army have a 5+ invulnerable save.

STRATAGEMS

1 CP

CULT OF THE ARKIFANE – EPIC DEED
STRATAGEM

COMMAND

Metal and muscle, wire and sinew flow together,

When: Your Command phase.

Target: One Heretic Astartes unit from your army

Effect: One model in your unit regains up to D3

1 CP

CULT OF THE ARKIFANE –
STRATEGIC PLOY STRATAGEM

MOVEMENT

Warp-tainted motive force and empyric plasma flows

When: Your Movement phase, just after a Heretic

Target: That Heretic Astartes unit.

Effect: Until the end of the turn, your unit is eligible

1 CP

CULT OF THE ARKIFANE – EPIC DEED
STRATAGEM

COMMAND

Metal and muscle, wire and sinew flow together,

When: Your Command phase.

Target: One Heretic Astartes unit from your army

Effect: One model in your unit regains up to D3

1 CP

CULT OF THE ARKIFANE –
STRATEGIC PLOY STRATAGEM

MOVEMENT

Warp-tainted motive force and empyric plasma flows

When: Your Movement phase, just after a Heretic

Target: That Heretic Astartes unit.

Effect: Until the end of the turn, your unit is eligible

1 CP

CULT OF THE ARKIFANE – BATTLE
TACTIC STRATAGEM

SHOOTING

Channelling the infernal flames of the soul forges,

When: Your Shooting phase or the Fight phase.

Target: One Soul Forge unit from your army that

Effect: Until the end of the phase, each time a

1 CP

CULT OF THE ARKIFANE – BATTLE
TACTIC STRATAGEM

SHOOTING

Channelling the infernal flames of the soul forges,

When: Your Shooting phase or the Fight phase.

Target: One Soul Forge unit from your army that

Effect: Until the end of the phase, each time a

1 CP

CULT OF THE ARKIFANE – BATTLE
TACTIC STRATAGEM

SHOOTING

Offering up so great a sacrificial victim will surely

When: Your Shooting phase or the Fight phase.

Target: One Soul Forge unit from your army that

Effect: Until the end of the phase, each time a

1 CP

CULT OF THE ARKIFANE – BATTLE
TACTIC STRATAGEM

SHOOTING

Offering up so great a sacrificial victim will surely

When: Your Shooting phase or the Fight phase.

Target: One Soul Forge unit from your army that

Effect: Until the end of the phase, each time a

1 CP

CULT OF THE ARKIFANE –
STRATEGIC PLOY STRATAGEM

SHOOTING

Responding swiftly to incoming fire, the bound entity

When: Your opponent's Shooting phase, just after an

Target: One Soul Forge unit from your army that

Effect: Until the end of the phase, add 1 to the

1 CP

CULT OF THE ARKIFANE –
STRATEGIC PLOY STRATAGEM

SHOOTING

Responding swiftly to incoming fire, the bound entity

When: Your opponent's Shooting phase, just after an

Target: One Soul Forge unit from your army that

Effect: Until the end of the phase, add 1 to the

1 CP

CULT OF THE ARKIFANE – BATTLE TACTIC
STRATAGEM

ANY

The blessings of Vashtorr flow through these

When: Any phase.

Target: One Heretic Astartes unit from your

Effect: Until the end of the phase, if your unit is

1 CP

CULT OF THE ARKIFANE – BATTLE TACTIC
STRATAGEM

ANY

The blessings of Vashtorr flow through these

When: Any phase.

Target: One Heretic Astartes unit from your

Effect: Until the end of the phase, if your unit is

DECEPTORS

ENHANCEMENTS

Falsehood

10 pts

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

Cursed Fang

10 pts

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

Shroud of Obfuscation

15 pts

The bearer has the Stealth and Lone Operative abilities.

Soul Link

5 pts

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

DETACHMENT-REGEL

In the Declare Battle Formations step, you can select a number of LEGIONARIES and CULTIST MOB units from your army:

until the end of the battle, those units, and any CHARACTER units attached to them (excluding EPIC HEROES), have the Infiltrators ability. The maximum number of units you can select in this way depends on the battle size, as shown below.

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color:rgb(57,75,87);color:rgb(254,254,254);text-align:center;vertical-align:middle;font-size:20px;width:128px;height:30px;">CULTIST MOBS</td></tr><tr><td style="border-width:1px 1px 1px;border-style:none none dotted none;text-align:center;vertical-align:middle;font-size:18px;width:160px;height:0px;">Incursion </td><td style="border-width:1px 1px 1px 1px;border-style:none none dotted none;text-align:center;vertical-align:middle;font-size:18px;width:136px;height:0px;">Up to 2 units </td><td style="border-width:1px 1px 1px 1px;border-style:none none dotted none;text-align:center;vertical-align:middle;font-size:18px;width:128px;height:0px;">Up to 2 units </td></tr><tr><td style="border-width:1px 1px 1px 1px;border-style:none none dotted none;text-align:center;vertical-align:middle;font-size:18px;width:160px;height:0px;">Strike Force</td><td style="border-width:1px 1px 1px 1px;border-style:none none dotted none;text-align:center;vertical-align:middle;font-size:18px;width:136px;height:0px;">Up to 3 units </td><td style="border-width:1px 1px 1px 1px;border-style:none none dotted none;text-align:center;vertical-align:middle;font-size:18px;width:128px;height:0px;">Up to 3 units </td></tr><tr><td style="border-width:1px 1px 1px 1px;border-style:none none dotted none;text-align:center;vertical-align:middle;font-size:18px;width:160px;height:0px;">Onslaught</td><td style="border-width:1px 1px 1px 1px;border-style:none none dotted none;text-align:center;vertical-align:middle;font-size:18px;width:136px;height:0px;">Up to 4 units </td><td style="border-width:1px 1px 1px 1px;border-style:none none dotted none;text-align:center;vertical-align:middle;font-size:18px;width:128px;height:0px;">Up to 4 units </td></tr></tbody></table></td></tr></tbody></table></div>

STRATAGEMS

1 CP

DECEPTORS – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

MOVEMENT

COILS OF DECEPTION

When: Your Movement phase, just after a HERETIC ASTARTES unit from your army Falls Back.

Target: That HERETIC ASTARTES unit.

Effect: Until the end of the turn, your unit is eligible to shoot in a turn in which it Fell Back

1 CP

DECEPTORS – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

PICK THEM OFF

When: Your Shooting phase.

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

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is below its Starting Strength, you can re-roll the Hit roll. If the target is Below Half-strength, you can re-roll the Wound roll as well.

1 CP

DECEPTORS – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

MOVEMENT

RELENTLESS PURSUIT

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One HERETIC ASTARTES INFANTRY or HERETIC ASTARTES MOUNTED unit from your army that is within 9" 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 · WAHAPEDIA

CHARGE

FROM ALL SIDES

When: Start of your Charge phase.

Target: One HERETIC ASTARTES unit from your army.

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

1 CP

DECEPTORS – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

MOVEMENT

SCRAMBLED COORDINATES

When: Start of the Reinforcements step of your opponent's Movement phase.

Target: One HERETIC ASTARTES unit from your army.

Effect: Until the end of the phase, enemy units that are set up on the battlefield from Reserves cannot be set up within 12" horizontally of your unit.

1 CP

DECEPTORS – WARGEAR STRATAGEM · WAHAPEDIA

ANY

DETONATOR

When: Any phase, just after an enemy model with the Deadly Demise ability (excluding TITANIC models) is destroyed

Target: One HERETIC ASTARTES CHARACTER unit from your army that was within 18" of that enemy model when it was destroyed.

Effect: Your opponent does not roll to determine whether mortal wounds are inflicted by their model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted (if that ability inflicts a random number of mortal wounds, your opponent rolls to determine that number as normal).

DEVOTEES

ENHANCEMENTS

Pact of Destruction

15 pts

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

Eye Of Oblivion

20 pts

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

DREAD TALONS

ENHANCEMENTS

Willbreaker

10 pts

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

Night's Shroud

10 pts

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

Eater of Dread

15 pts

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

Warp-fuelled Thrusters

20 pts

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

DETACHMENT-REGEL

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

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

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

STRATAGEMS

1 CP

DREAD TALONS – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

MOVEMENT

MERCILESS PURSUIT

When: End of your opponent's Movement phase.

Target: One HERETIC ASTARTES INFANTRY unit from your army that is not within Engagement range of one or more enemy units.

Effect: Select one enemy unit that Fell Back this turn and is within 6" of your unit. Your unit can declare a charge as if it were your Charge phase. When doing so, you can only select that enemy unit as the target of that charge (and only if it is an eligible target). Note that even if this charge is successful, your unit does not receive any Charge bonus this turn.

1 CP

DREAD TALONS – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

MOVEMENT

RELENTLESS TERROR

When: Your Movement phase, just after a HERETIC ASTARTES INFANTRY unit from your army Falls Back.

Target: That HERETIC ASTARTES INFANTRY unit.

Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Fell Back.

1 CP

DREAD TALONS – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

MOVEMENT

SCREAMING DESCENT

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

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

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

1 CP

DREAD TALONS – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

PITILESS HUNTERS

When: Your Shooting phase.

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

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

1 CP

DREAD TALONS – EPIC DEED
STRATAGEM · WAHAPEDIA

FIGHT

BLOODY EXAMPLE

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

Target: That HERETIC ASTARTES unit.

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

1 CP

DREAD TALONS – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

DEPTHLESS CRUELTY

When: Fight phase

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

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

HURON'S MARAUDERS

ENHANCEMENTS

Voice of the Tyrant

25 pts

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

Raid Leader

20 pts

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

Dread Reputation

25 pts

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

Eager for Bloodshed

30 pts

The bearer has the Infiltrators ability.

STRATAGEMS

1 CP

HURON'S MARAUDERS – BATTLE
TACTIC STRATAGEM

COMMAND

The mortals under Huron's command have

When: Your Command phase.

Target: One Damned unit from your army.

Effect: Select one of the following effects:

1 CP

HURON'S MARAUDERS –
STRATEGIC PLOY STRATAGEM

MOVEMENT

At Huron's order, mortals and transhuman

When: Your Movement phase.

Target: One Heretic Astartes unit (excluding

Effect: Until the end of the turn, your unit is eligible

1 CP

HURON'S MARAUDERS – BATTLE
TACTIC STRATAGEM

COMMAND

The mortals under Huron's command have

When: Your Command phase.

Target: One Damned unit from your army.

Effect: Select one of the following effects:

1 CP

HURON'S MARAUDERS –
STRATEGIC PLOY STRATAGEM

MOVEMENT

At Huron's order, mortals and transhuman

When: Your Movement phase.

Target: One Heretic Astartes unit (excluding

Effect: Until the end of the turn, your unit is eligible

1 CP

HURON'S MARAUDERS – BATTLE
TACTIC STRATAGEM

MOVEMENT

After locating targets of opportunity, the Red

When: Your Movement phase, just after a Heretic

Target: That Heretic Astartes unit.

Effect: Do not make an Advance roll for your unit.

1 CP

HURON'S MARAUDERS – STRATEGIC
PLOY STRATAGEM

SHOOTING

Huron and his spies are always watching and

When: Your opponent's Shooting phase, just after an

Target: One Heretic Astartes unit from your

Effect: Your unit can make a surge move of up

1 CP

HURON'S MARAUDERS – BATTLE
TACTIC STRATAGEM

MOVEMENT

After locating targets of opportunity, the Red

When: Your Movement phase, just after a Heretic

Target: That Heretic Astartes unit.

Effect: Do not make an Advance roll for your unit.

1 CP

HURON'S MARAUDERS – STRATEGIC
PLOY STRATAGEM

SHOOTING

Huron and his spies are always watching and

When: Your opponent's Shooting phase, just after an

Target: One Heretic Astartes unit from your

Effect: Your unit can make a surge move of up

1 CP

HURON'S MARAUDERS – STRATEGIC
PLOY STRATAGEM

FIGHT

As the fighting continues, these warriors slip away,

When: End of your opponent's Fight phase.

Target: One Heretic Astartes unit (excluding

Effect: Remove your unit from the battlefield and

1 CP

HURON'S MARAUDERS – STRATEGIC
PLOY STRATAGEM

FIGHT

As the fighting continues, these warriors slip away,

When: End of your opponent's Fight phase.

Target: One Heretic Astartes unit (excluding

Effect: Remove your unit from the battlefield and

1 CP

HURON'S MARAUDERS – BATTLE TACTIC
STRATAGEM

FIGHT

The Red Corsairs excel in the furious violence of

When: Your Fight phase.

Target: One Heretic Astartes unit from your army

Effect: Until the end of the phase, add 1 to the

1 CP

HURON'S MARAUDERS – BATTLE TACTIC
STRATAGEM

FIGHT

The Red Corsairs excel in the furious violence of

When: Your Fight phase.

Target: One Heretic Astartes unit from your army

Effect: Until the end of the phase, add 1 to the

MURDERTALON

ENHANCEMENTS

Pact of Cursed Pinions

20 pts

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

Shadowcowl Talisman

20 pts

This unit has 5+ InSv.

NIGHTMARE HUNT

ENHANCEMENTS

Greyveil Hex

25 pts

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

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

Warp-fuelled Thrusters

20 pts

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

Sorrowscent Vulture

35 pts

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

Terrorglut Parasite

20 pts

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

DETACHMENT-REGEL

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

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

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

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

STRATAGEMS

1 CP NIGHTMARE HUNT – STRATAGEM

MOVEMENT

Accompanied by a burst of sensory torment, a

When: Your Movement phase.

Target: One Heretic Astartes unit from your army

Effect: Select one enemy unit (excluding Monster)

1 CP NIGHTMARE HUNT – STRATAGEM

MOVEMENT

Accompanied by a burst of sensory torment, a

When: Your Movement phase.

Target: One Heretic Astartes unit from your army

Effect: Select one enemy unit (excluding Monster)

1 CP NIGHTMARE HUNT – STRATAGEM

MOVEMENT

These warriors strike in screaming waves, each

When: Your Movement phase, just after a Heretic

Target: That Heretic Astartes unit.

Effect: Until the end of the turn, your unit is eligible

1 CP NIGHTMARE HUNT – STRATAGEM

MOVEMENT

These warriors strike in screaming waves, each

When: Your Movement phase, just after a Heretic

Target: That Heretic Astartes unit.

Effect: Until the end of the turn, your unit is eligible

1 CP NIGHTMARE HUNT – STRATAGEM

SHOOTING

Suitably wounded, or with the corpses of their

When: Your Shooting phase or the Fight phase.

Target: One Heretic Astartes Infantry unit from

Effect: Until the end of the phase, each time a

1 CP NIGHTMARE HUNT – STRATAGEM

SHOOTING

Suitably wounded, or with the corpses of their

When: Your Shooting phase or the Fight phase.

Target: One Heretic Astartes Infantry unit from

Effect: Until the end of the phase, each time a

1 CP NIGHTMARE HUNT – STRATAGEM

SHOOTING

When indecision and terror grip the foe, their frailties

When: Your Shooting phase or the Fight phase.

Target: One Heretic Astartes Infantry unit from

Effect: Until the end of the phase, each time a

1 CP NIGHTMARE HUNT – STRATAGEM

SHOOTING

When indecision and terror grip the foe, their frailties

When: Your Shooting phase or the Fight phase.

Target: One Heretic Astartes Infantry unit from

Effect: Until the end of the phase, each time a

1 CP NIGHTMARE HUNT – STRATAGEM

CHARGE

Pairing unholy power with blistering speed, the full

When: Your Charge phase.

Target: One Heretic Astartes Infantry unit from

Effect: Until the end of the phase, your unit is

1 CP NIGHTMARE HUNT – STRATAGEM

CHARGE

Pairing unholy power with blistering speed, the full

When: Your Charge phase.

Target: One Heretic Astartes Infantry unit from

Effect: Until the end of the phase, your unit is

1 CP NIGHTMARE HUNT – STRATAGEM

FIGHT

It is not enough to slay. The foe's allies must

When: Fight phase, just after a Heretic Astartes

Target: That Heretic Astartes unit.

Effect: Each enemy unit within 6" of and visible to

1 CP NIGHTMARE HUNT – STRATAGEM

FIGHT

It is not enough to slay. The foe's allies must

When: Fight phase, just after a Heretic Astartes

Target: That Heretic Astartes unit.

Effect: Each enemy unit within 6" of and visible to

RAIDERS

ENHANCEMENTS

Despot's Claim

15 pts

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

Dread Reaver

15 pts

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

Mark of the Hound

25 pts

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

Tyrant's Lash

20 pts

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

RENEGADE WARBAND

ENHANCEMENTS

Weaponised Hatred

35 pts

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

Eyes of the Hunter

15 pts

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

Fratricidal Trophies

5 pts

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

Empyric Symbiote

15 pts

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

DETACHMENT-REGEL

In your Movement phase, each time you set up or select a HERETIC ASTARTES unit (excluding Battle-shocked units) from your army to move, it can choose to Default to Doctrine. If it does, it must first take a Battle-shock test. Then, select one of the following:

- Until the end of the turn, this unit is eligible to shoot and declare a charge in a turn in which it Fell Back.
- Until the end of the turn, this unit is eligible to declare a charge in a turn in which it Advanced.

STRATAGEMS

1 CP

RENEGADE WARBAND – STRATEGIC
PLOY STRATAGEM

MOVEMENT

Renegades do not relinquish their prizes easily.

When: Your Movement phase

Target: One Heretic Astartes unit from your army

Effect: That objective marker remains under your

1 CP

RENEGADE WARBAND – STRATEGIC
PLOY STRATAGEM

MOVEMENT

Renegades do not relinquish their prizes easily.

When: Your Movement phase

Target: One Heretic Astartes unit from your army

Effect: That objective marker remains under your

1 CP

RENEGADE WARBAND – EPIC DEED
STRATAGEM

SHOOTING

Centuries of combined combat experience enable

When: Your Shooting phase or the Fight phase.

Target: One Heretic Astartes unit from your army

Effect: Select either the [LETHAL HITS] or

1 CP

RENEGADE WARBAND – EPIC DEED
STRATAGEM

SHOOTING

Centuries of combined combat experience enable

When: Your Shooting phase or the Fight phase.

Target: One Heretic Astartes unit from your army

Effect: Select either the [LETHAL HITS] or

1 CP

RENEGADE WARBAND – BATTLE
TACTIC STRATAGEM

SHOOTING

Hatred is a powerful motivator. Those who cross

When: Your Shooting phase or the Fight phase.

Target: One Heretic Astartes Infantry (excluding

Effect: Until the end of the phase, each time your

1 CP

RENEGADE WARBAND – BATTLE
TACTIC STRATAGEM

SHOOTING

Hatred is a powerful motivator. Those who cross

When: Your Shooting phase or the Fight phase.

Target: One Heretic Astartes Infantry (excluding

Effect: Until the end of the phase, each time your

1 CP

RENEGADE WARBAND – STRATEGIC
PLOY STRATAGEM

SHOOTING

**Reacting to incoming fire, traitorous infantry
adjust**

When: Your opponent's Shooting phase, just after an

Target: One Heretic Astartes unit (excluding

Effect: Your unit can make a Normal move of up

1 CP

RENEGADE WARBAND – STRATEGIC
PLOY STRATAGEM

SHOOTING

**Reacting to incoming fire, traitorous infantry
adjust**

When: Your opponent's Shooting phase, just after an

Target: One Heretic Astartes unit (excluding

Effect: Your unit can make a Normal move of up

1 CP

RENEGADE WARBAND – BATTLE
TACTIC STRATAGEM

SHOOTING

Without traditional methods of resupply and

When: Your Shooting phase

Target: One Heretic Astartes unit in your army

Effect: Until the end of the phase, each time a

1 CP

RENEGADE WARBAND – BATTLE
TACTIC STRATAGEM

SHOOTING

Without traditional methods of resupply and

When: Your Shooting phase

Target: One Heretic Astartes unit in your army

Effect: Until the end of the phase, each time a

1 CP

RENEGADE WARBAND – STRATEGIC
PLOY STRATAGEM

FIGHT

**Freed from the Emperor's yoke, these warriors
are**

When: Fight phase, just after an enemy unit has

Target: One Heretic Astartes unit from your army

Effect: Until the end of the phase, each time a

1 CP

RENEGADE WARBAND – STRATEGIC
PLOY STRATAGEM

FIGHT

**Freed from the Emperor's yoke, these warriors
are**

When: Fight phase, just after an enemy unit has

Target: One Heretic Astartes unit from your army

Effect: Until the end of the phase, each time a

SIEGE-HOST

ENHANCEMENTS

Bastion Plate

10 pts

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

Ironbound Enmity

15 pts

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

Warp Tracer

20 pts

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

Iron Artifice

10 pts

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

SOULFORGED

ENHANCEMENTS

Forge's Blessing

20 pts

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

Invigorated Mechatendrils

15 pts

Add 4" to the bearer's Move characteristic.

Soul Harvester

15 pts

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

Tempting Addendum

40 pts

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

- If it suffers one or more mortal wounds as a result of that Dark Pact, add 1 to the number of mortal wounds it suffers.
 - Until the end of the phase, each time a model in that unit makes an attack, you can re-roll the Hit roll.
-

VETERANS

ENHANCEMENTS

Warmaster's Gift

15 pts

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

Eager for Vengeance

20 pts

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

Eye of Abaddon

15 pts

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

Mark of Legend

10 pts

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

WARPSTRIKE CHAMPIONS

ENHANCEMENTS

Infernal Fulgurite

20 pts

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

Eye of the Warp

15 pts

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

Akshur's Binding Runes

20 pts

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

Tzagulla

25 pts

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

DETACHMENT-REGEL

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

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align:center;vertical-align:middle;font-size:22px;width:240px;height:0px;">BATTLE SIZE</td><td
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color:rgb(59,84,94);color:rgb(255,255,255);text-align:center;vertical-align:middle;font-
size:22px;width:240px;height:0px;">NUMBER OF UNITS</td></tr><tr><td style="border-
width:1px 1px 1px 1px;border-style:none none none none;text-align:center;vertical-
align:middle;font-size:18px;width:240px;height:0px;">Incursion</td><td style="border-width:1px
1px 1px 1px;border-style:none none none none;text-align:center;vertical-align:middle;font-
size:22px;width:240px;height:0px;">Up to 1 unit</td></tr><tr><td style="border-width:1px 1px
1px 1px;border-style:dotted none dotted none;background-color:var(--row-bg);text-
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size:22px;width:240px;height:0px;">Up to 2 units</td></tr><tr><td style="border-width:1px 1px
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size:18px;width:240px;height:0px;">Onslaught</td><td style="border-width:1px 1px 1px
1px;border-style:none none dotted none;text-align:center;vertical-align:middle;font-
size:22px;width:240px;height:0px;">Up to 3 units</td></tr></tbody></table></td></tr></tbody></
table></div>
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Once you have made your selections, remove those units from the battlefield and place them into Strategic Reserves.

STRATAGEMS

1 CP

WARPSTRIKE CHAMPIONS – STRATEGIC PLOY STRATAGEM

MOVEMENT

Immaterial energies still cling to these

When: Your Movement phase.

Target: One Heretic Astartes Terminator,

Effect: That objective marker remains under your

1 CP

WARPSTRIKE CHAMPIONS – BATTLE TACTIC STRATAGEM

SHOOTING

These warriors have not quite escaped the grip of the

When: Your opponent's Shooting phase or the

Target: One Heretic Astartes unit from your army

Effect: Until the attacking unit has finished making

1 CP

WARPSTRIKE CHAMPIONS – STRATEGIC PLOY STRATAGEM

MOVEMENT

Immaterial energies still cling to these

When: Your Movement phase.

Target: One Heretic Astartes Terminator,

Effect: That objective marker remains under your

1 CP

WARPSTRIKE CHAMPIONS – BATTLE TACTIC STRATAGEM

SHOOTING

These warriors have not quite escaped the grip of the

When: Your opponent's Shooting phase or the

Target: One Heretic Astartes unit from your army

Effect: Until the attacking unit has finished making

1 CP

WARPSTRIKE CHAMPIONS – STRATEGIC PLOY STRATAGEM

MOVEMENT

Momentary flares of empyric energy wreathe this

When: Your Movement phase.

Target: One Heretic Astartes Terminator,

Effect: Until the end of the turn, your unit is eligible

1 CP

WARPSTRIKE CHAMPIONS – BATTLE TACTIC STRATAGEM

CHARGE

The warp rift through which these warriors reach the

When: Your Charge phase.

Target: One Heretic Astartes unit from your army

Effect: Your unit has +2 to charge rolls.

1 CP

WARPSTRIKE CHAMPIONS – STRATEGIC PLOY STRATAGEM

MOVEMENT

Momentary flares of empyric energy wreathe this

When: Your Movement phase.

Target: One Heretic Astartes Terminator,

Effect: Until the end of the turn, your unit is eligible

1 CP

WARPSTRIKE CHAMPIONS – BATTLE TACTIC STRATAGEM

CHARGE

The warp rift through which these warriors reach the

When: Your Charge phase.

Target: One Heretic Astartes unit from your army

Effect: Your unit has +2 to charge rolls.

1 CP

WARPSTRIKE CHAMPIONS – STRATEGIC PLOY STRATAGEM

SHOOTING

These warriors have drilled relentlessly in the art of

When: Your Shooting phase.

Target: Up to two Heretic Astartes units from

Effect: Until the end of the phase, ranged weapons

1 CP

WARPSTRIKE CHAMPIONS – STRATEGIC PLOY STRATAGEM

FIGHT

Drawn to the largest and toughest warriors by their

When: Fight phase, just after an enemy unit has

Target: One Heretic Astartes Terminator,

Effect: Until the end of the turn, each time an attack

1 CP

WARPSTRIKE CHAMPIONS – STRATEGIC PLOY STRATAGEM

SHOOTING

These warriors have drilled relentlessly in the art of

When: Your Shooting phase.

Target: Up to two Heretic Astartes units from

Effect: Until the end of the phase, ranged weapons

1 CP

WARPSTRIKE CHAMPIONS – STRATEGIC PLOY STRATAGEM

FIGHT

Drawn to the largest and toughest warriors by their

When: Fight phase, just after an enemy unit has

Target: One Heretic Astartes Terminator,

Effect: Until the end of the turn, each time an attack

ZEALOTS

ENHANCEMENTS

Talisman of Burning Blood

15 pts

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

Eye of Tzeentch

15 pts

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

Orbs of Unlife

15 pts

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

Intoxicating Elixir

15 pts

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

ABADDON THE DESPOILER 295 PTS

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

INVULNERABLE
SAVE



RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE - Leader

Dark Destiny

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

The Warmaster

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

Leader

This model can be attached to the following units:

- CHAOS TERMINATOR SQUAD
- CHOSEN

WEAPON ABILITIES

Devastating Wounds

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

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

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

Sustained Hits

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

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

FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]



AUFSTELLUNG

1x Abaddon the Despoiler

Equipped with: Talon of Horus,
Drach'nyen



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

ABADDON THE DESPOILER 295 PTS

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

INVULNERABLE
SAVE



CORE RULES

Deep Strike

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

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.

WARMASTER

Paragon of Hatred (Aura)

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

Mark of Chaos Ascendant (Aura)

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

Lord of the Traitor Legions (Aura)

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

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

TORMENT

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

MUTANT

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

⌘ MELEE WEAPONS

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

ABILITIES

- Howling Horde**

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

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

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

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

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

FACTION RULES

- Dark Pacts**

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

 - [LETHAL HITS]
 - [SUSTAINED HITS 1]

CORE RULES

- Feel No Pain 6+**

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

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

 - If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
 - If that unit is wholly within your deployment zone, it can make a scout move.
 - If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.



AUFSTELLUNG

- 3-6x Torment - Equipped with: Hideous mutations
- 5-10x Mutant - Equipped with: Blasphemous appendages



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

BIKER CHAMPION

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	3+	4	0	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+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	3	3+	8	-2	2

ABILITIES

- Chaos icon**
Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.
- Daemonic Flesh**
Add 1 to this model's Toughness characteristic.
- Dark Blessing**
Once per battle, at the start of your opponent's Shooting phase, this model can use this ability. If it does, until the end of the phase, this model's unit has the Stealth ability.
- Eightfold Eyes**
Once per turn, you can re-roll one Hit roll, one Wound roll, one Damage roll or one saving throw made for this model.
- Iron-hard Talons**
Improve the Armour Penetration characteristic of melee weapons equipped by this model by 1.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Massive Fangs**
Melee weapons equipped by this model have the [LANCE] ability.



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

2-5x Biker w/ combi-bolter and bolt pistol oder Biker w/ combi-bolter and chainsword

- 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 Accursed weapon.



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

BIKER CHAMPION

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

- 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 ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Lance**
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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

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

BIKER CHAMPION

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

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

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

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

FACTION RULES

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

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

Biker Champion KEYWORDS: Unit
Champion

KEYWORDS: Mounted, Grenades,
Chaos, Chaos Bikers

FACTION KEYWORDS: Heretic
Astartes

CHAOS DEIMOS PREDATOR

[LEGENDS]

115 PTS

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

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	4	0	1
Conversion beam cannon CONVERSION SUSTAINED HITS D3	24"	1	3+	7	-1	3
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
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

- 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.
- 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).
- 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.

- AUFSTELLUNG
- 1x Chaos Deimos Predator
[Legends]

Equipped with:

Combi-bolter,
Conversion beam cannon, Heavy
bolter, Infernus cannon, Lascannon,
Magna-melta cannon, ► Plasma
destroyer - standard, ► Plasma
destroyer - supercharge

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 flamer
- KEYWORDS: Vehicle, Smoke,
Chaos, Deimos Predator

FACTION KEYWORDS: Heretic
Astartes

CHAOS DEIMOS PREDATOR

[LEGENDS]

115 PTS

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

- Rapid Fire

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

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

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

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

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

FACTION RULES

- Dark Pacts

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

[LETHAL HITS]

[SUSTAINED HITS 1]

CORE RULES

- Deadly Demise D3

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

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

KEYWORDS: Vehicle, Smoke,
Chaos, Deimos Predator

FACTION KEYWORDS: Heretic
Astartes

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

MELEE WEAPONS

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

ABILITIES

- Assault Ramp**
Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.
- Damaged: 1-5 wounds remaining**
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).



- AUFSTELLUNG
- 1x Chaos Land Raider
- Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, Soulshatter lascannon, Twin heavy bolter, Armoured tracks
- Wargear Options:
- This model can be equipped with one of: Combi-bolter, Combi-weapon.



KEYWORDS: Vehicle, Transport, Smoke, Chaos, Land Raider, Frame

FACTION KEYWORDS: Heretic Astartes

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

Devastating Wounds

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

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

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

Rapid Fire

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

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

Sustained Hits

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

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

Twin-linked

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

FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deadly Demise D6

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

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

TRANSPORT

Chaos Land Raider

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

M	T	Sv	W	LD	OC
6"	4	3+	5	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainblade	Melee	7	2+	4	-1	1
Daemon hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	2
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

Chance for Glory

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

Khorne

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

Lord of Chaos

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

Leader

This model can be attached to the following units:

- CHOSEN
- LEGIONARIES



AUFSTELLUNG

1x Chaos Lord

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

Wargear Options:

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



KEYWORDS: Infantry, Character,
Grenades, Chaos, Chaos Lord

FACTION KEYWORDS: Heretic
Astartes

M	T	Sv	W	LD	OC
6"	4	3+	5	6+	1

INVULNERABLE
SAVE



WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.
Pistol
[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.
Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:
- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
• **[LETHAL HITS]**
• **[SUSTAINED HITS 1]**

CORE RULES

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

CHAOS LORD IN TERMINATOR ARMOUR

85 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Chaos Lord in Terminator Armour

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.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
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

MELEE WEAPONS

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

ABILITIES

CORE - Leader

Formidably Resilient

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

Khorne

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

Lord of Chaos

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

Leader

This model can be attached to the following units:

- CHAOS TERMINATOR SQUAD

WEAPON ABILITIES

Anti

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

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

Devastating Wounds

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

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

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



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

CHAOS LORD IN TERMINATOR ARMOUR

85 PTS

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

INVULNERABLE
SAVE



Rapid Fire

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

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

Twin-linked

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

FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deep Strike

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

Leader

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

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

CHAOS LORD ON BIKE

[LEGENDS]

95 PTS

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

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-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
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
Power fist	Melee	5	2+	8	-2	2

ABILITIES

- CORE - Leader
- Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.
- Lord of Chaos

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

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

Add 2" to this model's Move characteristic.
- Swift Assault

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

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

This model can be attached to the following unit:

• CHAOS BIKERS

AUFSTELLUNG

1x Chaos Lord on Bike [Legends]

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

Wargear Options:

■ This model can replace its Astartes chainsword with Accursed weapon, Power fist, Paired accursed weapons, Bolt pistol or Plasma pistol.

■ This model can replace its Bolt pistol with Accursed weapon, Power fist, Combi-bolter, Combi-weapon or Plasma pistol.

KEYWORDS: Mounted, Character, Grenades, Chaos, Chaos Lord on Bike

FACTION KEYWORDS: Heretic Astartes

CHAOS LORD ON BIKE

[LEGENDS]

95 PTS

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

INVULNERABLE
SAVE

4+

WEAPON ABILITIES

- Anti

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

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

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

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

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

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

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

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

 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Rapid Fire

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

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

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

FACTION RULES

- Dark Pacts

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

 - [LETHAL HITS]
 - [SUSTAINED HITS 1]

CORE RULES

- Leader

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

KEYWORDS: Mounted, Character,
Grenades, Chaos, Chaos Lord on
Bike

FACTION KEYWORDS: Heretic
Astartes

CHAOS LORD ON DISC OF
TZEENTCH [LEGENDS]

100 PTS

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

INVULNERABLE
SAVE

4+

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
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
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

- Lord of Chaos
- Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.
- Lord of Fate
- While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability against mortal wounds.
- Leader
- This model can be attached to the following unit:
- CHOSEN

• LEGIONARIES

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

AUFSTELLUNG

- 1x Chaos Lord on Disc of Tzeentch [Legends]
- Equipped with:** Bolt pistol, Combi-bolter, Combi-weapon, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Close combat weapon, Paired accursed weapons, Power fist
- Wargear Options:**
- This model can replace its Astartes chainsword with Accursed weapon, Power fist, Paired accursed weapons, Bolt pistol or Plasma pistol.
 - This model can replace its Bolt pistol with Accursed weapon, Power fist, Combi-bolter, Combi-weapon or Plasma pistol.

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

CHAOS LORD ON DISC OF
TZEENTCH [LEGENDS]

100 PTS

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

INVULNERABLE
SAVE

4+

- Devastating Wounds

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

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

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

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

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

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

 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Rapid Fire

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

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

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

FACTION RULES

- Dark Pacts

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

 - [LETHAL HITS]
 - [SUSTAINED HITS 1]

CORE RULES

- Leader

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

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

CHAOS LORD ON
JUGGERNAUT [LEGENDS]

115 PTS

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

INVULNERABLE
SAVE

4+

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
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
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

- Bloody Stampede**
Each time this model's unit ends a Charge move, select one enemy unit within Engagement Range of this model and roll one D6: on a 2-3, that enemy unit suffers 1 mortal wound; on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.
- Lord of Chaos**
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.
- Leader**
This model can be attached to the following unit:
 - CHAOS BIKERS

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

AUFSTELLUNG

1x Chaos Lord on Juggernaut [Legends]

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

Wargear Options:

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

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

FACTION KEYWORDS: Heretic Astartes

CHAOS LORD ON JUGGERNAUT [LEGENDS]

115 PTS

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

INVULNERABLE
SAVE



Devastating Wounds

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

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

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

Extra Attacks

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

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Hazardous

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

Lance

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

Pistol

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

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

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

Rapid Fire

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

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

Twin-linked

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

FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader

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

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

CHAOS LORD ON PALANQUIN OF NURGLE

[LEGENDS]

90 PTS

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

INVULNERABLE
SAVE



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
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
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

- Lord of Chaos**
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.
- Revolting Regeneration**
At the start of your Command phase, this model regains up to D3 lost wounds.
- Leader**
This model can be attached to the following unit:
 - CHOSEN
 - LEGIONARIES

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

AUFSTELLUNG

1x Chaos Lord on Palanquin of Nurgle [Legends]

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

Wargear Options:

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

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

Devastating Wounds

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

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

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

Extra Attacks

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

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Hazardous

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

Lethal Hits

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

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

Pistol

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

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

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

Rapid Fire

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

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

Twin-linked

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

FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader

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

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

CHAOS LORD ON STEED
OF SLAANESH [LEGENDS]

100 PTS

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

INVULNERABLE
SAVE



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
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
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

Cut Off Their Escape

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

Lord of Chaos

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

Leader

This model can be attached to the following unit:

- CHAOS BIKERS

WEAPON ABILITIES

Anti

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

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

AUFSTELLUNG

1x Chaos Lord on Steed of Slaanesh [Legends]

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

Wargear Options:

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

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

CHAOS LORD ON STEED
OF SLAANESH [LEGENDS] 100 PTS

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

INVULNERABLE
SAVE

4+

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

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

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

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

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

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

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

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

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

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

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

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

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

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

FACTION RULES

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

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

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

CHAOS LORD WITH JUMP PACK

80 PTS

M	T	Sv	W	LD	OC
12"	4	3+	5	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	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
Power fist	Melee	5	2+	8	-2	2
Twin lightning claws TWIN-LINKED	Melee	6	2+	5	-2	1

ABILITIES

CORE - Leader

Cruel Hunter

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

Khorne

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

Lord of Chaos

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

Leader

This model can be attached to the following units:

- RAPTORS

WEAPON ABILITIES

Hazardous

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

Pistol

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

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

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

Twin-linked

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



AUFSTELLUNG

1x Chaos Lord with Jump Pack

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

Wargear Options:

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



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

CHAOS LORD WITH JUMP PACK

80 PTS

M	T	Sv	W	LD	OC
12"	4	3+	5	6+	1

INVULNERABLE
SAVE



FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deep Strike

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

Leader

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

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

CHAOS PREDATOR ANNIHILATOR

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

MELEE WEAPONS

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

ABILITIES

- Annihilator**
Each time a ranged attack made by this model is allocated to a Monster or Vehicle model, you can re-roll the Damage roll.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).



AUFSTELLUNG

- 1x Chaos Predator Annihilator
- Equipped with:** Combi-bolter, Combi-weapon, Havoc launcher, Heavy bolter, Lascannon, Predator twin lascannon, Armoured tracks
- Wargear Options:**
- This model can be equipped with one of: Combi-bolter, Combi-weapon.
 - This model can be equipped with one of: 2 heavy bolters, 2 lascannons.



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

CHAOS PREDATOR
ANNIHILATOR

145 PTS

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

Devastating Wounds

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

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

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

Rapid Fire

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

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

Sustained Hits

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

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

Twin-linked

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

FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deadly Demise D3

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

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

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

CHAOS PREDATOR
DESTRUCTOR

150 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
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Havoc launcher BLAST	48"	D6	3+	5	0	1
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Lascannon	48"	1	3+	12	-3	D6+1
Predator autocannon RAPID FIRE 2	48"	4	3+	9	-1	3

MELEE WEAPONS

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

ABILITIES

- Destructor**
Each time a ranged attack made by this model targets an enemy INFANTRY unit, improve the Armour Penetration characteristic of that attack by 1.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

- AUFSTELLUNG
- 1x Chaos Predator Destructor
- Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, Heavy bolter, Lascannon, Predator autocannon, Armoured tracks
- Wargear Options:
- This model can be equipped with one of: Combi-bolter, Combi-weapon.

This model can be equipped with one of: 2 heavy bolters, 2 lascannons.

KEYWORDS: Vehicle, Smoke, Chaos, Predator Destructor, Frame

FACTION KEYWORDS: Heretic Astartes

CHAOS PREDATOR
DESTRUCTOR

150 PTS

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

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

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

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

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

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

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

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

FACTION RULES

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

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

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

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

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+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Havoc launcher BLAST	48"	D6	3+	5	0	1

MELEE WEAPONS

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

ABILITIES

- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Self-repair**
At the start of your Command phase, this model regains 1 lost wound.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- 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).



- AUFSTELLUNG
- 1x Chaos Rhino
- Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, Armoured tracks
- Wargear Options:
 - This model can be equipped with one of: Combi-bolter, Combi-weapon.



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

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

FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deadly Demise D3

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

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

Firing Deck 2

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

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

TRANSPORT

Chaos Rhino

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

CHAOS SPAWN

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

✂ MELEE WEAPONS

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

ABILITIES

- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Mind-breaking Mutations (Aura)**
While an enemy unit (excluding VEHICLES) is within 3" of this unit, subtract 1 from the Objective Control characteristic of models in that enemy unit.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

FACTION RULES

- Dark Pacts**
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
 - [LETHAL HITS]
 - [SUSTAINED HITS 1]

CORE RULES

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



AUFSTELLUNG

2x Chaos Spawn - Equipped with:
Hideous Mutations



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

CHAOS TERMINATOR SQUAD

175–350 PTS

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

INVULNERABLE
SAVE



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
1x Terminator Champion

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, Power fist, Heavy weapon, Chainfist, or Accursed weapon.



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	3+	7	-1	1

MELEE WEAPONS

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

ABILITIES

Daemonic Flesh

Add 1 to this model's Toughness characteristic.

Dark Blessing

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

Despoilers

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

Eightfold Eyes

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

Iron-hard Talons

Improve the Armour Penetration characteristic of melee weapons equipped by this model by 1.

Khorne

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

Massive Fangs

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

Mutant Form

Add 1 to this model's Wounds characteristic.

Nurgle

Add 1 to this model's Toughness characteristic.

Scorpion Tail

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

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

CHAOS TERMINATOR SQUAD

175–350 PTS

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

INVULNERABLE SAVE

4+

- Unholy Speed**
Add 1 to Advance and Charge rolls made for this model's unit.
- Warp Stalker**
You can re-roll Advance and Charge rolls made for this model's unit.

WEAPON ABILITIES

- Anti**
This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*
- Devastating Wounds**
Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*
- Ignores Cover**
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Lance**
Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Rapid Fire**
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*
- Sustained Hits**
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*
- Torrent**
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.
- Twin-linked**
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

FACTION RULES

- Dark Pacts**
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
 - [LETHAL HITS]**
 - [SUSTAINED HITS 1]**

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

CHAOS TERMINATOR SQUAD

175–350 PTS

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

INVULNERABLE
SAVE



CORE RULES

Deep Strike

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

Stealth

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

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

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+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Demolisher cannon BLAST	24"	D6+3	3+	14	-3	D6
Havoc launcher BLAST	48"	D6	3+	5	0	1

MELEE WEAPONS

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

ABILITIES

- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Siege Shield**
When making ranged attacks with its demolisher cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.



- AUFSTELLUNG
- 1x Chaos Vindicator
- Equipped with: Combi-bolter, Combi-weapon, Demolisher cannon, Havoc launcher, Armoured tracks
- Wargear Options:
 - This model can be equipped with one of: Combi-bolter, Combi-weapon.



KEYWORDS: Vehicle, Smoke, Chaos, Vindicator, Frame

FACTION KEYWORDS: Heretic Astartes

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

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

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

FACTION RULES

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

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

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

CHOSEN

135–270 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun	24"	2	3+	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	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

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

ABILITIES

- Chaos icon**
Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.
- Chosen Marauders**
This unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.
- Daemonic Flesh**
Add 1 to this model's Toughness characteristic.
- Dark Blessing**
Once per battle, at the start of your opponent's Shooting phase, this model can use this ability. If it does, until the end of the phase, this model's unit has the Stealth ability.
- Eightfold Eyes**
Once per turn, you can re-roll one Hit roll, one Wound roll, one Damage roll or one saving throw made for this model.
- Iron-hard Talons**
Improve the Armour Penetration characteristic of melee weapons equipped by this model by 1.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Massive Fangs**
Melee weapons equipped by this model have the **[LANCE]** ability.
- Mutant Form**
Add 1 to this model's Wounds characteristic.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Scorpion Tail**
Add 1 to the Attacks characteristic of melee weapons equipped by this model.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.
- Unholy Speed**
Add 1 to Advance and Charge rolls made for this model's unit.



AUFSTELLUNG

4-9x Chosen w/ boltgun oder Chosen w/ boltgun and plasma pistol oder Chosen w/ combi-weapon and bolt pistol oder Chosen w/ paired accursed weapons and plasma pistol oder Chosen w/ power fist and bolt pistol oder Chosen w/ combi-weapon and plasma pistol oder Chosen w/ paired accursed weapons and bolt pistol oder Chosen w/ power fist and plasma pistol

1x Chosen Champion

Equipped with: Bolt pistol, Boltgun, Combi-weapon, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Accursed weapon, Paired accursed weapons



KEYWORDS: Infantry, Grenades, Chaos, Chosen
FACTION KEYWORDS: Heretic Astartes

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

Warp Stalker

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

WEAPON ABILITIES

Anti

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

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

Devastating Wounds

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

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

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

Hazardous

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

Lance

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

Pistol

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

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

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

Rapid Fire

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

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

Twin-linked

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

FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Stealth

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

KEYWORDS: Infantry, Grenades,
Chaos, Chosen
FACTION KEYWORDS: Heretic
Astartes

CULTIST FIREBRAND

45 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balefire pike IGNORES COVER TORRENT	12"	D6+3	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	4+	4	0	1

ABILITIES

CORE - Leader

- Cursed Flames**
In your Shooting phase, after this model has shot, select one enemy INFANTRY unit hit by one or more of those attacks. That unit must make a Battle-shock test.
- Fiery Faith**
While this model is leading a unit, you can re-roll Leadership tests taken for that unit.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.
- Leader**
This model can be attached to the following units:
 - ACCURSED CULTISTS
 - CULTIST MOB

WEAPON ABILITIES

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

FACTION RULES

- Dark Pacts**
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
 - [LETHAL HITS]
 - [SUSTAINED HITS 1]



AUFSTELLUNG

1x Cultist Firebrand

Equipped with: Balefire pike, Close combat weapon



KEYWORDS: Character, Infantry, Grenades, Chaos, Damned, Cultist Firebrand

FACTION KEYWORDS: Heretic Astartes

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

CORE RULES

Leader

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

KEYWORDS: Character, Infantry,
Grenades, Chaos, Damned, Cultist
Firebrand
FACTION KEYWORDS: Heretic
Astartes

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
Autopistol PISTOL	12"	1	4+	3	0	1
Bolt pistol PISTOL	12"	1	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Brutal assault weapon	Melee	2	4+	3	0	1

ABILITIES

- Daemonic Flesh**
Add 1 to this model's Toughness characteristic.
- Dark Blessing**
Once per battle, at the start of your opponent's Shooting phase, this model can use this ability. If it does, until the end of the phase, this model's unit has the Stealth ability.
- Eightfold Eyes**
Once per turn, you can re-roll one Hit roll, one Wound roll, one Damage roll or one saving throw made for this model.
- For the Dark Gods**
At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.
- Iron-hard Talons**
Improve the Armour Penetration characteristic of melee weapons equipped by this model by 1.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Massive Fangs**
Melee weapons equipped by this model have the **[LANCE]** ability.
- Mutant Form**
Add 1 to this model's Wounds characteristic.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Scorpion Tail**
Add 1 to the Attacks characteristic of melee weapons equipped by this model.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.
- Unholy Speed**
Add 1 to Advance and Charge rolls made for this model's unit.
- Warp Stalker**
You can re-roll Advance and Charge rolls made for this model's unit.

AUFSTELLUNG

- 1x Cultist Champion - Equipped with: Brutal assault weapon, Bolt pistol, Autopistol
- 9-19x Cultist w/ autopistol and brutal assault weapon - Equipped with: Autopistol, Brutal assault weapon
- Wargear Options:**
- Each Cultist Champion can replace its Autopistol with Bolt pistol.

Cultist Champion KEYWORDS:
Unit Champion
KEYWORDS: Infantry, Battline, Grenades, Chaos, Cultist Mob, Damned
FACTION KEYWORDS: Heretic Astartes

CULTIST CHAMPION

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

CULTIST W/ AUTOPISTOL AND BRUTAL ASSAULT WEAPON

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

WEAPON ABILITIES

Lance

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

Pistol

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

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

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

FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Stealth

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

Cultist Champion KEYWORDS:
Unit Champion

KEYWORDS: Infantry, Battline,
Grenades, Chaos, Cultist Mob,
Damned

FACTION KEYWORDS: Heretic
Astartes

CULTIST MOB WITH
FIREARMS [LEGENDS]

50–100 PTS

CULTIST CHAMPION

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

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Autogun RAPID FIRE 1	24"	1	4+	3	0	1
Autopistol PISTOL	12"	1	4+	3	0	1
Autopistol PISTOL	12"	1	4+	3	0	1
Bolt pistol PISTOL	12"	1	4+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Heavy stubber HEAVY RAPID FIRE 3	36"	4	5+	4	0	1
► Cultist grenade launcher - frag BLAST	24"	D3	4+	4	0	1
► Cultist grenade launcher - krak	24"	1	4+	9	-2	D3

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Brutal assault weapon	Melee	2	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1

- ABILITIES
- For the Dark Gods

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.
- 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).

AUFSTELLUNG

- 1x Cultist Champion - Equipped with: Brutal assault weapon, Bolt pistol, Autopistol, Close combat weapon, Autogun
- 9x Cultist w/ autopistol and brutal assault weapon oder Cultist w/ autogun and close combat weapon oder Cultist w/ flamer oder Cultist w/ cultist grenade launcher oder Cultist w/ heavy stubber
- Wargear Options:
- Each Cultist Champion can replace its Bolt pistol and brutal assault weapon with Autopistol and brutal assault weapon or Autogun and close combat weapon.

KEYWORDS: Infantry, Battleline, Grenades, Chaos, Damned, Cultist Mob with Firearms

FACTION KEYWORDS: Heretic Astartes

CULTIST MOB WITH
FIREARMS [LEGENDS]

50–100 PTS

CULTIST CHAMPION

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

- 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.

FACTION RULES

- Dark Pacts

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

 - [LETHAL HITS]
 - [SUSTAINED HITS 1]

KEYWORDS: Infantry, Battline,
Grenades, Chaos, Damned, Cultist
Mob with Firearms

FACTION KEYWORDS: Heretic
Astartes

CYPHER

90 PTS

M	T	Sv	W	LD	OC
6"	4	3+	5	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cypher's bolt pistol ASSAULT PISTOL SUSTAINED HITS 1	12"	6	2+	4	-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+	4	-1	1
Cypher's plasma pistol EXTRA ATTACKS	Melee	3	2+	8	-3	2

ABILITIES

Agent of Discord (Aura)

Once per turn, when your opponent targets a unit from their army within 12" of this model with a stratagem, you can use this ability. If you do increase the CP cost of that use of that stratagem by 1CP.

Guns Blazing

Once per turn, in your opponent's Shooting phase, when an enemy unit makes a ranged attacks that targets a friendly HERETIC ASTARTES unit within 3" of this model, after that enemy unit has shot, this model can shoot as if it were your Shooting phase, but it must target only that enemy unit when doing so and can only do so if that enemy unit is an eligible target.

WEAPON ABILITIES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Extra Attacks

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

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Pistol

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

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

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

Sustained Hits

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

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



AUFSTELLUNG

1x Cypher

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



KEYWORDS: Infantry, Character, Epic Hero, Chaos, Cypher, Fallen
FACTION KEYWORDS: Heretic Astartes

M	T	Sv	W	LD	OC
6"	4	3+	5	6+	1

INVULNERABLE
SAVE



FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

KEYWORDS: Infantry, Character,
Epic Hero, Chaos, Cypher, Fallen
FACTION KEYWORDS: Heretic
Astartes

DARK APOSTLE

M	T	Sv	W	LD	OC
6"	4	3+	4	5+	1

INVULNERABLE
SAVE

4+

DARK DISCIPLE

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

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed crozius	Melee	5	2+	6	-1	2
Close combat weapon	Melee	1	4+	3	0	1

ABILITIES

CORE - Leader

- Dark Zealotry**
While this unit is leading a unit and contains a DARK APOSTLE model, each time a model in that unit makes a melee attack, add 1 to the Wound roll.
- Demagogue**
Once per battle, at the start of any phase, you can select one friendly HERETIC ASTARTES unit that is Battle-shocked and within 12" of this unit's DARK APOSTLE model. That unit is no longer Battle-shocked.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Malign Sacrifice**
At the start of the Fight phase, if this unit contains one or more Dark Disciple models, you can select one of those models and one enemy unit within Engagement Range of this unit, then roll one D6: on a 2-5, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds. That Dark Disciple model is then destroyed.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.
- Leader**
This model can be attached to the following units:
 - ACCURSED CULTISTS
 - CHOSEN
 - CULTIST MOB
 - LEGIONARIES

WEAPON ABILITIES

- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
- Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.



AUFSTELLUNG

1x Dark Apostle - Equipped with:
Bolt pistol, Accursed crozius

2x Dark Disciple - Equipped with:
Close combat weapon



Dark Apostle KEYWORDS: Dark Apostle, Character
KEYWORDS: Character, Infantry, Grenades, Chaos
FACTION KEYWORDS: Heretic Astartes

DARK APOSTLE

M	T	Sv	W	LD	OC
6"	4	3+	4	5+	1

INVULNERABLE
SAVE

4+

DARK DISCIPLE

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

INVULNERABLE
SAVE

4+

FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader

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

Dark Apostle KEYWORDS: Dark Apostle, Character
KEYWORDS: Character, Infantry, Grenades, Chaos
FACTION KEYWORDS: Heretic Astartes

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
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
Close combat weapon	Melee	1	4+	3	0	1
Commune blade	Melee	2	4+	4	-2	1
Commune stave DEVASTATING WOUNDS	Melee	2	4+	3	0	D3

ABILITIES

- CORE - Leader
- Chaos icon

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

Once per battle, in your Command phase, if this unit contains a CULT DEMAGOGUE model, it can use this ability. If it does, until the end of the turn, this unit can declare a charge in a turn in which it Advanced and each time a model in this unit makes an attack, add 1 to the Hit roll and add 1 to the Wound roll.
- Faithful Flock

While this unit is leading a unit and contains a CULT DEMAGOGUE model, models in that unit have a 5+ invulnerable save.
- Khorne

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

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

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

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

This model can be attached to the following units:
 - ACCURSED CULTISTS
 - CULTIST MOB

WEAPON ABILITIES



AUFSTELLUNG

- 2x Blessed Blades oder Iconarch oder Mindwitch
- 1x Cult Demagogue
- Equipped with: Autopistol, ► Warp Curse - focused witchfire, ► Warp Curse - witchfire, Close combat weapon, Commune blade, Commune stave



KEYWORDS: Character, Damned, Infantry, Grenades, Dark Commune, Chaos

FACTION KEYWORDS: Heretic Astartes

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

Devastating Wounds

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

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

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

Hazardous

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

Pistol

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

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

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

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Sustained Hits

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

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

FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader

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

KEYWORDS: Character, Damned, Infantry, Grenades, Dark Commune, Chaos

FACTION KEYWORDS: Heretic Astartes

DEFILER

300 PTS

M	T	Sv	W	LD	OC
12"	11	3+	18	6+	5

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ectoplasma destructor BLAST	36"	D6	3+	12	-3	3
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
Magma cutter MELTA 2	12"	2	3+	9	-4	D6
► Heavy missile launcher - frag BLAST	48"	2D6	3+	5	-1	1
► Heavy missile launcher - krak	48"	2	3+	10	-2	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Electroscourge EXTRA ATTACKS SUSTAINED HITS 2	Melee	5	3+	12	-2	2
Shearing claws - strike	Melee	5	3+	16	-3	D6+1
Shearing claws - sweep	Melee	10	3+	6	-2	1

ABILITIES

Daemonforge

Each time this unit makes a Dark Pact, until the end of the phase, each time this model makes an attack, re-roll a Wound roll of 1.

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Scuttling Walker

Each time this unit makes a Normal, Advance or Fall Back move, it can move through models (excluding Titanic models) and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

WEAPON ABILITIES



AUFSTELLUNG

1x Defiler

Equipped with: Ectoplasma destructor, Excruciator cannon, Hades battle cannon, Hades lascannon, Heavy baleflamer, Heavy reaper autocannon, 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 missile launcher with Electroscourge.



KEYWORDS: Vehicle, Walker, Chaos, Daemon, Defiler
FACTION KEYWORDS: Heretic Astartes

M	T	Sv	W	LD	OC
12"	11	3+	18	6+	5

INVULNERABLE
SAVE



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

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

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

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

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

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

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

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

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

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

Precision
While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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

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

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

FACTION RULES

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

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

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Defiler
FACTION KEYWORDS: Heretic Astartes

M	T	Sv	W	LD	OC
12"	11	3+	18	6+	5

INVULNERABLE
SAVE



CORE RULES

Deadly Demise D6

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

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

KEYWORDS: Vehicle, Walker,
Chaos, Daemon, Defiler
FACTION KEYWORDS: Heretic
Astartes

EXALTED CHAMPION
[CRUCIBLE]

90 PTS

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

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Balefire tome PSYCHIC	18"	2	2+	5	-1	1
Baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	2
Bolt pistol PISTOL	12"	1	2+	4	0	1
Boltgun	24"	2	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	3+	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	3+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Flamer tendril IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Helstalker autocannon	48"	3	2+	9	-1	3
Magma cutter MELTA 2	6"	2	3+	9	-4	D6
Melta tendril MELTA 2 PISTOL	6"	1	2+	8	-4	D3
Meltagun MELTA 2	12"	1	2+	9	-4	D6
Reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	2+	7	-1	1
➤ Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D6	3+	6	-2	D3
➤ Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	2+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	2+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1



AUFSTELLUNG

1x Exalted Champion [Crucible]

Equipped with: Balefire tome, Baleflamer, Bolt pistol, Boltgun, Combi-bolter, Combi-weapon, Flamer, Flamer tendril, Heavy flamer, Helstalker autocannon, Magma cutter, Melta tendril, Meltagun, Reaper autocannon, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, ➤ Rite of Possession - focused witchfire, ➤ Rite of Possession - witchfire, Accursed weapon, Astartes chainblade, Axe of dismemberment, Bladed limbs, Chainfist, Close combat weapon, Hammer, Exalted hammer, Impaler



KEYWORDS: Character, Infantry, Grenades, Chaos, Exalted Champion, Crucible, Leader

FACTION KEYWORDS: Heretic Astartes

EXALTED CHAMPION

[CRUCIBLE]

90 PTS

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

► Plasma pistol - supercharge	12"	1	2+	8	-3	2
HAZARDOUS						
PISTOL						
► Rite of Possession - focused witchfire	18"	2	3+	6	-1	D3
ANTI-PSYKER 2+						
HAZARDOUS						
PISTOL						
PRECISION						
PSYCHIC						
► Rite of Possession - witchfire	18"	2	3+	4	-3	2
ANTI-PSYKER 2+						
PISTOL						
PRECISION						
PSYCHIC						

✂ 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	Melee	5	2+	7	-2	2
DEVASTATING WOUNDS						
PRECISION						
Bladed limbs	Melee	4	3+	6	-1	2
EXTRA ATTACKS						
Chainfist	Melee	5	3+	8	-2	2
ANTI-VEHICLE 3+						
Close combat weapon	Melee	5	2+	4	0	1
Daemon hammer	Melee	5	3+	8	-2	2
DEVASTATING WOUNDS						
Exalted weapon	Melee	6	2+	5	-2	2
Force weapon	Melee	4	3+	6	-1	D3
PSYCHIC						
Impaler chainglaive	Melee	4	2+	6	-2	2
LANCE						
Power fist	Melee	5	2+	8	-2	2
Staff of possession	Melee	4	3+	6	-1	D3
ANTI-PSYKER 2+						
PSYCHIC						
Technovirus injector	Melee	1	3+	3	-3	2
ANTI-VEHICLE 2+						
EXTRA ATTACKS						
Twin lightning claws	Melee	6	2+	5	-2	1
TWIN-LINKED						

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

- **Daemonkin (Psychic)**
Add 1 to Advance and Charge rolls made for this unit.
- **Dark Zealotry**
Each time a model in this unit makes a melee attack, add 1 to the Wound roll.
- **Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.

KEYWORDS: Character, Infantry, Grenades, Chaos, Exalted Champion, Crucible, Leader
FACTION KEYWORDS: Heretic Astartes

EXALTED CHAMPION
[CRUCIBLE]

90 PTS

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

- Lord of Chaos**

Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if a different unit from your army has been targeted with that Stratagem this phase.
- Marked by the Dark Gods**

Each time this model makes an attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.
- Master of Mechanisms**

In your Command phase, select one friendly Heretic Astartes Vehicle model within 3" of this model. That Vehicle model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per Command phase.
- Nurgle**

Add 1 to this model's Toughness characteristic.
- Prescience (Psychic)**

Each time an attack targets this unit, subtract 1 from the Hit roll.
- Slaanesh**

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

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

This model can be attached to the following units: Chaos Terminator Squad.

WEAPON ABILITIES

- Anti**

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

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

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

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

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

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

 - All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.
- Hazardous**

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

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

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

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

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

KEYWORDS: Character, Infantry,
Grenades, Chaos, Exalted
Champion, Crucible, Leader

FACTION KEYWORDS: Heretic
Astartes

EXALTED CHAMPION

[CRUCIBLE]

90 PTS

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

- Pistol

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

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

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

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.
- Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).
- Rapid Fire

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

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

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

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

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

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

FACTION RULES

- Dark Pacts

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

 - [LETHAL HITS]
 - [SUSTAINED HITS 1]

CORE RULES

- Deep Strike

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

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

KEYWORDS: Character, Infantry,
Grenades, Chaos, Exalted
Champion, Crucible, Leader

FACTION KEYWORDS: Heretic
Astartes

EXALTED CHAMPION

[LEGENDS]

70 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Exalted weapon	Melee	5	2+	5	-2	2

ABILITIES

CORE - Support

- Aspire to Glory

Each time this model's unit makes a Dark Pact, until the end of the phase, add D3 to the Strength characteristic of weapons equipped by this model.
- Dark Champion

While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.
- Khorne

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

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

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

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

This model can be attached to the following units:

• CHOSEN

• LEGIONARIES

You can attach this model to one of the above units even if one other CHARACTER model has already been attached to it (a unit cannot have two EXALTED CHAMPIONS attached to it). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON ABILITIES

- Anti

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

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

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

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

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

- AUFSTELLUNG
- 1x Exalted Champion [Legends]

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

KEYWORDS: Infantry, Character, Grenades, Chaos, Exalted Champion, Support

FACTION KEYWORDS: Heretic Astartes

EXALTED CHAMPION

[LEGENDS]

70 PTS

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

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

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

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

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

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

FACTION RULES

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

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

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character,
Grenades, Chaos, Exalted
Champion, Support
FACTION KEYWORDS: Heretic
Astartes

FABIUS BILE

M	T	Sv	W	LD	OC
6"	4	3+	5	6+	1

SURGEON ACOLYTE

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Xyclos needler ANTI-INFANTRY 2+ PISTOL	18"	3	2+	2	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Rod of Torment	Melee	6	2+	5	-1	3
Surgeon Acolyte's tools	Melee	1	5+	3	0	1
The Chirurgeon EXTRA ATTACKS	Melee	2	2+	4	0	1

ABILITIES

CORE - Leader

- Chirurgeon**

The first time this unit's Fabius Bile model is destroyed, at the end of the phase, roll one D6: on a 2+, set it back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy models, with its full wounds remaining.
- Enhanced Warriors**

If this unit is attached to a unit at the start of the battle, until the end of the battle, add 1 to the Strength characteristic of melee weapons equipped by Bodyguard models in that unit and add 1 to the Toughness characteristic of Bodyguard models in that unit.
- Surgeon Acolyte**

Once per turn, when an attack is allocated to a model in this unit, if this unit contains Fabius Bile, you can change the Damage characteristic of that attack to 0.
- Leader**

This model can be attached to the following units:

 - ACCURSED CULTISTS
 - CHOSEN
 - CULTIST MOB
 - LEGIONARIES



AUFSTELLUNG

1x Fabius Bile - Equipped with:
Xyclos needler, The Chirurgeon,
Rod of Torment

1x Surgeon Acolyte - Equipped
with: Surgeon Acolyte's tools



Fabius Bile KEYWORDS:
Character, Epic Hero, Fabius Bile
KEYWORDS: Epic Hero, Chaos,
Chaos Undivided, Infantry
FACTION KEYWORDS: -

FABIUS BILE

M	T	Sv	W	LD	OC
6"	4	3+	5	6+	1

SURGEON ACOLYTE

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

WEAPON ABILITIES

Anti

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

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

Extra Attacks

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

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Pistol

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

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

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

FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Feel No Pain 5+

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

Leader

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

Fabius Bile KEYWORDS:
Character, Epic Hero, Fabius Bile

KEYWORDS: Epic Hero, Chaos,
Chaos Undivided, Infantry

FACTION KEYWORDS: -

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
Autopistol PISTOL	12"	1	4+	3	0	1
Autopistol PISTOL	12"	1	4+	3	0	1
Bolt pistol PISTOL	12"	1	4+	4	0	1
Corrupted stave DEVASTATING WOUNDS PSYCHIC	18"	D3	4+	5	-1	1
➤ Plasma pistol - standard PISTOL	12"	1	4+	7	-2	1
➤ Plasma pistol- supercharge HAZARDOUS PISTOL	12"	1	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	4	0	1
Close combat weapon	Melee	2	4+	4	0	1
Corrupted stave DEVASTATING WOUNDS PSYCHIC	Melee	2	4+	4	-1	D3
Great weapon	Melee	2	5+	8	-1	2

ABILITIES

- Bestial Raiders**
If this unit begins the game in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. If this unit is in Strategic Reserves, for the purposes of setting it up on the battlefield, treat the current battle round number as being one higher than it actually is.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

AUFSTELLUNG

- 1x Fellgor Champion - Equipped with: Chainsword, Bolt pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol- supercharge
- 9x Beastman oder Beastman w/ great weapon oder Beastman w/ corrupted stave
- Wargear Options:**
- Each Fellgor Champion can replace its Bolt pistol with Plasma pistol.

KEYWORDS: Infantry, Grenades, Chaos, Fellgor Beastmen, Damned

FACTION KEYWORDS: Heretic Astartes

FELLGOR CHAMPION

M	T	Sv	W	LD	OC
6"	4	5+	1	7+	1

Devastating Wounds

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

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

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

Hazardous

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

Pistol

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

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

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

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

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]

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

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ectoplasma cannon BLAST	36"	D3	3+	10	-3	3
Hades autocannon	36"	6	3+	8	-1	2

MELEE WEAPONS

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

ABILITIES

- Daemonic Ordnance**
Each time this model is selected to shoot, it can use this ability. If it does, until the end of the phase, its ranged weapons have the [DEVASTATING WOUNDS] and [HAZARDOUS] abilities.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

FACTION RULES

- Dark Pacts**
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
 - [LETHAL HITS]
 - [SUSTAINED HITS 1]



- AUFSTELLUNG
- 1x Forgefiend
- 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

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

INVULNERABLE
SAVE



CORE RULES

Deadly Demise D3

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

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

KEYWORDS: Vehicle, Walker,
Chaos, Daemon, Forgefiend
FACTION KEYWORDS: Heretic
Astartes

GELLERPOX INFECTED

[LEGENDS]

125 PTS

GELLERPOX MUTANT

M	T	Sv	W	LD	OC
5"	5	6+	1	7+	1

NIGHTMARE HULK W/ BELLY FLAMER

M	T	Sv	W	LD	OC
5"	5	6+	4	7+	1

NIGHTMARE HULK

M	T	Sv	W	LD	OC
5"	5	6+	4	7+	1

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
Hideous mutations	Melee	4	4+	6	-1	2

ABILITIES

Fearsome (Aura)
While an enemy unit is within 6" of this unit, each time that enemy unit takes a Battle-shock or Leadership test, subtract 1 from the result.

WEAPON ABILITIES

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

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

FACTION RULES

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]



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



KEYWORDS: Infantry, Chaos, Nurgle, Gellerpox Infected, Damned
FACTION KEYWORDS: Heretic Astartes

GELLERPOX INFECTED

[LEGENDS]

125 PTS

GELLERPOX MUTANT

M	T	Sv	W	LD	OC
5"	5	6+	1	7+	1

NIGHTMARE HULK W/ BELLY FLAMER

M	T	Sv	W	LD	OC
5"	5	6+	4	7+	1

NIGHTMARE HULK

M	T	Sv	W	LD	OC
5"	5	6+	4	7+	1

CORE RULES

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

KEYWORDS: Infantry, Chaos,
Nurgle, Gellerpox Infected, Damned
FACTION KEYWORDS: Heretic
Astartes

HAARKEN WORLDCLAIMER 90 PTS

M	T	Sv	W	LD	OC
12"	4	3+	5	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hellspear ASSAULT SUSTAINED HITS D3	12"	1	2+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hellspear EXTRA ATTACKS LANCE SUSTAINED HITS D3	Melee	1	2+	8	-3	3
Herald's Talon PRECISION	Melee	6	2+	5	-2	2

ABILITIES

CORE - Leader

Head Taker

While this model is leading a unit, each time this model's unit ends a Charge move, select one enemy unit within Engagement Range of this model's unit and roll one D6 for each model in this model's unit which is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound.

Herald of the Apocalypse (Aura)

While an enemy unit is within 6" of this model, in the Battle-shock step of your opponent's Command phase, if that enemy unit is below its Starting Strength, it must take a Battle-shock test. This ability cannot cause a unit to take two Battle-shock tests in the same phase.

Leader

This model can be attached to the following units:

- RAPTORS

WEAPON ABILITIES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Extra Attacks

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

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Lance

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

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Sustained Hits

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

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



AUFSTELLUNG

1x Haarken Worldclaimer

Equipped with: Hellspear, Herald's Talon



KEYWORDS: Infantry, Character, Epic Hero, Fly, Jump Pack, Chaos, Chaos Undivided, Haarken Worldclaimer
FACTION KEYWORDS: Heretic Astartes

HAARKEN WORLDCLAIMER 90 PTS

M	T	Sv	W	LD	OC
12"	4	3+	5	6+	1

INVULNERABLE
SAVE



FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deep Strike

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

Leader

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

KEYWORDS: Infantry, Character, Epic Hero, Fly, Jump Pack, Chaos, Chaos Undivided, Haarken Worldclaimer
FACTION KEYWORDS: Heretic Astartes

HAVOCS

125 PTS

HAVOC CHAMPION

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3+	4	0	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+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	3	3+	8	-2	2

ABILITIES

- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Stabilisation Talons**
Each time a model in this unit makes an attack with a ranged weapon, you can ignore any or all modifiers to the Hit roll and any or all modifiers to the Ballistic Skill characteristic of that weapon.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES



AUFSTELLUNG

1x Havoc Champion - Equipped with: Accursed weapon, Power fist, Astartes chainsword, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Boltgun, Meltagun, Flamer, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge

4x Havoc w/ autocannon oder Havoc w/ lascannon oder Havoc w/ missile launcher oder Havoc w/ reaper chaincannon oder Havoc w/ heavy bolter

Wargear Options:

- Each Havoc Champion can replace its Astartes chainsword with Accursed weapon or Power fist
- Each Havoc Champion can replace its Plasma gun with Plasma pistol or Flamer



KEYWORDS: Infantry, Chaos, Havocs

FACTION KEYWORDS: Heretic Astartes

HAVOC CHAMPION

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

Blast
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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

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

Melta
This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.
Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

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

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
• **[LETHAL HITS]**
• **[SUSTAINED HITS 1]**

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+	4	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Helbrute plasma cannon BLAST HAZARDOUS	36"	D3	3+	8	-3	3
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Twin autocannon TWIN-LINKED	48"	2	3+	9	-1	3
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
► Missile launcher - frag BLAST	48"	D6	3+	4	0	1
► Missile launcher - krak	48"	1	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	6	0	1
Helbrute fist	Melee	5	3+	12	-2	3
Helbrute hammer	Melee	5	4+	14	-3	D6+1
Power scourge	Melee	8	3+	7	-1	2

ABILITIES

- Dark Ascension (Aura)**
While a friendly HERETIC ASTARTES unit is within 6" of this model, each time that unit makes a Dark Pact, until the end of the phase, its weapons gain both abilities conferred by that pact (instead of only one).
- Devoted to Destruction**
If this model is equipped with 2 melee weapons in addition to its close combat weapon, add 2 to the Attacks characteristics of those 2 weapons.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES



AUFSTELLUNG

- 1x Helbrute
- 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 fist with plasma cannon, Helbrute fist with Twin autocannon or Twin lascannon.



KEYWORDS: Vehicle, Walker, Chaos, Helbrute
FACTION KEYWORDS: Heretic Astartes

M	T	Sv	W	LD	OC
6"	9	2+	8	6+	3

- Blast**

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

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

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

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

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

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

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

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

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

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

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

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

FACTION RULES

- Dark Pacts**

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

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

CORE RULES

- Deadly Demise 1**

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

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

M	T	Sv	W	LD	OC
12+	9	3+	12	6+	-

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Baleflamer Ignores Cover Torrent	12"	D6+3	N/A	6	-1	2
Hades autocannon	36"	6	3+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Heldrake claws Anti-Fly 2+ Devastating Wounds	Melee	5	3+	7	-1	2

ABILITIES

Airborne Predator

Each time this model makes an attack that targets a unit that can FLY, add 1 to the Hit roll.

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

WEAPON ABILITIES

Anti

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

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

Devastating Wounds

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

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

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

Ignores Cover

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

Torrent

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

FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]



AUFSTELLUNG

1x Heldrake

Equipped with: Baleflamer, Hades autocannon, Heldrake claws

Wargear Options:

- This model can replace its Hades autocannon with Baleflamer.



KEYWORDS: Vehicle, Fly, Chaos, Daemon, Heldrake
FACTION KEYWORDS: Heretic Astartes

M	T	Sv	W	LD	OC
12+	9	3+	12	6+	-

INVULNERABLE
SAVE



CORE RULES

Deadly Demise D3

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

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

Hover

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

KEYWORDS: Vehicle, Fly, Chaos,
Daemon, Heldrake
FACTION KEYWORDS: Heretic
Astartes

HELL BLADE [LEGENDS]

115 PTS

M	T	Sv	W	LD	OC
20+''	8	3+	10	6+	0

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin autocannon TWIN-LINKED	48"	2	3+	9	-3	3
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

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

ABILITIES

- Interceptor**
Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

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

FACTION RULES

- Dark Pacts**
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
 - [LETHAL HITS]
 - [SUSTAINED HITS 1]

CORE RULES

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



- AUFSTELLUNG
- 1x Hell Blade [Legends]
- Equipped with:** Twin autocannon, Twin lascannon, Armoured hull
- Wargear Options:**
 - This model can replace its Two twin autocannons with Two twin lascannons.



KEYWORDS: Vehicle, Aircraft, Fly,
Chaos, Hellblade

FACTION KEYWORDS: Heretic
Astartes

HELL TALON [LEGENDS]

140 PTS

M	T	Sv	W	LD	OC
20+''	9	3+	14	6+	0

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	3+	9	-1	3
Havoc launcher BLAST	48"	D6	3+	5	0	1
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

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

ABILITIES

- Bomb Rack**
Each time this model ends a Normal move, you can select one enemy unit it moved across during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.
- Damaged: 1-5 wounds remaining**
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- Dark Pacts**
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
 - [LETHAL HITS]
 - [SUSTAINED HITS 1]



- AUFSTELLUNG
- 1x Hell Talon [Legends]
- Equipped with: Autocannon, Havoc launcher, Twin lascannon, Armoured hull
- Wargear Options:
 - This model can replace its Autocannon with Havoc launcher.



KEYWORDS: Vehicle, Aircraft, Fly,
Chaos, Hell Talon

FACTION KEYWORDS: Heretic
Astartes

HELL TALON [LEGENDS]

140 PTS

M	T	Sv	W	LD	OC
20+''	9	3+	14	6+	0

INVULNERABLE
SAVE



CORE RULES

Deadly Demise D3

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

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

KEYWORDS: Vehicle, Aircraft, Fly,
Chaos, Hell Talon
FACTION KEYWORDS: Heretic
Astartes

HERETIC ASTARTES DAEMON PRINCE

165 PTS

M	T	Sv	W	LD	OC
8"	10	2+	10	6+	3

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernal cannon	24"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Hellforged weapons - strike	Melee	6	2+	8	-2	3
► Hellforged weapons - sweep	Melee	14	2+	6	0	1

ABILITIES

Ascended Daemon

Each time this model shoot or fights, while resolving those attacks, you can re-roll one Hit roll and you can re-roll one Wound roll.

Dark Blessing (Aura)

While a friendly HERETIC ASTARTES INFANTRY unit is within 6" of this model, each time a ranged attack is allocated to a model in that unit, that model has the Benefit of Cover against that attack.

Khorne

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

Lord of Chaos

While this model is within 3" of a friendly Heretic Astartes Infantry unit, this model has Lone Operative.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deadly Demise D3

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

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



AUFSTELLUNG

1x Heretic Astartes Daemon Prince

Equipped with: Infernal cannon, ►
Hellforged weapons - strike, ►
Hellforged weapons - sweep



KEYWORDS: Monster, Character, Chaos, Daemon, Daemon Prince
FACTION KEYWORDS: Heretic Astartes

HERETIC ASTARTES DAEMON PRINCE WITH WINGS

180 PTS

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

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernal cannon	24"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
▶ Hellforged weapons - strike	Melee	6	2+	8	-2	3
▶ Hellforged weapons - sweep	Melee	14	2+	6	0	1

ABILITIES

Daemonic Destruction

Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each of this model's remaining wounds: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

Flying Horror

Each time this model ends a Normal or Advance move, select one enemy unit it moved over during that move. That unit must take a Battle-shock test.

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

FACTION RULES

Dark Pacts

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

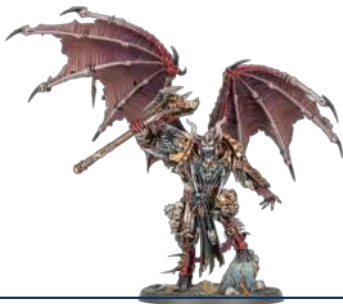
- [LETHAL HITS]
- [SUSTAINED HITS 1]



AUFSTELLUNG

1x Heretic Astartes Daemon Prince with wings

Equipped with: Infernal cannon, ▶
Hellforged weapons - strike, ▶
Hellforged weapons - sweep



KEYWORDS: Monster, Character, Chaos, Daemon, Fly, Daemon Prince with Wings, Daemon Prince
FACTION KEYWORDS: Heretic Astartes

HERETIC ASTARTES DAEMON PRINCE WITH WINGS

180 PTS

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

INVULNERABLE
SAVE



CORE RULES

Deadly Demise D3

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

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

Deep Strike

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

KEYWORDS: Monster, Character, Chaos, Daemon, Fly, Daemon Prince with Wings, Daemon Prince
FACTION KEYWORDS: Heretic Astartes

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

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Tyrant's Claw heavy flamer IGNORES COVER PISTOL TORRENT	12"	D6+2	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tyrant's Claw and exalted power weapon	Melee	6	2+	8	-3	3

ABILITIES

CORE - Leader

- Hamadrya's Knowledge (Psychic)**
Once per battle round, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this model's unit, if this model's unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D3+3".
- Lord of Badab (Aura)**
While a friendly Heretic Astartes Infantry unit (excluding Battle-shocked units and Damned units) is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit.

- Leader**
This model can be attached to the following units:
- Chosen

- Chaos Terminator Squad

- Legionaries

- Masters of the Maelstrom

- Red Corsairs Raiders

WEAPON ABILITIES

- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

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

- One or more of its other ranged weapons.
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

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

• [LETHAL HITS]

• [SUSTAINED HITS 1]



AUFSTELLUNG

1x Huron Blackheart

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



KEYWORDS: Infantry, Character, Epic Hero, Chaos, Chaos Undivided, Huron Blackheart

FACTION KEYWORDS: Heretic Astartes

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

INVULNERABLE
SAVE



CORE RULES

- Deep Strike**

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

KHORNE BERZERKERS

170–330 PTS

KHORNE BERZERKER CHAMPION

M	T	Sv	W	LD	OC
8"	4	3+	2	6+	2

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	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+	4	-1	1
Khornate eviscerator	Melee	3	3+	8	-2	2

ABILITIES

- Blood Surge**
In your opponent's Shooting phase, each time an enemy unit has shot, if any models from this unit were destroyed as a result of those attacks, this unit can make a Blood Surge move. To do so, roll one D6 and add 2 to the roll: models in this unit move a number of inches up to this result, but this unit must finish that move as close as possible to the closest enemy unit (excluding Aircraft). When doing so, those models can be moved within Engagement Range of that enemy unit. This unit cannot make a Blood Surge move while it is Battle-shocked or within Engagement Range of one or more enemy units, and can only make one Blood Surge move per phase.
- Icon of Khorne**
Each time the bearer's unit destroys an enemy unit, you gain one Bloodshed point. Each time you make a Blessings of Khorne roll, roll one additional D6 for each Bloodshed point you have, after which, all your Bloodshed points are lost.

WEAPON ABILITIES

- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.
- Pistol**
[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.
- Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its **[CLOSE-QUARTERS]** weapons.
 - One or more of its other ranged weapons.



AUFSTELLUNG

- 1x Khorne Berzerker Champion - Equipped with: Chainblade, Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge
- 9x Khorne Berzerker
- Wargear Options:**
- Each Khorne Berzerker Champion can replace its Bolt pistol with Plasma pistol.



KEYWORDS: Infantry, Battleline, Grenades, Chaos, Khorne, Berzerkers

FACTION KEYWORDS: Heretic Astartes

KHORNE LORD OF SKULLS 450 PTS

M	T	Sv	W	LD	OC
8"	13	3+	24	6+	8

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Daemongore cannon BLAST	18"	D6	3+	14	-4	D6+2
Gorestorm cannon BLAST	24"	D6+3	3+	10	-2	3
Hades gatling cannon SUSTAINED HITS 1	48"	12	3+	8	-2	2
Ichor cannon BLAST	48"	2D6	3+	7	-2	2
Skullhurler	60"	2D6	3+	14	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Great cleaver of Khorne - strike	Melee	5	3+	16	-4	8
➤ Great cleaver of Khorne - sweep	Melee	15	3+	8	-2	2

ABILITIES

Damaged: 1-8 wounds remaining

While this model has 1-8 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Plough Through the Enemy

In the Fight phase, after this model has finished making its attacks, if this model destroyed one or more enemy units this phase, each enemy unit within 6" of this model must take a Battle-shock test.

WEAPON ABILITIES

Blast

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

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

Sustained Hits

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

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

FACTION RULES

Dark Pacts

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

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



AUFSTELLUNG

1x Khorne Lord of Skulls

Equipped with: Daemongore cannon, Gorestorm cannon, Hades gatling cannon, Ichor cannon, Skullhurler, ➤ Great cleaver of Khorne - strike, ➤ Great cleaver of Khorne - sweep

Wargear Options:

- This model can replace its Hades gatling cannon with Skullhurler.
- This model can replace its Gorestorm cannon with Daemongore cannon or Ichor cannon.



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

KHORNE LORD OF SKULLS 450 PTS

M	T	Sv	W	LD	OC
8"	13	3+	24	6+	8

INVULNERABLE
SAVE



CORE RULES

Deadly Demise D6+2

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

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

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

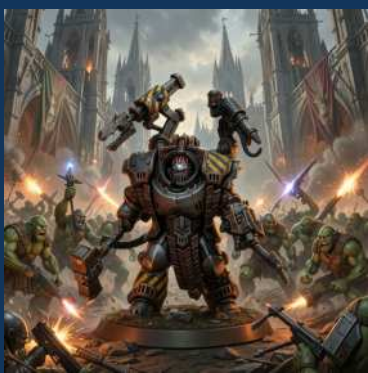
KRAVEK MORNE

120 PTS

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

INVULNERABLE
SAVE

4+



AUFSTELLUNG

1x Kravek Morne

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

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+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Last Argument and power fist DEVASTATING WOUNDS	Melee	7	2+	10	-2	2
Servo-harness ANTI-VEHICLE 2+ EXTRA ATTACKS	Melee	3	2+	6	-2	2

ABILITIES

CORE - Leader

- Architect of Ruin**
At the start of the battle, select one unit in your opponent's army to be this model's hated foe. Each time this model makes an attack that targets its hated foe, you can re-roll the Wound roll. Each time this model's hated foe is destroyed, you can select a new unit from your opponent's army to be its hated foe.
- Headlong Destruction**
Each time a model in this unit makes an attack that targets the closest eligible enemy unit, improve the Armour Penetration characteristic of that attack by 1.
- Leader**
This model can be attached to the following units: Chaos Terminator Squad, Mutilators, Obliterators.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Extra Attacks**
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).



KEYWORDS: Infantry, Character, Epic Hero, Chaos, Chaos Undivided, Terminator, Kravek Morne
FACTION KEYWORDS: Heretic Astartes

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

INVULNERABLE
SAVE



Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

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

FACTION RULES

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

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

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

LEGIONARIES

90–170 PTS

ASPIRING CHAMPION

M	T	Sv	W	LD	OC
6"	4	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+	4	0	1
Boltgun	24"	2	3+	4	0	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
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Close combat weapon	Melee	3	3+	4	0	1
Heavy melee weapon	Melee	3	3+	8	-2	2

ABILITIES

Chaos icon

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



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

4x Legionary w/ boltgun oder Legionary w/ chainsword oder Legionary w/ heavy melee weapon oder Legionary w/ balefire tome oder Legionary w/ other weapon

Wargear Options:

- Each Aspiring Champion can replace its Bolt pistol with Accursed weapon, Astartes chainsword, Heavy melee weapon or Plasma pistol



KEYWORDS: Infantry, Battleline, Chaos, Grenades, Legionaries
FACTION KEYWORDS: Heretic Astartes

ASPIRING CHAMPION

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	2

- 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 ABILITIES

- Blast**

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

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

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

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

 - That unit is unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.
- Ignores Cover**

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

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

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

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

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

 - One or more of its **[CLOSE-QUARTERS]** weapons.
 - One or more of its other ranged weapons.
- Psychic**

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).
- Rapid Fire**

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

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

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

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

KEYWORDS: Infantry, Battleline, Chaos, Grenades, Legionaries
FACTION KEYWORDS: Heretic Astartes

ASPIRING CHAMPION

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	2

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

FACTION RULES

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

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

LORD DISCORDANT ON
HELSTALKER

160 PTS

M	T	Sv	W	LD	OC
14"	9	2+	10	6+	4

INVULNERABLE
SAVE

4+



AUFSTELLUNG

- 1x Lord Discordant on Helstalker
- 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.

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+	4	0	1
Helstalker autocannon	48"	3	2+	9	-1	3
Magma cutter MELTA 2	6"	2	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladed limbs EXTRA ATTACKS	Melee	4	3+	6	-1	2
Impaler chainglaive LANCE	Melee	5	2+	8	-3	3
Techno-virus injector ANTI-VEHICLE 2+ EXTRA ATTACKS	Melee	1	3+	3	-3	2

ABILITIES

- Corrupt Machine Spirits**
At the start of your Shooting phase, select one visible enemy Vehicle unit within 12" of this model and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.'
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Spirit Thief**
At the start of your Shooting phase, select one visible enemy Vehicle unit. Until the end of the phase, each time a friendly Heretic Astartes model makes an attack that targets that unit, re-roll a Wound roll of 1.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Extra Attacks**
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.



KEYWORDS: Mounted, Character, Chaos, Daemon, Lord Discordant
FACTION KEYWORDS: Heretic Astartes

LORD DISCORDANT ON
HELSTALKER

160 PTS

M	T	Sv	W	LD	OC
14"	9	2+	10	6+	4

INVULNERABLE
SAVE

4+

- Ignores Cover**
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Lance**
Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Melta**
This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*
- Pistol**
[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.
Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
 - One or more of its **[CLOSE-QUARTERS]** weapons.
 - One or more of its other ranged weapons.
- Torrent**
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

FACTION RULES

- Dark Pacts**
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
 - **[LETHAL HITS]**
 - **[SUSTAINED HITS 1]**

KEYWORDS: Mounted, Character,
Chaos, Daemon, Lord Discordant
FACTION KEYWORDS: Heretic
Astartes

MASTER OF EXECUTIONS70 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+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Axe of dismemberment DEVASTATING WOUNDS PRECISION	Melee	5	2+	7	-2	2

ABILITIES

CORE - Support

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

Nurgle
Add 1 to this model's Toughness characteristic.

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

Trophy Taker
Each time this model destroys an enemy CHARACTER model, you gain 1CP.

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

Warp-sighted Butcher
While this model is leading a unit, each time a model in that unit makes a melee attack that targets a unit that is below its Starting Strength, you can re-roll the Hit roll. If that unit is Below Half-strength, you can re-roll the Wound roll as well.

Leader
This model can be attached to the following units:

- CHOSEN
- LEGIONARIES

You can attach this model to one of the above units even if one other CHARACTER model has already been attached to it (a unit cannot have two MASTERS OF EXECUTIONS attached to it). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.



AUFSTELLUNG

1x Master of Executions
Equipped with: Bolt pistol, Axe of dismemberment



KEYWORDS: Infantry, Character, Grenades, Chaos, Master of Executions, Support
FACTION KEYWORDS: Heretic Astartes

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

WEAPON ABILITIES

Devastating Wounds

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

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

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

Pistol

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

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

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

Precision

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more **CHARACTER** models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible **CHARACTER** models. If they do, until those attacks are resolved, or until that **CHARACTER** group is destroyed (whichever happens first), that **CHARACTER** group is the current allocation group.

FACTION RULES

Dark Pacts

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

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

CORE RULES

Support

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

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character,
Grenades, Chaos, Master of
Executions, Support

FACTION KEYWORDS: Heretic
Astartes

MASTER OF POSSESSION

60 PTS

M	T	Sv	W	LD	OC
8"	4	3+	4	6+	1

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
► Rite of Possession - focused witchfire ANTI-PSYKER 2+ HAZARDOUS PISTOL PRECISION PSYCHIC	18"	2	3+	6	-3	3
► Rite of Possession - witchfire ANTI-PSYKER 2+ PISTOL PRECISION PSYCHIC	18"	2	3+	4	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of possession ANTI-PSYKER 2+ PSYCHIC	Melee	4	3+	6	-1	D3

ABILITIES

CORE - Leader

Daemonkin (Psychic)
While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit.

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

Nurgle
Add 1 to this model's Toughness characteristic.

Sacrificial Dagger
Once per phase, when this model is selected to shoot or fight, it can use this ability. If it does, this model's unit suffers 1 mortal wound and, until the end of the phase, each time this model makes a **Psychic** Attack, add 1 to the Hit roll and add 1 to the Wound roll.

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

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

Leader
This model can be attached to the following units:

- CHOSEN
- LEGIONARIES
- POSSESSED

WEAPON ABILITIES

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

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

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



AUFSTELLUNG

1x Master of Possession

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



KEYWORDS: Infantry, Character, Psyker, Chaos, Master of Possession
FACTION KEYWORDS: Heretic Astartes

M	T	Sv	W	LD	OC
8"	4	3+	4	6+	1

INVULNERABLE
SAVE



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

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

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

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

FACTION RULES

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

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

MASTERS OF THE MAELSTROM

145 PTS

GARREON THE CORPSEMASTER

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

GARLON SOULEATER

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

KATAR GARRIX

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

CAPTAIN SARGOTTA

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

THE ENFORCER

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

AUFSTELLUNG

- 1x Garreon the Corpsemaster - Equipped with: Absolver bolt pistol, Reductor array
- 1x Garlon Souleater - Equipped with: Mind Wrench, Force stave
- 1x Katar Garrix - Equipped with: Axe of Ending, Bolt pistol
- 1x Captain Sargotta - Equipped with: Power sabre, Laspistol
- 1x The Enforcer - Equipped with: Londaxi maimer, Bionic gauntlet

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Absolver bolt pistol PISTOL	18"	1	3+	5	-1	2
Bolt pistol PISTOL	12"	1	3+	4	-1	1
Laspistol PISTOL	12"	1	3+	4	-1	1
Londaxi maimer ASSAULT	18"	3	3+	4	-1	1
Mind Wrench PRECISION PSYCHIC	12"	1	2+	6	-2	D6+1
MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Axe of Ending ANTI-CHARACTER 2+ PRECISION	Melee	6	2+	6	-2	2
Bionic gauntlet	Melee	1	2+	6	-2	2
Force stave PSYCHIC	Melee	4	2+	6	-2	2
Power sabre	Melee	4	3+	4	-2	1
Reductor array	Melee	6	3+	4	-2	1
ABILITIES						

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

MASTERS OF THE MAELSTROM

145 PTS

GARREON THE CORPSEMASTER

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

GARLON SOULEATER

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

KATAR GARRIX

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

CAPTAIN SARGOTTA

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

THE ENFORCER

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

- Choice Samples**
- While this unit's Garreon the CorpseMASTER model is on the battlefield, in your Command phase, select one of the following: you can return one destroyed model (excluding Character models) to this unit, or, if one or more Heretic Astartes Infantry units from your army are below Starting Strength and within 3" of this unit, you gain 1CP.
- Fleet Command**
- After both players have deployed their armies, if this unit is on the battlefield (or any Transport it is embarked within is on the battlefield) select up to three Heretic Astartes units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.
- Masters of the Maelstrom**
- At the start of the Declare Battle Formations step, this unit can join one of the following units. This unit then counts as part of that unit for the rest of the battle, and that unit's Starting Strength is increased accordingly.
- Chosen, Legionaries, Red Corsairs Raiders
- This unit cannot join an Attached unit, and only Huron Blackheart can join a unit this unit has joined.
- 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.

WEAPON ABILITIES

- Anti**
- This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
- Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*
- Assault**
- Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Garlon Souleater KEYWORDS:

Psyker

KEYWORDS: Epic Hero, Infantry, Grenades, Chaos, Chaos Undivided, Masters of the Maelstrom, Support

FACTION KEYWORDS: Heretic Astartes

MASTERS OF THE MAELSTROM

145 PTS

GARREON THE CORPSEMASTER

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

GARLON SOULEATER

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

KATAR GARRIX

M	T	Sv	W	LD	OC
6"	4	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

Pistol

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

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

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

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

Garlon Souleater KEYWORDS:

Psyker

KEYWORDS: Epic Hero, Infantry, Grenades, Chaos, Chaos Undivided, Masters of the Maelstrom, Support

FACTION KEYWORDS: Heretic Astartes

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

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Magma cutter MELTA 2	6"	2	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lasher tendrils EXTRAATTACKS	Melee	6	3+	7	-1	1
Maulerfiend fists	Melee	6	3+	14	-2	D6+1

ABILITIES

- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Siege Crawler**
You can ignore any or all modifiers to this model's Move characteristic and to Advance and Charge rolls made for it.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

FACTION RULES

- Dark Pacts**
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
 - [LETHAL HITS]
 - [SUSTAINED HITS 1]

CORE RULES

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



- AUFSTELLUNG
- 1x Maulerfiend
- Equipped with:** Magma cutter, Lasher tendrils, Maulerfiend fists
- Wargear Options:**
 - This model can replace its Lasher tendrils with 2 magma cutters.



KEYWORDS: Vehicle, Walker, Chaos, Daemon, Maulerfiend

FACTION KEYWORDS: Heretic Astartes

MUTILATOR

M	T	Sv	W	LD	OC
5"	7	2+	5	6+	2

INVULNERABLE
SAVE

5+

✕ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Fleshmetal weapons - clawed sweeps	Melee	6	3+	6	-2	1
➤ Fleshmetal weapons - rending strikes	Melee	4	3+	9	-3	3
➤ Fleshmetal weapons - thunderous blows	Melee	2	3+	12	-4	D6+2

ABILITIES

- Crushing Charge**
You can re-roll charge rolls made for this unit, and each time this unit makes a Charge move, select one enemy unit and roll one D6 for each model in this unit that is within Engagement Range of that unit: for each 4+, that enemy unit suffers D3 mortal wounds.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

FACTION RULES

- Dark Pacts**
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
 - [LETHAL HITS]
 - [SUSTAINED HITS 1]

CORE RULES

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



AUFSTELLUNG

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



KEYWORDS: Infantry, Chaos, Daemon, Mutilators
FACTION KEYWORDS: Heretic Astartes

MUTOID VERMIN [LEGENDS] 85 PTS

MUTOID VERMIN

M	T	Sv	W	LD	OC
8"	2	7+	1	8+	0

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Diseased claws and fangs LETHAL HITS	Melee	2	4+	2	0	1

ABILITIES

Mischief Makers (Aura)
While an enemy unit (excluding MONSTERS and VEHICLES) is within 6" of this unit, each time a model in that unit makes a melee attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

FACTION RULES

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

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

AUFSTELLUNG

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

KEYWORDS: Swarm, Chaos, Nurgle, Mutoid Vermin, Damned
FACTION KEYWORDS: Heretic Astartes

NEGAVOLT CULTISTS

[LEGENDS]

55 PTS

NEGAVOLT CULTIST

M	T	Sv	W	LD	OC	
6"	3	7+	1	7+	1	INVULNERABLE SAVE 5+

✂ MELEE WEAPONS

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

ABILITIES

- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Servants of the Abyss**
If a unit from your army with the Leader ability can be attached to a CULTIST MOB, it can be attached to this unit instead.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.
- Voltagheist Field**
Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON ABILITIES

- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

FACTION RULES

- Dark Pacts**
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
 - [LETHAL HITS]
 - [SUSTAINED HITS 1]

CORE RULES

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



AUFSTELLUNG

4x Negavolt Cultist - Equipped with: Electro-goads



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

NEMESIS CLAW100–180 PTS

VISIONARY

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	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+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Nostraman chainblade SUSTAINED HITS 1	Melee	5	3+	4	-1	1
Nostraman chainglaive SUSTAINED HITS 1	Melee	4	3+	8	-2	1
Paired accursed weapons TWIN-LINKED	Melee	5	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2

ABILITIES

- Attached Unit
- If a CHARACTER UNIT unit from your army with the Leader ability (excluding EPIC HEROES) can be attached to a LEGIONARIES unit, it can be attached to this unit instead.
- Khorne
- Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle
- Add 1 to this model's Toughness characteristic.



AUFSTELLUNG

1x Visionary - Equipped with:
Accursed weapon, Power fist,
Nostraman chainblade, Bolt pistol,
➤ Plasma pistol - standard, ➤
Plasma pistol - supercharge
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

Wargear Options:

- Each Visionary can replace its
Nostraman chainblade with
accursed weapon or Power fist
Visionary can replace
with Plasma



KEYWORDS: Infantry, Psyker,
Grenades, Nemesis Claw, Chaos
FACTION KEYWORDS: Heretic
Astartes

VISIONARY

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.
- Visions of Suffering (Psychic)**
Each time a model in this unit makes an attack that targets an enemy unit that is below its Starting Strength, add 1 to the Hit roll. If that enemy unit is Below Half-strength, add 1 to the Wound roll as well.
- Voice eater**
Enemy units (excluding MONSTERS and VEHICLES) cannot be targeted with Stratagems while they are within Engagement Range of the bearer's unit.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.
- Heavy**
In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
 - That unit is unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.
- Ignores Cover**
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta**
This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*
- Pistol**
[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.
Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
 - One or more of its **[CLOSE-QUARTERS]** weapons.
 - One or more of its other ranged weapons.
- Rapid Fire**
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*
- Sustained Hits**
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*
- Torrent**
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.
- Twin-linked**
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

KEYWORDS: Infantry, Psyker, Grenades, Nemesis Claw, Chaos
FACTION KEYWORDS: Heretic Astartes

VISIONARY

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Stealth

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

M	T	Sv	W	LD	OC
-	11	3+	14	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lashing warp energies	6"	8	4+	8	-1	2

ABILITIES

- Fortification**

While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

 - That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
 - Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.
- Khorne**

Add 2 to the Strength characteristic of this model's hellforged weapons.
- Malevolent Locus (Aura)**

While a friendly HERETIC ASTARTES unit is within 9" of this Fortification, improve that unit's Leadership characteristic by 1.
- Malign Cover**

Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack.
- Nurgle**

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

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

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

FACTION RULES

- Dark Pacts**

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

 - [LETHAL HITS]
 - [SUSTAINED HITS 1]

CORE RULES

- Deadly Demise D6**

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

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



AUFSTELLUNG

1x Noctilith Crown

Equipped with: Lashing warp energies



KEYWORDS: Fortification, Chaos, Noctilith Crown, Frame

FACTION KEYWORDS: Heretic Astartes

DISHARMONIST

M	T	Sv	W	LD	OC
6"	5	3+	2	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+	4	0	1
Power sword	Melee	4	3+	5	-2	1

ABILITIES

Terrifying Crescendo
In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next Shooting phase, each time a Battle-shock or Leadership test is taken for that enemy unit, subtract 1 from that test.

WEAPON ABILITIES

- Ignores Cover**
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Pistol**
 [PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.
- Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its **[CLOSE-QUARTERS]** weapons.
 - One or more of its other ranged weapons.



AUFSTELLUNG

1x Disharmonist - Equipped with:
Close combat weapon, Sonic blaster, Power sword, Screamer pistol

5x Noise Marine w/ sonic blaster
oder Noise Marine w/ blastmaster

Wargear Options:

- Each Disharmonist can replace its Sonic blaster with Screamer pistol and power sword.



KEYWORDS: Infantry, Chaos, Slaanesh, Noise Marines, Cults of the Dark Gods

FACTION KEYWORDS: Heretic Astartes

OBLITERATOR

M	T	Sv	W	LD	OC
4"	7	2+	5	6+	2

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Fleshmetal guns - focused malice MELTA 2	18"	D3	3+	12	-3	4
➤ Fleshmetal guns - ruinous salvo BLAST	24"	D6	3+	8	-2	2
➤ Fleshmetal guns - warp hail SUSTAINED HITS 1	24"	D6+3	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushing fists	Melee	4	3+	9	-2	2

ABILITIES

- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.
- Warp Rift Firepower**
(Once per battle, per unit): In your Shooting phase, when this unit is selected to shoot, you can use this ability. If you do, this unit's ranged attacks have [INDIRECT FIRE].

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



AUFSTELLUNG

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



KEYWORDS: Infantry, Chaos,
Daemon, Obliterators
FACTION KEYWORDS: Heretic
Astartes

OBLITERATOR

M	T	Sv	W	LD	OC
4"	7	2+	5	6+	2

INVULNERABLE
SAVE



FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deep Strike

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

PLAGUE MARINES

90–180 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
Boltgun LETHAL HITS	24"	2	3+	4	0	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 bolt pistol LETHAL HITS	12"	1	3+	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+	4	0	1
Power fist LETHAL HITS	Melee	3	3+	8	-2	2

ABILITIES

- Icon of Despair**
While an enemy unit is within 6" of the bearer, worsen the Leadership characteristic of models in that unit by 1.
- Infused with the Blessings of Nurgle**
In your Shooting phase, each time this unit is selected to shoot, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next turn, that unit is Afflicted.

WEAPON ABILITIES



- AUFSTELLUNG**
- 1x Plague Champion - Equipped with: Plague knives, Bubotic weapons, Power fist, Boltgun, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Plague bolt pistol, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge
- 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
- Wargear Options:**
- Each Plague Champion can equip one of its Plague knives, one Bubotic weapon, one Power fist, one Boltgun, one Plasma pistol - standard, one Plasma pistol - supercharge, one Plague bolt pistol, one Plasma gun - standard, one Plasma gun - supercharge



KEYWORDS: Infantry, Battleline, Grenades, Chaos, Nurgle, Plague Marines

FACTION KEYWORDS: Heretic Astartes

PLAGUE CHAMPION

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

Anti

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

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

Blast

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

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

Hazardous

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

Ignores Cover

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

Lethal Hits

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

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

Melta

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

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

Pistol

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

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

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

Rapid Fire

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

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

Torrent

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

POSSESSED

120–250 PTS

M	T	Sv	W	LD	OC
9"	6	3+	3	6+	1

INVULNERABLE
SAVE



MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hideous mutations	Melee	4	3+	5	-1	2

ABILITIES

Chaos icon

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

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

Unholy Bloodshed

Once per battle, when this unit makes a Dark Pact, until the end of the phase, weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]



AUFSTELLUNG

5x Possessed

Equipped with: Hideous mutations



KEYWORDS: Infantry, Chaos,
Daemon, Possessed
FACTION KEYWORDS: Heretic
Astartes

RAPTOR CHAMPION

M	T	Sv	W	LD	OC
12"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	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+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Heavy melee weapon	Melee	3	3+	8	-2	2
Mutations	Melee	4	3+	5	-2	1

ABILITIES

- Fearsome (Aura)**
While an enemy unit is within 6" of this unit, each time that enemy unit takes a Battle-shock or Leadership test, subtract 1 from the result.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Terrifying Assault**
At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

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

AUFSTELLUNG

- 1x Raptor Champion - Equipped with: Astartes chainsword, Accursed weapon, Heavy melee weapon, Bolt pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge
- 4-9x Raptor oder Raptor w/ plasma pistol oder Raptor w/ heavy melee weapon oder Raptor w/ mutations
- Wargear Options:**
- Each Raptor Champion can replace its Astartes chainsword with Accursed weapon or Heavy melee weapon.
 - Each Raptor Champion can replace its Bolt pistol with Plasma pistol.

KEYWORDS: Infantry, Fly, Jump Pack, Chaos, Raptors, Grenades
FACTION KEYWORDS: Heretic Astartes

RAPTOR CHAMPION

M	T	Sv	W	LD	OC
12"	4	3+	2	6+	1

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

Melta
This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.
Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
• **[LETHAL HITS]**
• **[SUSTAINED HITS 1]**

CORE RULES

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

RED CORSAIRS RAIDERS110–210 PTS

RED CORSAIRS RAIDER CHAMPION

M	T	Sv	W	LD	OC
6"	4	3+	3	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	8	-2	2
Reaver's blade	Melee	4	3+	5	-1	1

ABILITIES

- Attached Unit**
If a Character unit from your army with the Leader ability can be attached to a Legionaries unit, it can be attached to this unit instead.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Trophy Takers**
The first time this unit destroys an enemy unit, until the end of the battle, while this unit is not Battle-shocked, add 1 to the Objective Control characteristic of models in this unit.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
- Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



AUFSTELLUNG

- 1x Red Corsairs Raider Champion
- Equipped with: Boltgun, Reaver's blade, Bolt pistol, Hand flamer
- 4x Red Corsairs Raider
- Wargear Options:**
- Each Red Corsairs Raider Champion can replace its Bolt pistol with Hand flamer.
 - Up to 4 models can have their Boltgun replaced with 1x Meltagun or 1x Meltagun and 1x Power fist.
 - Up to 4 models can be equipped with 1x Power fist.



KEYWORDS: Infantry, Grenades, Red Corsairs Raiders, Chaos
FACTION KEYWORDS: Heretic Astartes

RED CORSAIRS RAIDERS110–210 PTS

RED CORSAIRS RAIDER CHAMPION

M	T	Sv	W	LD	OC
6"	4	3+	3	6+	2

FACTION RULES

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

KEYWORDS: Infantry, Grenades,
Red Corsairs Raiders, Chaos
FACTION KEYWORDS: Heretic
Astartes

RED CORSAIRS REAVE-CAPTAIN

60 PTS

M	T	Sv	W	LD	OC
6"	4	3+	5	6+	1

INVULNERABLE
SAVE

4+



AUFSTELLUNG

- 1x Red Corsairs Reave-captain
- 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.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	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
Power maul	Melee	5	2+	5	-2	2
Power sword SUSTAINED HITS 1	Melee	7	2+	5	-2	1

ABILITIES

- CORE** - Leader
- Brutal Raider**
Each time this model's unit ends a Charge move, until the end of the turn, add 1 to the Strength characteristic of melee weapons equipped by this model and improve the Armour Penetration characteristic of those weapons by 1.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Raider's Due**
Each time this unit declares a Charge that targets one or more units that are within range of one or more objective markers, you can re-roll the Charge roll.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.
- Leader**
This model can be attached to the following units: Chosen, Legionaries, Red Corsairs Raiders

WEAPON ABILITIES

- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



KEYWORDS: Character, Infantry, Chaos, Red Corsairs Reave-captain
FACTION KEYWORDS: Heretic Astartes

RED CORSAIRS REAVE-CAPTAIN

60 PTS

M	T	Sv	W	LD	OC
6"	4	3+	5	6+	1

INVULNERABLE
SAVE

4+

FACTION RULES

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

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

KEYWORDS: Character, Infantry,
Chaos, Red Corsairs Reave-captain

FACTION KEYWORDS: Heretic
Astartes

RENEGADE ENFORCER

[LEGENDS]

65 PTS

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

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autogun RAPID FIRE 1	24"	1	3+	3	0	1
Enforcer pistol PISTOL	12"	1	3+	4	0	1
Lasgun RAPID FIRE 1	24"	1	3+	3	0	1
Shotgun ASSAULT	18"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Enforcer melee weapon	Melee	4	3+	4	0	1
Power fist	Melee	3	3+	6	-2	2
Power weapon	Melee	3	3+	4	-2	1

ABILITIES

CORE - Leader

Brutal Example

While this model is leading a unit, you can target that unit with the Insane Bravery Stratagem for 0CP, and can do so even if another unit from your army has already been targeted with that Stratagem this phase. Each time you use this ability, one Bodyguard model in that unit is destroyed.

Enforcer

This model's unit is eligible to declare a charge in a turn in which it Fell Back.

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

Leader

This model can be attached to the following units:

- TRAITOR GUARDSMEN SQUAD
- RENEGADE HEAVY WEAPONS SQUAD



AUFSTELLUNG

1x Renegade Enforcer [Legends]

Equipped with: Autogun, Enforcer pistol, Lasgun, Shotgun, Enforcer melee weapon, Power fist, Power weapon

Wargear Options:

- This model can replace its Enforcer melee weapon with Power weapon or Power fist.
- This model can replace its Enforcer pistol with Autogun, Lasgun or Shotgun.



KEYWORDS: Infantry, Character, Grenades, Chaos, Renegade Enforcer, Damned

FACTION KEYWORDS: Heretic Astartes

RENEGADE ENFORCER

[LEGENDS]

65 PTS

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

INVULNERABLE
SAVE

5+

WEAPON ABILITIES

- Assault**
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).
- Pistol**
[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.
Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
 - One or more of its **[CLOSE-QUARTERS]** weapons.
 - One or more of its other ranged weapons.
- Rapid Fire**
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

- Dark Pacts**
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
 - **[LETHAL HITS]**
 - **[SUSTAINED HITS 1]**

CORE RULES

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

KEYWORDS: Infantry, Character,
Grenades, Chaos, Renegade
Enforcer, Damned

FACTION KEYWORDS: Heretic
Astartes

RENEGADE HEAVY WEAPONS SQUAD

[LEGENDS]

75 PTS

HEAVY WEAPONS TEAM

M	T	Sv	W	LD	OC
6"	3	5+	2	7+	2

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Autocannon HEAVY	48"	2	5+	9	-1	3
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	5+	5	-1	2
Heavy stubber HEAVY RAPID FIRE 3	36"	4	5+	4	0	1
Lascannon HEAVY	48"	1	5+	12	-3	D6+1
Mortar BLAST HEAVY INDIRECT FIRE	48"	D6	5+	5	0	1
Renegade firearm RAPID FIRE 1	24"	1	4+	3	0	1
► Missile launcher - frag BLAST HEAVY	48"	D6	5+	4	0	1
► Missile launcher - krak BLAST	48"	1	5+	9	-2	D6

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	2	4+	3	0	1

ABILITIES

- Covering Fire**
Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

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).

AUFSTELLUNG

3x Heavy Weapons Team -
Equipped with: Renegade firearm, Close combat weapons, Heavy stubber, Heavy bolter, Autocannon, Lascannon, ► Missile launcher - frag, ► Missile launcher - krak, Mortar

Wargear Options:
■ This model can replace its Heavy stubber with Heavy bolter, Autocannon, Lascannon, Missile launcher or Mortar.

KEYWORDS: Infantry, Grenades, Chaos, Renegade Heavy Weapons Squad, Damned
FACTION KEYWORDS: Heretic Astartes

RENEGADE HEAVY WEAPONS SQUAD

[LEGENDS]

75 PTS

HEAVY WEAPONS TEAM

M	T	Sv	W	LD	OC
6"	3	5+	2	7+	2

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Indirect Fire
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

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

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

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

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

FACTION RULES

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

TRANSPORT

Renegade Heavy Weapons Squad
For the purposes of embarking within TRANSPORTS, each Renegade Heavy Weapons Team model counts as two models.

KEYWORDS: Infantry, Grenades, Chaos, Renegade Heavy Weapons Squad, Damned
FACTION KEYWORDS: Heretic Astartes

RENEGADE OGRYN BEAST HANDLER [LEGENDS]

40–70 PTS

OGRYN PACK MASTER

M	T	Sv	W	LD	OC
6"	6	5+	4	7+	1

CHAOS MAULER HOUND

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

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Befouled fangs and claws	Melee	2	3+	5	0	1
Mauler goad and ripper claw	Melee	4	3+	6	-1	2

ABILITIES

- Beastmaster**
While this unit contains an Ogryn Pack Master model, you can re-roll Charge rolls made for this unit, and each time a Chaos Mauler Hound model in this unit makes an attack, re-roll a Hit roll of 1.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

FACTION RULES

- Dark Pacts**
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
 - [LETHAL HITS]
 - [SUSTAINED HITS 1]

AUFSTELLUNG

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

KEYWORDS: Beast, Chaos, Renegade Ogryn Beast Handler, Damned
FACTION KEYWORDS: Heretic Astartes

RENEGADE OGRYN BRUTES

[LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
6"	6	5+	3	7+	1

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ogryn power drill	Melee	3	3+	10	-2	2
Ogryn weapon	Melee	3	3+	6	-1	2

ABILITIES

- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Ogryn Combat Stimms**
Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

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]

TRANSPORT

- Renegade Ogryn Brutes**
For the purposes of embarking within TRANSPORTS, each Renegade Ogryn Brute model counts as one TERMINATOR model.

AUFSTELLUNG

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

Equipped with: Ogryn power drill, Ogryn weapon

KEYWORDS: Infantry, Chaos, Renegade Ogryn Brutes, Damned

FACTION KEYWORDS: Heretic Astartes

RENEGADE PLAGUE
OGRYNS [LEGENDS]

95 PTS

RENEGADE PLAGUE OGRYN

M	T	Sv	W	LD	OC
5"	7	5+	3	7+	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ogryn plague claws LETHAL HITS	Melee	3	3+	6	-1	2

ABILITIES

Wall of Muscle
Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack.

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

FACTION RULES

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

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

TRANSPORT

Renegade Plague Ogryns
For the purposes of embarking within TRANSPORTS, each Renegade Plague Ogryn model counts as one TERMINATOR model.

AUFSTELLUNG

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

KEYWORDS: Infantry, Chaos,
Nurgle, Renegade Plague Ogryns,
Damned
FACTION KEYWORDS: Heretic
Astartes

ROGUE PSYKER [LEGENDS] 60 PTS

M	T	Sv	W	LD	OC
6"	3	5+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laspistol PISTOL	12"	1	4+	3	0	1
➤ Psychic Strike - focused witchfire BLAST DEVASTATING WOUNDS HAZARDOUS PSYCHIC	12"	D6+3	3+	6	-2	2
➤ Psychic Strike - witchfire BLAST DEVASTATING WOUNDS PSYCHIC	12"	D6	3+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chaos stave PSYCHIC	Melee	1	4+	6	-1	D3

ABILITIES

CORE - Leader

- Cursed Wardings (Psychic)**
While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against **Psychic** Attacks.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Psychic Barrier (Psychic)**
At the start of your opponent's Shooting phase, you can roll one D6: on a 1, this PSYKER's unit suffers D3 mortal wounds; on a 2+, until the end of the phase, models in this PSYKER's unit have a 4+ invulnerable save.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.
- Leader**
This model can be attached to the following units:
 - ACCURSED CULTISTS
 - CULTIST MOB
 - NEGAVOLT CULTISTS

WEAPON ABILITIES

Blast
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*



AUFSTELLUNG

1x Rogue Psyker [Legends]
Equipped with: Laspistol, ➤ Psychic Strike - focused witchfire, ➤ Psychic Strike - witchfire, Chaos stave



KEYWORDS: Infantry, Character, Psyker, Chaos, Rogue Psyker, Damned
FACTION KEYWORDS: Heretic Astartes

ROGUE PSYKER [LEGENDS] 60 PTS

M	T	Sv	W	LD	OC
6"	3	5+	3	7+	1

Devastating Wounds

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

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

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

Hazardous

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

Pistol

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

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

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

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader

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

KEYWORDS: Infantry, Character, Psyker, Chaos, Rogue Psyker, Damned
FACTION KEYWORDS: Heretic Astartes

RUBRIC MARINES100–190 PTS

ASPIRING SORCERER

M	T	Sv	W	LD	OC
6"	4	3+	3	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Inferno bolt pistol PISTOL	12"	1	3+	4	-1	1
Inferno boltgun	24"	2	3+	4	-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+	4	0	1
Close combat weapon	Melee	2	3+	4	0	1
Close combat weapon	Melee	2	3+	4	0	1
Force weapon PSYCHIC	Melee	3	3+	6	-1	D3

ABILITIES

- Bringers of Change
- Each time a model in this unit makes a ranged attack, re-roll a Wound roll of 1. If the target of that attack is within range of an objective marker you do not control, you can re-roll the Wound roll instead.
- Icon of Flame
- Ranged weapons equipped by models in this unit (excluding Characters) have the Ignore Cover ability.

WEAPON ABILITIES

- Anti
- This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
- Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Devastating Wounds
- Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
- Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
- Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.



AUFSTELLUNG

- 1x Aspiring Sorcerer - Equipped with: Force weapon, Malefic Curse, Inferno bolt pistol, Warpflame pistol
- 4-9x Rubric Marine w/ inferno boltgun oder Rubric Marine w/ warpflamer oder Rubric Marine w/ soulreaper cannon
- Wargear Options:
- Each Aspiring Sorcerer can replace its Inferno bolt pistol with Warpflame pistol.



- Aspiring Sorcerer KEYWORDS:
- Psyker
- KEYWORDS: Infantry, Battleline, Chaos, Tzeentch, Rubric Marines, Rubricae
- FACTION KEYWORDS: Heretic Astartes

ASPIRING SORCERER

M	T	Sv	W	LD	OC
6"	4	3+	3	6+	2

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.

Aspiring Sorcerer KEYWORDS:
Psyker
KEYWORDS: Infantry, Battline,
Chaos, Tzeentch, Rubric Marines,
Rubricae
FACTION KEYWORDS: Heretic
Astartes

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+	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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3

ABILITIES

CORE - Leader

Gift of Chaos (Psychic)

Each time this model is selected to shoot or fight, after resolving its attacks, select one enemy unit hit by one or more of those attacks that had the [PSYCHIC] ability. That unit must take a Leadership test: if that test is failed, that unit suffers D3 mortal wounds.

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Prescience (Psychic)

While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

Leader

This model can be attached to the following units:

- CHOSEN
- LEGIONARIES

WEAPON ABILITIES

Devastating Wounds

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

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

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

Hazardous

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



AUFSTELLUNG

1x Sorcerer

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



KEYWORDS: Infantry, Character, Psyker, Grenades, Chaos, Sorcerer

FACTION KEYWORDS: Heretic Astartes

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

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

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

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

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

FACTION RULES

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

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

SORCERER IN TERMINATOR
ARMOUR

80 PTS

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

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3

ABILITIES

CORE - Leader

- Chaos Familiar**
Once per battle, when an attack is allocated to the bearer, you can change the Damage characteristic to 0.
- Death Hex (Psychic)**
At the start of your Shooting phase, one PSYKER with this ability can use it. If it does, select one enemy unit within 12" of and visible to that PSYKER and roll one D6: on a 1, that PSYKER's unit suffers D3 mortal wounds; on a 2+, until the start of your next Movement phase, each time an attack targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.
- Warptime (Psychic)**
While this model is leading a unit, you can re-roll Advance and Charge rolls made for that unit.
- Leader**
This model can be attached to the following units:
 - CHAOS TERMINATOR SQUAD

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.



- AUFSTELLUNG
- 1x Sorcerer in Terminator Armour
- 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.



KEYWORDS: Infantry, Character, Psyker, Chaos, Terminator, Sorcerer in Terminator Armour
FACTION KEYWORDS: Heretic Astartes

SORCERER IN TERMINATOR
ARMOUR

80 PTS

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

INVULNERABLE
SAVE

4+

- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Psychic**
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

- Dark Pacts**
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
 - [LETHAL HITS]
 - [SUSTAINED HITS 1]

CORE RULES

- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Leader**
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character,
Psyker, Chaos, Terminator, Sorcerer
in Terminator Armour
FACTION KEYWORDS: Heretic
Astartes

SORCERER ON BIKE

[LEGENDS]

75 PTS

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

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	0	1
➤ Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D6	3+	6	-2	D3
➤ Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Power fist	Melee	5	2+	8	-2	2

ABILITIES

- CORE - Leader
- Khorne

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

Add 1 to this model's Toughness characteristic.
- Prescience (Psychic)

While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.
- Slaanesh

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

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

Each time this model's unit makes a Dark Pact, until the end of the phase, each time this model makes a **Psychic** Attack, add 1 to the Wound roll.
- Leader

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

AUFSTELLUNG

1x Sorcerer on Bike [Legends]

Equipped with: Bolt pistol, Combi-bolter, Combi-weapon, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Force weapon, Power fist

Wargear Options:

■ This model can replace its Bolt pistol with Accursed weapon, Combi-bolter, Power fist, Combi-weapon, Astartes chainsword or Plasma pistol.

KEYWORDS: Mounted, Character, Grenades, Psyker, Chaos, Sorcerer on Bike

FACTION KEYWORDS: Heretic Astartes

SORCERER ON BIKE

[LEGENDS]

75 PTS

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

WEAPON ABILITIES

- Anti

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

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

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

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

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

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

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

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

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

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).
- Rapid Fire

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

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

FACTION RULES

- Dark Pacts

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

 - [LETHAL HITS]
 - [SUSTAINED HITS 1]

CORE RULES

- Leader

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

KEYWORDS: Mounted, Character, Grenades, Psyker, Chaos, Sorcerer on Bike

FACTION KEYWORDS: Heretic Astartes

SORCERER ON DISC OF
TZEENTCH [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
12"	4	3+	5	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	0	1
➤ Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D6	3+	6	-2	D3
➤ Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

- Altered Reality (Psychic)**
Once per battle round, after a Hit roll, a Wound roll or a saving throw is made for this model, you can change the result of that roll to a 6.
- Flames of Change (Psychic)**
While this model is leading a unit, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.
- Leader**
This model can be attached to the following unit: CHOSEN, LEGIONARIES

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

AUFSTELLUNG

- 1x Sorcerer on Disc of Tzeentch [Legends]
- Equipped with:** Bolt pistol, Combi-bolter, Combi-weapon, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Force weapon, Power fist
- Wargear Options:**
■ This model can replace its Bolt pistol with Accursed weapon, Combi-bolter, Power fist, Combi-weapon, Astartes chainsword or Plasma pistol.

KEYWORDS: Infantry, Character, Grenades, Psyker, Fly, Chaos, Tzeentch, Sorcerer, Disc of Tzeentch
FACTION KEYWORDS: Heretic Astartes

SORCERER ON DISC OF TZEENTCH [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
12"	4	3+	5	6+	1

Devastating Wounds

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

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

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

Hazardous

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

Pistol

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

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

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

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire

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

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

FACTION RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader

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

KEYWORDS: Infantry, Character, Grenades, Psyker, Fly, Chaos, Tzeentch, Sorcerer, Disc of Tzeentch
FACTION KEYWORDS: Heretic Astartes

SORCERER ON PALANQUIN
OF NURGLE [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
5"	5	3+	7	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
➤ Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D6	3+	6	-2	D3
➤ Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Nurgling's claws and teeth EXTRA ATTACKS LETHAL HITS	Melee	4	5+	2	0	1
Power fist	Melee	5	2+	8	-2	2

ABILITIES

- CORE - Leader
- Feculent Despair (Aura, Psychic)

While an enemy unit is within 6" of this model, each time that unit takes a Battle-shock test, subtract 1 from that test.
- Gift of Poxes (Psychic)

While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.
- Leader

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

WEAPON ABILITIES

- Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

AUFSTELLUNG

- 1x Sorcerer on Palanquin of Nurgle [Legends]
- Equipped with:

Bolt pistol, Combi-bolter, Combi-weapon, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Force weapon, Nurgling's claws and teeth, Power fist
- Wargear Options:

■ This model can replace its Bolt pistol with Accursed weapon, Combi-bolter, Power fist, Astartes chainsword, Combi-weapon or Plasma pistol.

KEYWORDS: Infantry, Character, Grenades, Psyker, Chaos, Nurgle, Sorcerer, Palanquin of Nurgle

FACTION KEYWORDS: Heretic Astartes

SORCERER ON PALANQUIN
OF NURGLE [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
5"	5	3+	7	6+	2

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

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

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

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

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

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

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

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

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

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

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

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

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

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Grenades, Psyker, Chaos, Nurgle, Sorcerer, Palanquin of Nurgle
FACTION KEYWORDS: Heretic Astartes

SORCERER ON STEED OF
SLAANESH [LEGENDS]

85 PTS

M	T	Sv	W	LD	OC
14"	5	3+	5	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	0	1
➤ Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D6	3+	6	-2	D3
➤ Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Lashing tongue EXTRA ATTACKS LETHAL HITS	Melee	3	4+	4	0	1
Power fist	Melee	5	2+	8	-2	2

ABILITIES

- CORE - Leader
- Dark Favour (Psychic)

While this model is leading a unit, models in that unit have a 4+ invulnerable save.
- Infernal Speed

While this model is leading a unit, change the Move characteristic of models in that unit to 14".
- Leader

This model can be attached to the following unit:
- CHAOS BIKERS

WEAPON ABILITIES

- Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

AUFSTELLUNG

- 1x Sorcerer on Steed of Slaanesh [Legends]
- Equipped with:

Bolt pistol, Combi-bolter, Combi-weapon, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Force weapon, Lashing tongue, Power fist
- Wargear Options:

■ This model can replace its Bolt pistol with Accursed weapon, Combi-bolter, Power fist, Combi-weapon, Astartes chainsword or Plasma pistol.

KEYWORDS: Mounted, Character, Grenades, Psyker, Chaos, Slaanesh, Sorcerer, Steed of Slaanesh

FACTION KEYWORDS: Heretic Astartes

SORCERER ON STEED OF
SLAANESH [LEGENDS]85 PTS

M	T	Sv	W	LD	OC
14"	5	3+	5	6+	2

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Mounted, Character, Grenades, Psyker, Chaos, Slaanesh, Sorcerer, Steed of Slaanesh
FACTION KEYWORDS: Heretic Astartes

SORCEROUS CHAMPION

[CRUCIBLE]

80 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Balefire tome PSYCHIC	18"	2	2+	5	-1	1
Baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	2
Bolt pistol PISTOL	12"	1	2+	4	0	1
Boltgun	24"	2	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	3+	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	3+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Flamer tendril IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Helstalker autocannon	48"	3	2+	9	-1	3
Magma cutter MELTA 2	6"	2	3+	9	-4	D6
Melta tendril MELTA 2 PISTOL	6"	1	2+	8	-4	D3
Meltagun MELTA 2	12"	1	2+	9	-4	D6
Reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	2+	7	-1	1
➤ Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D6	3+	6	-2	D3
➤ Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	2+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	2+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1

AUFSTELLUNG

1x Sorcerous Champion [Crucible]

Equipped with: Balefire tome, Baleflamer, Bolt pistol, Boltgun, Combi-bolter, Combi-weapon, Flamer, Flamer tendril, Heavy flamer, Helstalker autocannon, Magma cutter, Melta tendril, Meltagun, Reaper autocannon, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, ➤ Rite of Possession - focused witchfire, ➤ Rite of Possession - witchfire, Accursed weapon, Astartes chainblade, Axe of dismemberment, Bladed limbs, Chainfist, Close combat weapon, Exalted hammer, Exalted hammer, Impaler

KEYWORDS: Character, Infantry, Grenades, Chaos, Psyker, Sorcerous Champion, Crucible, Leader
FACTION KEYWORDS: Heretic Astartes

SORCEROUS CHAMPION

[CRUCIBLE]

80 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

► Plasma pistol - supercharge	12"	1	2+	8	-3	2
HAZARDOUS						
PISTOL						
► Rite of Possession - focused witchfire	18"	2	3+	6	-1	D3
ANTI-PSYKER 2+						
HAZARDOUS						
PISTOL						
PRECISION						
PSYCHIC						
► Rite of Possession - witchfire	18"	2	3+	4	-3	2
ANTI-PSYKER 2+						
PISTOL						
PRECISION						
PSYCHIC						

✕ 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	Melee	5	2+	7	-2	2
DEVASTATING WOUNDS						
PRECISION						
Bladed limbs	Melee	4	3+	6	-1	2
EXTRA ATTACKS						
Chainfist	Melee	5	3+	8	-2	2
ANTI-VEHICLE 3+						
Close combat weapon	Melee	5	2+	4	0	1
Daemon hammer	Melee	5	3+	8	-2	2
DEVASTATING WOUNDS						
Exalted weapon	Melee	6	2+	5	-2	2
Force weapon	Melee	4	3+	6	-1	D3
PSYCHIC						
Impaler chainglaive	Melee	4	2+	6	-2	2
LANCE						
Power fist	Melee	5	2+	8	-2	2
Staff of possession	Melee	4	3+	6	-1	D3
ANTI-PSYKER 2+						
PSYCHIC						
Technovirus injector	Melee	1	3+	3	-3	2
ANTI-VEHICLE 2+						
EXTRA ATTACKS						
Twin lightning claws	Melee	6	2+	5	-2	1
TWIN-LINKED						

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

Daemonkin (Psychic)
Add 1 to Advance and Charge rolls made for this unit.

Dark Zealotry
Each time a model in this unit makes a melee attack, add 1 to the Wound roll.

Gift of Chaos (Psychic)
Each time this model is selected to shoot or fight, after resolving its attacks, select one enemy unit hit by one or more of those attacks that had the [PSYCHIC] ability. That unit must take a Leadership test. If it fails, it suffers D3 mortal wounds.

KEYWORDS: Character, Infantry, Grenades, Chaos, Psyker, Sorcerous Champion, Crucible, Leader
FACTION KEYWORDS: Heretic Astartes

SORCEROUS CHAMPION

[CRUCIBLE]

80 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

- Khorne**

Add 2 to the Strength characteristic of this model's hellforged weapons.
- Lord of Chaos**

Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if a different unit from your army has been targeted with that Stratagem this phase.
- Master of Mechanisms**

In your Command phase, select one friendly Heretic Astartes Vehicle model within 3" of this model. That Vehicle model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per Command phase.
- Nurgle**

Add 1 to this model's Toughness characteristic.
- Prescience (Psychic)**

Each time an attack targets this unit, subtract 1 from the Hit roll.
- Slaanesh**

Add 2" to this model's Move characteristic.
- Tzeentch**

Add 3 to the Attacks characteristic of this model's infernal cannon.
- Leader**

This model can be attached to the following units: Chaos Terminator Squad.

WEAPON ABILITIES

- Anti**

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*
- Devastating Wounds**

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*
- Extra Attacks**

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

 - All of that model's **[EXTRA ATTACKS]** weapons.
 - One of that model's other melee weapons, if possible.
- Hazardous**

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.
- Ignores Cover**

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Lance**

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Melta**

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

KEYWORDS: Character, Infantry, Grenades, Chaos, Psyker, Sorcerous Champion, Crucible, Leader
FACTION KEYWORDS: Heretic Astartes

SORCEROUS CHAMPION

[CRUCIBLE]

80 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

- Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.
- Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).
- Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

 - [LETHAL HITS]
 - [SUSTAINED HITS 1]

CORE RULES

- Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry,
Grenades, Chaos, Psyker, Sorcerous
Champion, Crucible, Leader
FACTION KEYWORDS: Heretic
Astartes

SOUL FORGE TYRANT

[CRUCIBLE]

160 PTS

M	T	Sv	W	LD	OC
10"	9	2+	10	6+	4

INVULNERABLE

SAVE

5+

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Balefire tome PSYCHIC	18"	2	2+	5	-1	1
Baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	2
Bolt pistol PISTOL	12"	1	2+	4	0	1
Boltgun	24"	2	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	3+	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	3+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Flamer tendril IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Helstalker autocannon	48"	3	2+	9	-1	3
Magma cutter MELTA 2	6"	2	3+	9	-4	D6
Melta tendril MELTA 2 PISTOL	6"	1	2+	8	-4	D3
Meltagun MELTA 2	12"	1	2+	9	-4	D6
Reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	2+	7	-1	1
➤ Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D6	3+	6	-2	D3
➤ Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	2+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	2+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1

AUFSTELLUNG

1x Soul Forge Tyrant [Crucible]

Equipped with: Balefire tome, Baleflamer, Bolt pistol, Boltgun, Combi-bolter, Combi-weapon, Flamer, Flamer tendril, Heavy flamer, Helstalker autocannon, Magma cutter, Melta tendril, Meltagun, Reaper autocannon, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, ➤ Rite of Possession - focused witchfire, ➤ Rite of Possession - witchfire, Accursed weapon, Astartes chainblade, Axe of dismemberment, Bladed limbs, Chainfist, Close combat weapon, Exalted hammer, Exalted hammer, Impaler

KEYWORDS: Character, Chaos, Mounted, Daemon, Helstalker, Soul Forge Tyrant, Crucible

FACTION KEYWORDS: Heretic Astartes

SOUL FORGE TYRANT

[CRUCIBLE]

160 PTS

M	T	Sv	W	LD	OC	INVULNERABLE SAVE	
10"	9	2+	10	6+	4	5+	

► Plasma pistol - supercharge	12"	1	2+	8	-3	2
HAZARDOUS						
PISTOL						
► Rite of Possession - focused witchfire	18"	2	3+	6	-1	D3
ANTI-PSYKER 2+						
HAZARDOUS						
PISTOL						
PRECISION						
PSYCHIC						
► Rite of Possession - witchfire	18"	2	3+	4	-3	2
ANTI-PSYKER 2+						
PISTOL						
PRECISION						
PSYCHIC						

✕ 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	Melee	5	2+	7	-2	2
DEVASTATING WOUNDS						
PRECISION						
Bladed limbs	Melee	4	3+	6	-1	2
EXTRA ATTACKS						
Chainfist	Melee	5	3+	8	-2	2
ANTI-VEHICLE 3+						
Close combat weapon	Melee	5	2+	4	0	1
Daemon hammer	Melee	5	3+	8	-2	2
DEVASTATING WOUNDS						
Exalted weapon	Melee	6	2+	5	-2	2
Force weapon	Melee	4	3+	6	-1	D3
PSYCHIC						
Impaler chainglaive	Melee	4	2+	6	-2	2
LANCE						
Power fist	Melee	5	2+	8	-2	2
Staff of possession	Melee	4	3+	6	-1	D3
ANTI-PSYKER 2+						
PSYCHIC						
Technovirus injector	Melee	1	3+	3	-3	2
ANTI-VEHICLE 2+						
EXTRA ATTACKS						
Twin lightning claws	Melee	6	2+	5	-2	1
TWIN-LINKED						

ABILITIES

- CORE - Leader, Leader, Leader, Leader
- Daemonkin (Psychic)

Add 1 to Advance and Charge rolls made for this unit.
- Dark Zealotry

Each time a model in this unit makes a melee attack, add 1 to the Wound roll.
- Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

KEYWORDS: Character, Chaos, Mounted, Daemon, Helstalker, Soul Forge Tyrant, Crucible

FACTION KEYWORDS: Heretic Astartes

SOUL FORGE TYRANT
[CRUCIBLE]

160 PTS

M	T	Sv	W	LD	OC
10"	9	2+	10	6+	4

INVULNERABLE
SAVE

5+

- Lord of Chaos**
Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if a different unit from your army has been targeted with that Stratagem this phase.
- Master of Mechanisms**
In your Command phase, select one friendly Heretic Astartes Vehicle model within 3" of this model. That Vehicle model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per Command phase.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Prescience (Psychic)**
Each time an attack targets this unit, subtract 1 from the Hit roll.
- Skulking Nightmare**
While this model is within 3" of one or more friendly Heretic Astartes Infantry units, this model has the Lone Operative ability.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.
- Leader**
This model can be attached to the following units: Chaos Terminator Squad.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Extra Attacks**
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
 - All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Lance**
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

KEYWORDS: Character, Chaos,
Mounted, Daemon, Helstalker, Soul
Forge Tyrant, Crucible
FACTION KEYWORDS: Heretic
Astartes

SOUL FORGE TYRANT

[CRUCIBLE]

160 PTS

M	T	Sv	W	LD	OC
10"	9	2+	10	6+	4

INVULNERABLE
SAVE

5+

- Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.
- Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).
- Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

 - [LETHAL HITS]
 - [SUSTAINED HITS 1]

CORE RULES

- Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Character, Chaos,
Mounted, Daemon, Helstalker, Soul
Forge Tyrant, Crucible

FACTION KEYWORDS: Heretic
Astartes

TRAITOR ENFORCER

70 PTS

TRAITOR ENFORCER

M	T	Sv	W	LD	OC
6"	3	5+	3	6+	1

INVULNERABLE

SAVE



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+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ogryn weapons	Melee	5	3+	7	-1	2
Power fist	Melee	3	3+	6	-2	2

ABILITIES

CORE - Leader

Brutal Example

Once per turn, while this unit is leading a unit and contains a TRAITOR ENFORCER model, you can target that unit with the Fire Overwatch Stratagem for 0CP, and can do so even if you have already targeted a different unit from your army with that Stratagem this phase. Each time you use this ability, one Bodyguard model in that unit is destroyed.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Mutated Bodyguard

While this unit contains a Traitor Ogryn model, CHARACTER models in this unit have the Feel No Pain 4+ ability.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader

This unit can be attached to the following unit:

- TRAITOR GUARDSMAN SQUAD

WEAPON ABILITIES

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.



AUFSTELLUNG

1x Traitor Enforcer - Equipped with: Bolt pistol, Power fist

1x Traitor Ogryn - Equipped with: Ogryn weapons



Traitor Enforcer KEYWORDS:

Faction: Heretic Astartes, Infantry, Character, Grenades, Chaos, Traitor Enforcer

Traitor Ogryn KEYWORDS:

Faction: Heretic Astartes, Infantry, Grenades, Chaos

KEYWORDS: Character, Damned
FACTION KEYWORDS: -

TRAITOR ENFORCER

M	T	Sv	W	LD	OC
6"	3	5+	3	6+	1

INVULNERABLE
SAVE



TRAITOR OGRYN

M	T	Sv	W	LD	OC
6"	6	5+	4	7+	1

FACTION RULES

Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Traitor Enforcer KEYWORDS:
Faction: Heretic Astartes, Infantry,
Character, Grenades, Chaos, Traitor
Enforcer
Traitor Ogryn KEYWORDS:
Faction: Heretic Astartes, Infantry,
Grenades, Chaos
KEYWORDS: Character, Damned
FACTION KEYWORDS: -

TRAITOR GUARDSMEN SQUAD

70 PTS

TRAITOR SERGEANT

M	T	Sv	W	LD	OC
6"	3	5+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltgun RAPID FIRE 1	24"	1	4+	4	0	1
Corrupted pistol PISTOL	12"	1	4+	4	-1	1
Cultist sniper rifle HEAVY PRECISION	36"	1	4+	4	-2	2
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Meltagun MELTA 2	12"	1	4+	9	-4	D6
➤ Cultist grenade launcher - frag BLAST	24"	D3	4+	4	0	1
➤ Cultist grenade launcher - krak	24"	1	4+	9	-2	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	4+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	2	4+	4	-2	1

ABILITIES

- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Twisted Defence Force**
While this unit is within range of an objective, this unit has +1 Sv against ranged attacks.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES



AUFSTELLUNG

- 1x Traitor Sergeant - Equipped with: Close combat weapon, Chainsword, Power weapon, Corrupted pistol, Boltgun
- 9x Guardsman w/ lasgun
- Wargear Options:**
- Each Traitor Sergeant can replace its Close combat weapon with Chainsword or Power weapon.
 - Each Traitor Sergeant can replace its Corrupted pistol with Boltgun.



KEYWORDS: Infantry, Grenades, Chaos, Traitor Guardsmen Squad, Damned

FACTION KEYWORDS: Heretic Astartes

TRAITOR GUARDSMEN
SQUAD

70 PTS

TRAITOR SERGEANT

M	T	Sv	W	LD	OC
6"	3	5+	1	7+	2

Blast
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

Heavy
In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Ignores Cover
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more **CHARACTER** models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible **CHARACTER** models. If they do, until those attacks are resolved, or until that **CHARACTER** group is destroyed (whichever happens first), that **CHARACTER** group is the current allocation group.

Rapid Fire
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- **[LETHAL HITS]**
- **[SUSTAINED HITS 1]**

KEYWORDS: Infantry, Grenades, Chaos, Traitor Guardsmen Squad, Damned

FACTION KEYWORDS: Heretic Astartes

VASHTORR THE ARKIFANE220 PTS

M	T	Sv	W	LD	OC
12"	10	2+	14	6+	3

INVULNERABLE
SAVE



AUFSTELLUNG

1x Vashtorr the Arkifane

Equipped with: Vashtorr's claw, ➤
Vashtorr's hammer - strike, ➤
Vashtorr's hammer - sweep

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Vashtorr's claw ANTI-VEHICLE 4+ TORRENT	12"	D6	N/A	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Vashtorr's hammer - strike ANTI-VEHICLE 4+ DEVASTATING WOUNDS	Melee	6	2+	14	-3	3
➤ Vashtorr's hammer - sweep ANTI-VEHICLE 4+ DEVASTATING WOUNDS	Melee	12	2+	8	-1	2

ABILITIES

- Indentured Daemon Engines
While this model is within 3" of one or more friendly Daemon Vehicle units, this model has the Lone Operative ability.
- Reorder Reality
Each time an enemy unit within 18" of this model targets this model, subtract 1 from the Hit roll and, until the end of the phase, that enemy unit's ranged weapons have the [HAZARDOUS] ability.
- Unholy Mechanisms (Aura)
While a friendly Daemon Vehicle unit is within 6" of this model, add 2 to the Strength characteristic of weapons equipped by models in that unit.

WEAPON ABILITIES

- Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

- Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
 - [LETHAL HITS]
 - [SUSTAINED HITS 1]



KEYWORDS: Monster, Character, Epic Hero, Fly, Chaos, Daemon, Vashtorr the Arkifane
FACTION KEYWORDS: Heretic Astartes

VASHTORR THE ARKIFANE220 PTS

M	T	Sv	W	LD	OC
12"	10	2+	14	6+	3

INVULNERABLE
SAVE



CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Character, Epic Hero, Fly, Chaos, Daemon, Vashtorr the Arkifane
FACTION KEYWORDS: Heretic Astartes

M	T	Sv	W	LD	OC
12"	9	3+	9	6+	3

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Excruciator cannon	36"	6	3+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Soulflyer tendrils and claws	Melee	6	3+	6	-1	2

ABILITIES

- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Soul Eater**
At the end of the Fight phase, if one or more attacks made by this model that phase destroyed one or more enemy units, until the end of the battle, add 1 to the Attacks characteristic of this model's weapons.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

FACTION RULES

- Dark Pacts**
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
 - [LETHAL HITS]
 - [SUSTAINED HITS 1]

CORE RULES

- Deadly Demise D3**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.



AUFSTELLUNG

1x Venomcrawler

Equipped with: Excruciator cannon, Soulflyer tendrils and claws



KEYWORDS: Vehicle, Walker, Chaos, Daemon, Venomcrawler
FACTION KEYWORDS: Heretic Astartes

WARP TALONS

125–280 PTS

M	T	Sv	W	LD	OC
12"	4	3+	2	6+	1

INVULNERABLE
SAVE

5+

✕ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Warp claws TWIN-LINKED	Melee	4	3+	5	-2	1
Warp claws TWIN-LINKED	Melee	4	3+	5	-2	1

ABILITIES

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

Warp Strike

At the end of the Fight phase, if this unit destroyed one or more enemy units this phase and is not within Engagement Range of one or more enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.

WEAPON ABILITIES

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



AUFSTELLUNG

5-10x Warp Talon Champion oder Warp Talon

Equipped with: Warp claws



KEYWORDS: Infantry, Fly, Jump Pack, Chaos, Daemon, Warp Talons, Grenades

FACTION KEYWORDS: Heretic Astartes

WARPSMITH

60 PTS

M	T	Sv	W	LD	OC
6"	4	2+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flamer tendril IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Melta tendril MELTA 1 PISTOL	6"	1	2+	8	-4	D3
► Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Forge weapon ANTI-VEHICLE 4+	Melee	4	3+	6	-2	2

ABILITIES

CORE - Leader

Enrage Machine Spirits

At the end of your Movement phase, select one enemy Vehicle unit within 12" of this model. That unit must take a Battle-shock test.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Master of Mechanisms

In your Command phase, select one friendly Heretic Astartes Vehicle model within 3" of this model. That Vehicle model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per Command phase.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

Warpsmith

While this model is within 3" of one or more friendly Heretic Astartes Vehicle units, this model has the Lone Operative ability.

Leader

This model can be attached to the following units: Chosen, Havocs, Legionaires

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.



AUFSTELLUNG

1x Warpsmith

Equipped with: Flamer tendril, Melta tendril, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Forge weapon



KEYWORDS: Infantry, Character, Chaos, Warpsmith
FACTION KEYWORDS: Heretic Astartes

M	T	Sv	W	LD	OC
6"	4	2+	4	6+	1

- Ignores Cover**

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta**

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*
- Pistol**

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

 - One or more of its **[CLOSE-QUARTERS]** weapons.
 - One or more of its other ranged weapons.
- Torrent**

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

FACTION RULES

- Dark Pacts**

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

 - **[LETHAL HITS]**
 - **[SUSTAINED HITS 1]**

CORE RULES

- Leader**

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

PUNKTELISTE

EINHEIT	PUNKTE
Abaddon the Despoiler	295 pts
Accursed Cultists	90 pts (bis 8 Modelle) · 195 pts (ab 9 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Chaos Bikers	70 pts (bis 3 Modelle) · 130 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	90 pts
Chaos Lord in Terminator Armour	85 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	80 pts
Chaos Predator Annihilator	145 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Chaos Predator Destructor	150 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	175 pts (bis 5 Modelle) · 350 pts (ab 6 Modellen)
Chaos Vindicator	185 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Chosen	135 pts (bis 5 Modelle) · 270 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	90 pts
Dark Apostle	65 pts
Dark Commune	90 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Defiler	300 pts · ab der 2. gleichnamigen Einheit im Heer: +40 pts
Exalted Champion [Crucible]	90 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Exalted Champion [Legends]	70 pts
Fabius Bile	100 pts
Fellgor Beastmen	60 pts
Forgefiend	160 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Gellerpox Infected [Legends]	125 pts
Haarken Worldclaimer	90 pts
Havocs	125 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts

EINHEIT	PUNKTE
Helbrute	130 pts
Heldrake	175 pts
Hell Blade [Legends]	115 pts
Hell Talon [Legends]	140 pts
Heretic Astartes Daemon Prince	165 pts
Heretic Astartes Daemon Prince with wings	180 pts
Huron Blackheart	130 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	120 pts
Legionaries	90 pts (bis 5 Modelle) · 170 pts (ab 6 Modellen)
Lord Discordant on Helstalker	160 pts
Master of Executions	70 pts
Master of Possession	60 pts
Masters of the Maelstrom	145 pts
Maulerfiend	130 pts
Mutilators	165 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Mutoid Vermin [Legends]	85 pts
Negavolt Cultists [Legends]	55 pts
Nemesis Claw	100 pts (bis 5 Modelle) · 180 pts (ab 6 Modellen)
Noctilith Crown	125 pts
Noise Marines	145 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) · 180 pts (ab 8 Modellen)
Possessed	120 pts (bis 5 Modelle) · 250 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Raptors	110 pts (bis 5 Modelle) · 210 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Red Corsairs Raiders	110 pts (bis 5 Modelle) · 210 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Red Corsairs Reave-captain	60 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	100 pts (bis 5 Modelle) · 190 pts (ab 6 Modellen) · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Sorcerer	60 pts
Sorcerer in Terminator Armour	80 pts

EINHEIT	PUNKTE
Sorcerer on Bike [Legends]	75 pts
Sorcerer on Disc of Tzeentch [Legends]	80 pts
Sorcerer on Palanquin of Nurgle [Legends]	80 pts
Sorcerer on Steed of Slaanesh [Legends]	85 pts
Sorcerous Champion [Crucible]	80 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Soul Forge Tyrant [Crucible]	160 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Traitor Enforcer	70 pts
Traitor Guardsmen Squad	70 pts
Vashtorr the Arkifane	220 pts
Venomcrawler	120 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Warp Talons	125 pts (bis 5 Modelle) · 280 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Warpsmith	60 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

ENHANCEMENT	PUNKTE
Surgical Precision	10 pts
Living Carapace	15 pts
Helm of All-Seeing	25 pts
Prime Test Subject	35 pts

ENHANCEMENTS — CULT OF THE ARKIFANE

ENHANCEMENT	PUNKTE
Wyredjinn	25 pts
Cybinfernal Font	20 pts
Mark of the Soul Forges	20 pts
Crown of Worms	15 pts

ENHANCEMENTS — DECEPTORS

ENHANCEMENT	PUNKTE
Falsehood	10 pts
Cursed Fang	10 pts
Shroud of Obfuscation	15 pts
Soul Link	5 pts

ENHANCEMENTS — DEVOTEES

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 — HURON'S MARAUDERS

ENHANCEMENT	PUNKTE
Voice of the Tyrant	25 pts
Raid Leader	20 pts
Dread Reputation	25 pts
Eager for Bloodshed	30 pts

ENHANCEMENTS — MURDERTALON

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 — RAIDERS

ENHANCEMENT	PUNKTE
Despot's Claim	15 pts

ENHANCEMENT	PUNKTE
Dread Reaper	15 pts
Mark of the Hound	25 pts
Tyrant's Lash	20 pts

ENHANCEMENTS — RENEGADE WARBAND

ENHANCEMENT	PUNKTE
Weaponised Hatred	35 pts
Eyes of the Hunter	15 pts
Fratricidal Trophies	5 pts
Empyric Symbiote	15 pts

ENHANCEMENTS — SIEGE-HOST

ENHANCEMENT	PUNKTE
Bastion Plate	10 pts
Ironbound Enmity	15 pts
Warp Tracer	20 pts
Iron Artifice	10 pts

ENHANCEMENTS — SOULFORGED

ENHANCEMENT	PUNKTE
Forge's Blessing	20 pts
Invigorated Mechatendrils	15 pts
Soul Harvester	15 pts
Tempting Addendum	40 pts

ENHANCEMENTS — VETERANS

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

ENHANCEMENTS — ZEALOTS

ENHANCEMENT	PUNKTE
Talisman of Burning Blood	15 pts
Eye of Tzeentch	15 pts
Orbs of Unlife	15 pts
Intoxicating Elixir	15 pts