

C O D E X

CHAOS - CHAOS SPACE MARINES

newvision

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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

DETACHMENT OVERVIEW

17 Detachments

Cabal of Chaos

6 Stratagems · 2 Enhancements

Chaos Cult

6 Stratagems · 4 Enhancements

Creations

0 Stratagems · 4 Enhancements

Cult of the Arkifane

12 Stratagems · 4 Enhancements

Deceptors

6 Stratagems · 4 Enhancements

Devotees

0 Stratagems · 2 Enhancements

Dread Talons

6 Stratagems · 4 Enhancements

Huron's Marauders

12 Stratagems · 4 Enhancements

Murdertalon

0 Stratagems · 2 Enhancements

Nightmare Hunt

12 Stratagems · 4 Enhancements

Raiders

0 Stratagems · 4 Enhancements

Renegade Warband

12 Stratagems · 4 Enhancements

Siege-host

0 Stratagems · 4 Enhancements

Soulforged

0 Stratagems · 4 Enhancements

Veterans

0 Stratagems · 4 Enhancements

Warpstrike Champions

12 Stratagems · 4 Enhancements

Zealots

0 Stratagems · 4 Enhancements

CABAL OF CHAOS

6 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Touched by the Warp

10 pts

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

Conduit of Chaos

20 pts

This model's melee attacks have [LANCE].

DETACHMENT RULE

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.
--	--

STRATAGEMS (6/6)

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

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**

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

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Amulet of Tainted Vigour

20 pts

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

Incendiary Goad

25 pts

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

Cultist's Brand

30 pts

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

Warped Foresight

10 pts

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

DETACHMENT RULE

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

STRATAGEMS (6/6)

1 CP CHAOS CULT – BATTLE TACTIC STRATAGEM **SHOOTING**

CHOSEN FOR GLORY

When: Your Shooting phase or the Fight phase.

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

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

1 CP CHAOS CULT – BATTLE TACTIC STRATAGEM **SHOOTING**

CRAZED FOCUS

When: Your Shooting phase.

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

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

1 CP CHAOS CULT – STRATEGIC PLOY STRATAGEM **SHOOTING**

MORTAL THRALLS

When: Your opponent's Shooting phase, just after an enemy unit has selected 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 **CHARGE**

RECKLESS HASTE

When: Your Charge phase

Target: One DAMNED unit from your army.

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

1 CP CHAOS CULT – BATTLE TACTIC STRATAGEM **FIGHT**

INFERNAL SACRIFICE

When: Fight phase.

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

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

1 CP CHAOS CULT – STRATEGIC PLOY STRATAGEM **FIGHT**

SELFLESS DEMISE

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

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

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

CREATIONS

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Surgical Precision

10 pts

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

Living Carapace

15 pts

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

Helm of All-Seeing

25 pts

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

Prime Test Subject

35 pts

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

CULT OF THE ARKIFANE

12 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Wyredjinn

25 pts

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

Mark of the Soul Forges

20 pts

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

Cybinfernal Font

20 pts

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

Crown of Worms

15 pts

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

DETACHMENT RULE

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

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

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

STRATAGEMS (12/12)

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 – 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 – 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

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Falsehood

10 pts

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

Shroud of Obfuscation

15 pts

The bearer has the Stealth and Lone Operative abilities.

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.

Soul Link

5 pts

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

DETACHMENT RULE

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

until the end of the battle, those units, and any CHARACTER units attached to them (excluding EPIC HEROES), have the 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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<div class="BreakInsideAvoid" style="""><table width="0" border="0" bordercolor="#888" cellpadding="4" cellspacing="0" style="border-collapse:collapse;border-width:0px"><tbody><tr><td><table class=" customTable tablefont" border="1" bordercolor="#888" cellpadding="4" style="border-collapse:collapse;border-color:#888888;border-width:0px"><tbody><tr><td rowspan="2" style="border-width:1px 1px 1px 1px;border-style:none none dotted none;background-color:rgb(57,75,87);color:rgb(254,254,254);text-align:center;vertical-align:middle;font-size:20px;width:160px;height:30px;">BATTLE SIZE</td><td colspan="2" style="border-width:1px 0 0 1px;border-style:none none none none;background-color:rgb(57,75,87);color:rgb(254,254,254);text-align:center;vertical-align:middle;font-size:20px;width:0px;height:0px;">NUMBER OF UNITS</td></tr><tr><td style="border-width:1px 0 0 1px;border-style:none none none none;background-color:rgb(57,75,87);color:rgb(254,254,254);text-align:center;vertical-align:middle;font-size:20px;width:136px;height:30px;">LEGIONARIES</td><td style="border-width:1px 0 0 0;border-style:none none none none;background-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 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>
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STRATAGEMS (6/6)

1 CP DECEPTORS – STRATEGIC PLOY STRATAGEM

MOVEMENT

COILS OF DECEPTION

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

Target: That HERETIC ASTARTES unit.

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

1 CP DECEPTORS – STRATEGIC PLOY STRATAGEM

MOVEMENT

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 – STRATEGIC PLOY STRATAGEM MOVEMENT

SCRAMBLED COORDINATES

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

Target: One HERETIC ASTARTES unit from your army.

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

1 CP DECEPTORS – BATTLE TACTIC STRATAGEM SHOOTING

PICK THEM OFF

When: Your Shooting phase.

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

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

1 CP DECEPTORS – BATTLE TACTIC STRATAGEM CHARGE

FROM ALL SIDES

When: Start of your Charge phase.

Target: One HERETIC ASTARTES unit from your army.

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

1 CP DECEPTORS – WARGEAR STRATAGEM ANY

DETONATOR

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

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

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

DEVOTEES

0 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Pact of Destruction

15 pts

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

Eye Of Oblivion

20 pts

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

DREAD TALONS

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Willbreaker

10 pts

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

Night's Shroud

10 pts

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

Eater of Dread

15 pts

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

Warp-fuelled Thrusters

20 pts

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

DETACHMENT RULE

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

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

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

STRATAGEMS (6/6)

1 CP DREAD TALONS – STRATEGIC PLOY STRATAGEM **MOVEMENT**

MERCILESS PURSUIT

When: End of your opponent's Movement phase.

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

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

1 CP DREAD TALONS – STRATEGIC PLOY STRATAGEM **MOVEMENT**

RELENTLESS TERROR

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

Target: That HERETIC ASTARTES INFANTRY unit.

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

1 CP DREAD TALONS – STRATEGIC PLOY STRATAGEM **MOVEMENT**

SCREAMING DESCENT

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

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

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

1 CP DREAD TALONS – BATTLE TACTIC STRATAGEM **SHOOTING**

PITILESS HUNTERS

When: Your Shooting phase.

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

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

1 CP DREAD TALONS – EPIC DEED STRATAGEM **FIGHT**

BLOODY EXAMPLE

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

Target: That HERETIC ASTARTES unit.

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

1 CP DREAD TALONS – BATTLE TACTIC STRATAGEM **FIGHT**

DEPTHLESS CRUELTY

When: Fight phase

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

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

HURON'S MARAUDERS

12 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Voice of the Tyrant

25 pts

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

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.

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.

Eager for Bloodshed

30 pts

The bearer has the Infiltrators ability.

STRATAGEMS (12/12)

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 – 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 – 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 – 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

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 – 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 – 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

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

0 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Pact of Cursed Pinions

20 pts

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

Shadowcowl Talisman

20 pts

This unit has 5+ InSv.

NIGHTMARE HUNT

12 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Greyveil Hex

25 pts

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

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

Warp-fuelled Thrusters

20 pts

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

Sorrowscent Vulture

35 pts

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

Terrorglut Parasite

20 pts

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

DETACHMENT RULE

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

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

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

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

STRATAGEMS (12/12)

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

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Despot's Claim

15 pts

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

Dread Reaper

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

12 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Weaponised Hatred

35 pts

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

Eyes of the Hunter

15 pts

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

Fratricidal Trophies

5 pts

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

Empyric Symbiote

15 pts

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

DETACHMENT RULE

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 (12/12)

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

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Bastion Plate

10 pts

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

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.

Ironbound Enmity

15 pts

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

Iron Artifice

10 pts

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

SOULFORGED

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Forge's Blessing

20 pts

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

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.

Invigorated Mechatendrils

15 pts

Add 4" to the bearer's Move characteristic.

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

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Warmaster's Gift

15 pts

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

Eager for Vengeance

20 pts

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

Eye of Abaddon

15 pts

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

Mark of Legend

10 pts

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

WARPSTRIKE CHAMPIONS

12 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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 RULE

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

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

STRATAGEMS (12/12)

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 – 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 – 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 – 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 – 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

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 – 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 – 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 – 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 – 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

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

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

ENHANCEMENTS (4)

Talisman of Burning Blood**15 pts**

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

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.

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.

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

5"

T

5

SV

2+

W

9

LD

5+

OC

4

4+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Abaddon the Despoiler

Equipped with: Talon of Horus, Drach'nyen

ABILITIES

CORE - Leader

Dark Destiny

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

The Warmaster

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

Leader

This model can be attached to the following units:

- CHAOS TERMINATOR SQUAD
- CHOSEN

Paragon of Hatred (Aura) (Warmaster)

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

Mark of Chaos Ascendant (Aura) (Warmaster)

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

Lord of the Traitor Legions (Aura) (Warmaster)

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



WEAPON RULES

DEVASTATING WOUNDS

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

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

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

SUSTAINED HITS

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

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

CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Deep Strike

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

◆ Leader

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



ACCURSED CULTISTS

90–195 PTS



TORMENT

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

MUTANT

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

MELEE WEAPONS

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

AUFSTELLUNG

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

ABILITIES

Howling Horde

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

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

CORE RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

Feel No Pain 6+

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

Scouts 6"

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

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



CHAOS BIKERS

70-130 PTS



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

ABILITIES

Chaos icon

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

Daemonic Flesh

Add 1 to this model's Toughness characteristic.

Dark Blessing

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

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



FACTION: Heretic Astartes 70-130 PTS

Eightfold Eyes

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

Iron-hard Talons

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

Khorne

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

Massive Fangs

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

Mutant Form

Add 1 to this model's Wounds characteristic.

Nurgle

Add 1 to this model's Toughness characteristic.

Rapid Assault

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

Scorpion Tail

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

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

Unholy Speed

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

Warp Stalker

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

WEAPON RULES

ANTI

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

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

DEVASTATING WOUNDS

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

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

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

HAZARDOUS

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

IGNORES COVER

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

LANCE

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

MELTA

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

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

PISTOL

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

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

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



RAPID FIRE

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

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

TORRENT

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

CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Stealth

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



CHAOS 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	24"	1	3+	7	-1	3
CONVERSION SUSTAINED HITS D3						
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

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 flammers.

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 RULES

BLAST

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

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

HAZARDOUS

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

IGNORES COVER

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

MELTA

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

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

RAPID FIRE

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

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

SUSTAINED HITS

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

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

TORRENT

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

CORE RULES

◆ Dark Pacts

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

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

◆ Deadly Demise D3

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



CHAOS LAND RAIDER

220 PTS



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

RANGED WEAPONS

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

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.

ABILITIES

Assault Ramp

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

Damaged: 1-5 wounds remaining

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

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

Chaos Land Raider (Transport)

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



WEAPON RULES

ANTI

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

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

BLAST

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

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

DEVASTATING WOUNDS

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

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

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

RAPID FIRE

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

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

SUSTAINED HITS

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

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

TWIN-LINKED

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

CORE RULES

◆ Dark Pacts

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

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

◆ Deadly Demise D6

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



CHAOS LORD

90 PTS



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

RANGED WEAPONS

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

MELEE WEAPONS

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

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.

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



WEAPON RULES

DEVASTATING WOUNDS

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

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

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

HAZARDOUS

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

PISTOL

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

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

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

CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Leader

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

CHAOS LORD IN TERMINATOR ARMOUR

85 PTS



M	T	SV	W	LD	OC	
5"	5	2+	6	6+	1	4+

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	24"	1	3+	4	0	1
RAPID FIRE 1						

MELEE WEAPONS

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

AUFSTELLUNG

1x Chaos Lord in Terminator Armour

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

Wargear Options:

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

ABILITIES

CORE - Leader

Formidably Resilient

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

Khorne

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

Lord of Chaos

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

Leader

This model can be attached to the following units:

- CHAOS TERMINATOR SQUAD



WEAPON RULES

ANTI

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

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

DEVASTATING WOUNDS

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

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

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

RAPID FIRE

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

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

TWIN-LINKED

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

CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Deep Strike

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

◆ Leader

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



CHAOS - CHAOS SPACE MARINES

CHAOS LORD ON BIKE

[LEGENDS]

95 PTS

M

12"

T

5

SV

3+

W

6

LD

6+

OC

2

4+

RANGED WEAPONS

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

AUFSTELLUNG

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

ABILITIES

- CORE - Leader**
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Lord of Chaos**
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Swift Assault**
While this model is leading a unit, ranged weapons equipped by models in that unit have the [ASSAULT] ability.



Tzeentch

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

Leader

This model can be attached to the following unit:

- CHAOS BIKERS

WEAPON RULES

ANTI

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

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

DEVASTATING WOUNDS

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

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

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

HAZARDOUS

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

PISTOL

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

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

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

RAPID FIRE

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

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

TWIN-LINKED

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

CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Leader

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



CHAOS LORD ON DISC OF TZEENTCH [LEGENDS]

100 PTS

M12"

T4

SV3+

W6

LD6+

OC1

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

AUFSTELLUNG

1x Chaos Lord on Disc of Tzeentch [Legends]

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

Wargear Options:

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

ABILITIES

CORE - Leader

Lord of Chaos

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

Lord of Fate

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

Leader

This model can be attached to the following unit:

- CHOSEN
- LEGIONARIES



WEAPON RULES

ANTI

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

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

DEVASTATING WOUNDS

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

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

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

HAZARDOUS

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

PISTOL

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

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

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

RAPID FIRE

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

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

TWIN-LINKED

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

CORE RULES

◆ Dark Pacts

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

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

◆ Leader

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



CHAOS LORD ON JUGGERNAUT [LEGENDS]

115 PTS

M	T	SV	W	LD	OC	
10"	6	2+	7	6+	2	4+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Chaos Lord on Juggernaut [Legends]

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

Wargear Options:

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

ABILITIES

CORE - Leader

Bloody Stampede

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

Lord of Chaos

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

Leader

This model can be attached to the following unit:

- CHAOS BIKERS



WEAPON RULES

ANTI

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

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

DEVASTATING WOUNDS

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

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

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

EXTRA ATTACKS

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

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

HAZARDOUS

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

LANCE

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

PISTOL

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

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

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

RAPID FIRE

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

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

TWIN-LINKED

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

CORE RULES

◆ Dark Pacts

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

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

◆ Leader

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



CHAOS LORD ON PALANQUIN OF NURGLE [LEGENDS]

90 PTS

M

5"

T

5

SV

3+

W

8

LD

6+

OC

2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS	24"	1	4+	4	0	1
RAPID FIRE 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

AUFSTELLUNG

1x Chaos Lord on Palanquin of Nurgle [Legends]

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

Wargear Options:

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

ABILITIES

CORE - Leader

Lord of Chaos

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

Revolting Regeneration

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

Leader

This model can be attached to the following unit:

- CHOSEN
- LEGIONARIES



WEAPON RULES

ANTI

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

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

DEVASTATING WOUNDS

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

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

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

EXTRA ATTACKS

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

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

HAZARDOUS

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

LETHAL HITS

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

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

PISTOL

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

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

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

RAPID FIRE

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

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

TWIN-LINKED

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

CORE RULES

◆ Dark Pacts

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

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

◆ Leader

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



CHAOS LORD ON STEED OF SLAANESH

[LEGENDS]

100 PTS

M

14"

T

5

SV

3+

W

6

LD

6+

OC

2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS	24"	1	4+	4	0	1
RAPID FIRE 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

AUFSTELLUNG

1x Chaos Lord on Steed of Slaanesh [Legends]

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

Wargear Options:

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

ABILITIES

CORE - Leader

Cut Off Their Escape

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

Lord of Chaos

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

Leader

This model can be attached to the following unit:

- CHAOS BIKERS



WEAPON RULES

ANTI

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

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

DEVASTATING WOUNDS

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

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

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

EXTRA ATTACKS

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

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

HAZARDOUS

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

LETHAL HITS

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

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

PISTOL

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

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

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

RAPID FIRE

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

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

TWIN-LINKED

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

CORE RULES

◆ Dark Pacts

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

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

◆ Leader

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



CHAOS LORD WITH JUMP PACK

80 PTS



M

12"

T

4

SV

3+

W

5

LD

6+

OC

1

4+

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

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.

ABILITIES

CORE - Leader

- Cruel Hunter**
While this model is leading a unit, each time that unit Piles In or Consolidates, each model in that unit can move up to 6" instead of up to 3".
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.

- Lord of Chaos**
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.
- Nurgle**
Add 1 to this model's Toughness characteristic.

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

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

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



WEAPON RULES

HAZARDOUS

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

PISTOL

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

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

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

TWIN-LINKED

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

CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Deep Strike

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

◆ Leader

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



CHAOS - CHAOS SPACE MARINES

CHAOS PREDATOR ANNIHILATOR

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

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.

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 RULES

ANTI

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

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

BLAST

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

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

DEVASTATING WOUNDS

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

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

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

RAPID FIRE

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

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

SUSTAINED HITS

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

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

TWIN-LINKED

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

CORE RULES

◆ Dark Pacts

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

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

◆ Deadly Demise D3

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



CHAOS - CHAOS SPACE MARINES

CHAOS PREDATOR DESTRUCTOR

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

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.

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 RULES

ANTI

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

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

BLAST

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

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

DEVASTATING WOUNDS

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

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

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

RAPID FIRE

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

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

SUSTAINED HITS

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

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

CORE RULES

◆ Dark Pacts

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

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

◆ Deadly Demise D3

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



CHAOS - CHAOS SPACE MARINES

CHAOS RHINO

65 PTS



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

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Chaos Rhino

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

Wargear Options:

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

ABILITIES

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Self-repair

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

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

Chaos Rhino (Transport)

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



WEAPON RULES

ANTI

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

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

BLAST

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

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

DEVASTATING WOUNDS

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

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

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

RAPID FIRE

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

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

CORE RULES

◆ Dark Pacts

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

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

◆ Deadly Demise D3

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

◆ Firing Deck 2

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

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



CHAOS SPAWN

60 PTS



CHAOS SPAWN

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

✂ MELEE WEAPONS

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

AUFSTELLUNG

2x Chaos Spawn - Equipped with: Hideous Mutations

ABILITIES

Khorne

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

Mind-breaking Mutations (Aura)

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Feel No Pain 5+

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



CHAOS TERMINATOR SQUAD

175–350 PTS



M	T	SV	W	LD	OC	
5"	5	2+	3	6+	1	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	24"	1	4+	4	0	1
RAPID FIRE 1						
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	3+	7	-1	1

MELEE WEAPONS

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

AUFSTELLUNG

4-9x Accursed weapon and combi-bolter oder Accursed weapon and combi-weapon oder Power fist and combi-weapon oder Chainfist and combi-bolter oder Heavy weapon oder Power fist and combi-bolter oder Chainfist and combi-weapon oder Paired accursed weapons
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.
- Each Heavy weapon can replace its Heavy flamer with Reaper autocannon.
- Each Heavy weapon can replace its Accursed weapon with Chainfist or Power fist.
- Each Terminator Champion can replace its Combi-bolter and accursed weapon with Paired accursed weapons.
- Each Terminator Champion can replace its Accursed weapon with Chainfist or Power fist.
- Each Terminator Champion can replace its Combi-bolter with Combi-weapon.

ABILITIES

Daemonic Flesh

Add 1 to this model's Toughness characteristic.

Dark Blessing

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



Despoilers

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

Eightfold Eyes

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

Iron-hard Talons

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

Khorne

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

Massive Fangs

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

Mutant Form

Add 1 to this model's Wounds characteristic.

Nurgle

Add 1 to this model's Toughness characteristic.

Scorpion Tail

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

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

Unholy Speed

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

Warp Stalker

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

WEAPON RULES

ANTI

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

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

DEVASTATING WOUNDS

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

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

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

IGNORES COVER

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

LANCE

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

RAPID FIRE

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

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

SUSTAINED HITS

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

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

TORRENT

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

TWIN-LINKED

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



CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Deep Strike

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

◆ Stealth

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



CHAOS VINDICATOR

185 PTS



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

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Chaos Vindicator

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

Wargear Options:

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

ABILITIES

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Siege Shield

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

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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



WEAPON RULES

ANTI

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

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

BLAST

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

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

DEVASTATING WOUNDS

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

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

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

RAPID FIRE

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

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

CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Deadly Demise D3

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



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

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, Power fist

Wargear Options:

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

ABILITIES

Chaos icon

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

Chosen Marauders

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

Daemonic Flesh

Add 1 to this model's Toughness characteristic.



Dark Blessing

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

Eightfold Eyes

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

Iron-hard Talons

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

Khorne

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

Massive Fangs

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

Mutant Form

Add 1 to this model's Wounds characteristic.

Nurgle

Add 1 to this model's Toughness characteristic.

Scorpion Tail

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

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

Unholy Speed

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

Warp Stalker

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

WEAPON RULES

ANTI

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

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

DEVASTATING WOUNDS

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

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

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

HAZARDOUS

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

LANCE

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

PISTOL

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

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

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

RAPID FIRE

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

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

TWIN-LINKED

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



CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Stealth

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



CULTIST FIREBRAND

45 PTS



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

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Cultist Firebrand

Equipped with: Balefire pike, Close combat weapon

ABILITIES

CORE - Leader

Cursed Flames

In your Shooting phase, after this model has shot, select one enemy INFANTRY unit hit by one or more of those attacks. That unit must make a Battle-shock test.

Fiery Faith

While this model is leading a unit, you can re-roll Leadership tests taken for that unit.

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

Leader

This model can be attached to the following units:

- ACCURSED CULTISTS
- CULTIST MOB

WEAPON RULES

IGNORES COVER

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

TORRENT

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



CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Leader

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



CULTIST MOB

50–90 PTS

CULTIST CHAMPION

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

CULTIST W/ AUTOPISTOL AND BRUTAL ASSAULT WEAPON

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

 RANGED WEAPONS

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

 MELEE WEAPONS

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

AUFSTELLUNG

1x Cultist Champion - Equipped with: Brutal assault weapon, Bolt pistol, Autopistol
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.

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.

WEAPON RULES

LANCE

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

PISTOL

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

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

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

CORE RULES

◆ Dark Pacts

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

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

◆ Stealth

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



CULTIST MOB WITH FIREARMS

[LEGENDS]

50-100 PTS

CULTIST CHAMPION

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

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autogun 	24"	1	4+	3	0	1
Autopistol 	12"	1	4+	3	0	1
Autopistol 	12"	1	4+	3	0	1
Bolt pistol 	12"	1	4+	4	0	1
Flamer  	12"	D6	N/A	4	0	1
Heavy stubber  	36"	4	5+	4	0	1
► Cultist grenade launcher - frag 	24"	D3	4+	4	0	1
► Cultist grenade launcher - krak	24"	1	4+	9	-2	D3

 MELEE WEAPONS

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

AUFSTELLUNG

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

Wargear Options:

- Each Cultist Champion can replace its Bolt pistol and brutal assault weapon with Autopistol and brutal assault weapon or Autogun and close combat weapon.

ABILITIES

For the Dark Gods

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, 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 RULES

BLAST

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

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

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

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

PISTOL

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

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

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

RAPID FIRE

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

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

TORRENT

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

CORE RULES

◆ Dark Pacts

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

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



CYPHER

90 PTS



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

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Cypher's bolt pistol	ASSAULT PISTOL SUSTAINED HITS 1	12"	6	2+	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

AUFSTELLUNG

1x Cypher

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

ABILITIES

Agent of Discord (Aura)

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

Guns Blazing

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

WEAPON RULES

ASSAULT

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

EXTRA ATTACKS

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

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

PISTOL

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

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

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

SUSTAINED HITS

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

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



CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Lone Operative

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

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



DARK APOSTLE

65 PTS



DARK APOSTLE

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



DARK DISCIPLE

M	T	SV	W	LD	OC
6"	4	6+	1	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
Accursed crozius	Melee	5	2+	6	-1	2
Close combat weapon	Melee	1	4+	3	0	1

AUFSTELLUNG

- 1x Dark Apostle - Equipped with: Bolt pistol, Accursed crozius
- 2x Dark Disciple - Equipped with: Close combat weapon

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 RULES

PISTOL

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

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

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

CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Leader

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



DARK COMMUNE

90 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1
Autopistol PISTOL	12"	1	4+	3	0	1
► Warp Curse - focused witchfire HAZARDOUS PSYCHIC	18"	3	3+	5	-1	2
SUSTAINED HITS 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

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

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 RULES

DEVASTATING WOUNDS

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

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

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

HAZARDOUS

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

PISTOL

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

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

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

PSYCHIC

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

SUSTAINED HITS

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

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

CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Leader

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



DEFILER

300 PTS



M

12"

T

11

SV

3+

W

18

LD

6+

OC

5

5+

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

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

ABILITIES

Daemonforge

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

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 RULES

BLAST

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

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

DEVASTATING WOUNDS

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

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

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

EXTRA ATTACKS

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

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

IGNORES COVER

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

MELTA

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

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

PRECISION

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



SUSTAINED HITS

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

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

TORRENT

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

CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Deadly Demise D6

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



CHAOS - CHAOS SPACE MARINES

EXALTED CHAMPION

[CRUCIBLE]

90 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balefire tome PSYCHIC	18"	2	2+	5	-1	1
Baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	2
Bolt pistol PISTOL	12"	1	2+	4	0	1
Boltgun	24"	2	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	3+	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	36"	4	2+	7	-1	1
SUSTAINED HITS 1						
► Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D6	3+	6	-2	D3
► Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
► Plasma gun - standard RAPID FIRE 1	24"	1	2+	7	-2	1
► Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	2+	8	-3	2
► Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2
► Rite of Possession - focused witchfire ANTI-PSYKER 2+ HAZARDOUS PISTOL PRECISION PSYCHIC	18"	2	3+	6	-1	D3
► Rite of Possession - witchfire ANTI-PSYKER 2+ PISTOL PRECISION PSYCHIC	18"	2	3+	4	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainblade	Melee	7	2+	4	-1	1
Axe of dismemberment DEVASTATING WOUNDS PRECISION	Melee	5	2+	7	-2	2
Bladed limbs EXTRA ATTACKS	Melee	4	3+	6	-1	2
Chainfist ANTI-VEHICLE 3+	Melee	5	3+	8	-2	2



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

AUFSTELLUNG

1x Exalted Champion [Crucible]

Equipped with: Balefire tome, Baleflamer, Bolt pistol, Boltgun, Combi-bolter, Combi-weapon, Flamer, Flamer tendril, Heavy flamer, Helstalker autocannon, Magma cutter, Melta tendril, Meltagun, Reaper autocannon, ► Infernal Gaze - focused witchfire, ► Infernal Gaze - witchfire, ► Plasma gun - standard, ► Plasma gun - supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, ► Rite of Possession - focused witchfire, ► Rite of Possession - witchfire, Accursed weapon, Astartes chainblade, Axe of dismemberment, Bladed limbs, Chainfist, Close combat weapon, Daemon hammer, Exalted weapon, Force weapon, Impaler chainglaive, Power fist, Staff of possession, Technovirus injector, Twin lightning claws

Wargear Options:

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

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

Daemonkin (Psychic)

Add 1 to Advance and Charge rolls made for this unit.

Dark Zealotry

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

Khorne

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

Lord of Chaos

Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 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 RULES

ANTI

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

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

DEVASTATING WOUNDS

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

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

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

EXTRA ATTACKS

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

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

HAZARDOUS

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

IGNORES COVER

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

LANCE

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

MELTA

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

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

PISTOL

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

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

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

PRECISION

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

PSYCHIC

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

RAPID FIRE

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

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

SUSTAINED HITS

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

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

TORRENT

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

TWIN-LINKED

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



CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Deep Strike

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

◆ Leader

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



CHAOS - CHAOS SPACE MARINES

EXALTED CHAMPION

[LEGENDS]

70 PTS

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

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol 	12"	1	3+	4	0	1
Combi-weapon  	24"	1	4+	4	0	1
						

 MELEE WEAPONS

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

AUFSTELLUNG

1x Exalted Champion [Legends]

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

ABILITIES

CORE - Support

Aspire to Glory

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

Dark Champion

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

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

Leader

This model can be attached to the following units:

- CHOSEN
- LEGIONARIES

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 RULES

ANTI

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

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

DEVASTATING WOUNDS

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

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

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

PISTOL

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

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

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

RAPID FIRE

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

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

CORE RULES

◆ Dark Pacts

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

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

◆ Support

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

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



FABIUS BILE

100 PTS



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

AUFSTELLUNG

1x Fabius Bile - Equipped with: Xyclos needler, The Chirurgeon, Rod of Torment
1x Surgeon Acolyte - Equipped with: Surgeon Acolyte's tools

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



WEAPON RULES

ANTI

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

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

EXTRA ATTACKS

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

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

PISTOL

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

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

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

CORE RULES

◆ Dark Pacts

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

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

◆ Feel No Pain 5+

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

◆ Leader

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



FELLGOR BEASTMEN

60 PTS

FELLGOR CHAMPION

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

RANGED WEAPONS

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

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.

ABILITIES

Bestial Raiders

If this unit begins the game in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. If this unit is in Strategic Reserves, for the purposes of setting it up on the battlefield, treat the current battle round number as being one higher than it actually is.

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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



WEAPON RULES

DEVASTATING WOUNDS

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

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

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

HAZARDOUS

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

PISTOL

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

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

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

PSYCHIC

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

CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]



CHAOS - CHAOS SPACE MARINES

FORGEFIEND

160 PTS



M	T	SV	W	LD	OC	
8"	10	3+	12	6+	3	5+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Forgefiend

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

Wargear Options:

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

ABILITIES

Daemonic Ordnance

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

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

WEAPON RULES

BLAST

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

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

CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Deadly Demise D3

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



CHAOS - CHAOS SPACE MARINES

GELLERPOX INFECTED

[LEGENDS]

125 PTS



GELLERPOX MUTANT

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

NIGHTMARE HULK W/ BELLY FLAMER

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

NIGHTMARE HULK

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Belly flamer	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

AUFSTELLUNG

- 3x Gellerpox Mutant - Equipped with: Brutal weapons
- 1x Nightmare Hulk w/ belly flamer - Equipped with: Hideous mutations, Belly flamer
- 3x Nightmare Hulk - Equipped with: Hideous mutations

ABILITIES

Fearsome (Aura)

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

WEAPON RULES

IGNORES COVER

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

TORRENT

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



CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Feel No Pain 5+

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



HAARKEN WORLDCLAIMER

90 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hellspear ASSAULT SUSTAINED HITS D3	12"	1	2+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hellspear EXTRA ATTACKS LANCE SUSTAINED HITS D3	Melee	1	2+	8	-3	3
Herald's Talon PRECISION	Melee	6	2+	5	-2	2

AUFSTELLUNG

1x Haarken Worldclaimer
Equipped with: Hellspear, Herald's Talon

ABILITIES

CORE - Leader

Head Taker

While this model is leading a unit, each time this model's unit ends a Charge move, select one enemy unit within Engagement Range of this model's unit and roll one D6 for each model in this model's unit which is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound.

Herald of the Apocalypse (Aura)

While an enemy unit is within 6" of this model, in the Battle-shock step of your opponent's Command phase, if that enemy unit is below its Starting Strength, it must take a Battle-shock test. This ability cannot cause a unit to take two Battle-shock tests in the same phase.

Leader

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



WEAPON RULES

ASSAULT

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

EXTRA ATTACKS

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

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

LANCE

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

PRECISION

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

SUSTAINED HITS

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

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

CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Deep Strike

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

◆ Leader

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



CHAOS - CHAOS SPACE MARINES

HAVOCS

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
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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 Flamer with Plasma gun, Plasma pistol, Accursed weapon, Power fist, Boltgun or Meltagun.

ABILITIES

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Stabilisation Talons

Each time a model in this unit makes an attack with a ranged weapon, you can ignore any or all modifiers to the Hit roll and any or all modifiers to the Ballistic Skill characteristic of that weapon.

Tzeentch

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



WEAPON RULES

BLAST

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

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

HAZARDOUS

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

IGNORES COVER

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

MELTA

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

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

PISTOL

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

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

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

RAPID FIRE

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

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

SUSTAINED HITS

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

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

TORRENT

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

CORE RULES

◆ Dark Pacts

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

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



HELBRUTE

130 PTS



M	T	SV	W	LD	OC
6"	9	2+	8	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	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

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 plasma cannon, Twin heavy bolter or Twin lascannon.

ABILITIES

Dark Ascension (Aura)

While a friendly HERETIC ASTARTES unit is within 6" of this model, each time that unit makes a Dark Pact, until the end of the phase, its weapons gain both abilities conferred by that pact (instead of only one).

Devoted to Destruction

If this model is equipped with 2 melee weapons in addition to its close combat weapon, add 2 to the Attacks characteristics of those 2 weapons.

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.



Tzeentch

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

WEAPON RULES

BLAST

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

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

HAZARDOUS

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

IGNORES COVER

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

MELTA

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

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

RAPID FIRE

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

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

SUSTAINED HITS

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

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

TORRENT

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

TWIN-LINKED

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

CORE RULES

◆ Dark Pacts

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

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

◆ Deadly Demise 1

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



HELDRAKE

175 PTS



M	T	SV	W	LD	OC	
12+	9	3+	12	6+	-	5+



RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Baleflamer	IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	2
Hades autocannon		36"	6	3+	8	-1	2

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Heldrake claws	ANTI-FLY 2+ DEVASTATING WOUNDS	Melee	5	3+	7	-1	2

AUFSTELLUNG

1x Heldrake

Equipped with: Baleflamer, Hades autocannon, Heldrake claws

Wargear Options:

- This model can replace its Hades autocannon with Baleflamer.

ABILITIES

Airborne Predator

Each time this model makes an attack that targets a unit that can FLY, add 1 to the Hit roll.

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

WEAPON RULES

ANTI

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

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

DEVASTATING WOUNDS

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

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

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

IGNORES COVER

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

TORRENT

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



CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Deadly Demise D3

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

◆ Hover

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



HELL BLADE [LEGENDS]

115 PTS



M	T	SV	W	LD	OC
20+''	8	3+	10	6+	0



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

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.

ABILITIES

Interceptor

Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

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

Tzeentch

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

WEAPON RULES

TWIN-LINKED

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

CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Deadly Demise D3

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



HELL TALON [LEGENDS]

140 PTS



M

20+"

T

9

SV

3+

W

14

LD

6+

OC

0

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	3+	9	-1	3
Havoc launcher BLAST	48"	D6	3+	5	0	1
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

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

AUFSTELLUNG

1x Hell Talon [Legends]

Equipped with: Autocannon, Havoc launcher, Twin lascannon, Armoured hull

Wargear Options:

- This model can replace its Autocannon with Havoc launcher.

ABILITIES

Bomb Rack

Each time this model ends a Normal move, you can select one enemy unit it moved across during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

Damaged: 1-5 wounds remaining

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

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

WEAPON RULES

BLAST

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

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

TWIN-LINKED

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



CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Deadly Demise D3

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



HERETIC ASTARTES DAEMON PRINCE

165 PTS



M	T	SV	W	LD	OC	
8"	10	2+	10	6+	3	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernal cannon	24"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Hellforged weapons - strike	Melee	6	2+	8	-2	3
► Hellforged weapons - sweep	Melee	14	2+	6	0	1

AUFSTELLUNG

1x Heretic Astartes Daemon Prince

Equipped with: Infernal cannon, ► Hellforged weapons - strike, ► Hellforged weapons - sweep

ABILITIES

Ascended Daemon

Each time this model shoot or fights, while resolving those attacks, you can re-roll one Hit roll and you can re-roll one Wound roll.

Dark Blessing (Aura)

While a friendly HERETIC ASTARTES INFANTRY unit is within 6" of this model, each time a ranged attack is allocated to a model in that unit, that model has the Benefit of Cover against that attack.

Khorne

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

Lord of Chaos

While this model is within 3" of a friendly Heretic Astartes Infantry unit, this model has Lone Operative.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

CORE RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

Deadly Demise D3

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



HERETIC ASTARTES DAEMON PRINCE WITH WINGS

180 PTS



M	T	SV	W	LD	OC	
12"	9	2+	10	6+	3	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernal cannon	24"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Hellforged weapons - strike	Melee	6	2+	8	-2	3
► Hellforged weapons - sweep	Melee	14	2+	6	0	1

AUFSTELLUNG

1x Heretic Astartes Daemon Prince with wings

Equipped with: Infernal cannon, ► Hellforged weapons - strike, ► Hellforged weapons - sweep

ABILITIES

Daemonic Destruction

Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each of this model's remaining wounds: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

Flying Horror

Each time this model ends a Normal or Advance move, select one enemy unit it moved over during that move. That unit must take a Battle-shock test.

Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

CORE RULES

Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

Deadly Demise D3

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

Deep Strike

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



HURON BLACKHEART

130 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Tyrant's Claw heavy flamer	12"	D6+2	N/	6	-1	1
A						

TORRENT

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tyrant's Claw and exalted power weapon	Melee	6	2+	8	-3	3

AUFSTELLUNG

1x Huron Blackheart

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

ABILITIES

CORE - Leader

Hamadrya's Knowledge (Psychic)

Once per battle round, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this model's unit, if this model's unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D3+3".

Lord of Badab (Aura)

While a friendly Heretic Astartes Infantry unit (excluding Battle-shocked units and Damned units) is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit.

Leader

This model can be attached to the following units:

- Chosen
- Chaos Terminator Squad
- Legionaries
- Masters of the Maelstrom
- Red Corsairs Raiders

WEAPON RULES

IGNORES COVER

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

PISTOL

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

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

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

TORRENT

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



CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Deep Strike

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

◆ Feel No Pain 5+

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

◆ Leader

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



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

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.

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 RULES

HAZARDOUS

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

PISTOL

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

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

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



CHAOS - CHAOS SPACE MARINES

KHORNE LORD OF SKULLS

450 PTS



M8"

T13

SV3+

W24

LD6+

OC8

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Daemongore cannon BLAST	18"	D6	3+	14	-4	D6+2
Gorestorm cannon BLAST	24"	D6+3	3+	10	-2	3
Hades gatling cannon SUSTAINED HITS 1	48"	12	3+	8	-2	2
Ichor cannon BLAST	48"	2D6	3+	7	-2	2
Skullhurler	60"	2D6	3+	14	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Great cleaver of Khorne - strike	Melee	5	3+	16	-4	8
► Great cleaver of Khorne - sweep	Melee	15	3+	8	-2	2

AUFSTELLUNG

1x Khorne Lord of Skulls

Equipped with: Daemongore cannon, Gorestorm cannon, Hades gatling cannon, Ichor cannon, Skullhurler, ► Great cleaver of Khorne - strike, ► Great cleaver of Khorne - sweep

Wargear Options:

- This model can replace its Hades gatling cannon with Skullhurler.
- This model can replace its Gorestorm cannon with Daemongore cannon or Ichor cannon.

ABILITIES

Damaged: 1-8 wounds remaining

While this model has 1-8 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Plough Through the Enemy

In the Fight phase, after this model has finished making its attacks, if this model destroyed one or more enemy units this phase, each enemy unit within 6" of this model must take a Battle-shock test.

WEAPON RULES

BLAST

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

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

SUSTAINED HITS

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

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



CORE RULES

◆ Dark Pacts

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

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Deadly Demise D6+2

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



KRAVEK MORNE

120 PTS



M

5"

T

5

SV

2+

W

6

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	2
Combi-bolter RAPID FIRE 2	24"	2	2+	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

AUFSTELLUNG

1x Kravek Morné

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

ABILITIES

CORE - Leader

Architect of Ruin

At the start of the battle, select one unit in your opponent's army to be this model's hated foe. Each time this model makes an attack that targets its hated foe, you can re-roll the Wound roll. Each time this model's hated foe is destroyed, you can select a new unit from your opponent's army to be its hated foe.

Headlong Destruction

Each time a model in this unit makes an attack that targets the closest eligible enemy unit, improve the Armour Penetration characteristic of that attack by 1.

Leader

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



WEAPON RULES

ANTI

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

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

DEVASTATING WOUNDS

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

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

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

EXTRA ATTACKS

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

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

IGNORES COVER

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

RAPID FIRE

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

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

TORRENT

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

CORE RULES

◆ Dark Pacts

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

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

◆ Deep Strike

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

◆ Leader

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



CHAOS - CHAOS SPACE MARINES

LEGIONARIES

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
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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

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

ABILITIES

Chaos icon

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



Khorne

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

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

Veterans of the Long War

Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.

WEAPON RULES

BLAST

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

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

HAZARDOUS

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

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

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

MELTA

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

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

PISTOL

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

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

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

PSYCHIC

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



RAPID FIRE

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

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

SUSTAINED HITS

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

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

TORRENT

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

CORE RULES

◆ Dark Pacts

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

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



CHAOS - CHAOS SPACE MARINES

LORD DISCORDANT ON
HELSTALKER

160 PTS



M14"92+106+4

T4+

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 chainblade LANCE	Melee	5	2+	8	-3	3
Techno-virus injector ANTI-VEHICLE 2+ EXTRA ATTACKS	Melee	1	3+	3	-3	2

AUFSTELLUNG

1x Lord Discordant on Helstalker

Equipped with: Baleflamer, Bolt pistol, Helstalker autocannon, Magma cutter, Bladed limbs, Impaler chainblade, Techno-virus injector

Wargear Options:

- This model can replace its Helstalker autocannon with Baleflamer.
- This model can replace its Techno-virus injector with Magma cutter.

ABILITIES

- Corrupt Machine Spirits**

At the start of your Shooting phase, select one visible enemy Vehicle unit within 12" of this model and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.*
- Khorne**

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

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

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

At the start of your Shooting phase, select one visible enemy Vehicle unit. Until the end of the phase, each time a friendly Heretic Astartes model makes an attack that targets that unit, re-roll a Wound roll of 1.
- Tzeentch**

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



WEAPON RULES

ANTI

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

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

EXTRA ATTACKS

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

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

IGNORES COVER

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

LANCE

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

MELTA

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

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

PISTOL

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

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

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

TORRENT

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

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- **[LETHAL HITS]**
- **[SUSTAINED HITS 1]**



MASTER OF EXECUTIONS

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



MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Axe of dismemberment DEVASTATING WOUNDS PRECISION	Melee	5	2+	7	-2	2

AUFSTELLUNG

1x Master of Executions

Equipped with: Bolt pistol, Axe of dismemberment

ABILITIES

CORE - Support

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Trophy Taker

Each time this model destroys an enemy CHARACTER model, you gain 1CP.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

Warp-sighted Butcher

While this model is leading a unit, each time a model in that unit makes a melee attack that targets a unit that is below its Starting Strength, you can re-roll the Hit roll. If that unit is Below Half-strength, you can re-roll the Wound roll as well.

Leader

This model can be attached to the following units:

- CHOSEN
- LEGIONARIES

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.



WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

MASTER OF POSSESSION

60 PTS



M

8"

T

4

SV

3+

W

4

LD

6+

OC

1

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+	18"	2	3+	6	-3	3
HAZARDOUS PISTOL PRECISION PSYCHIC						
► Rite of Possession - witchfire ANTI-PSYKER 2+ PISTOL	18"	2	3+	4	-3	2
PRECISION PSYCHIC						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of possession ANTI-PSYKER 2+ PSYCHIC	Melee	4	3+	6	-1	D3

AUFSTELLUNG

1x Master of Possession

Equipped with: Bolt pistol, ► Rite of Possession - focused witchfire, ► Rite of Possession - witchfire, Staff of possession

ABILITIES

CORE - Leader

Daemonkin (Psychic)

While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Sacrificial Dagger

Once per phase, when this model is selected to shoot or fight, it can use this ability. If it does, this model's unit suffers 1 mortal wound and, until the end of the phase, each time this model makes a **Psychic** Attack, add 1 to the Hit roll and add 1 to the Wound roll.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader

This model can be attached to the following units:

- CHOSEN
- LEGIONARIES
- POSSESSED



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more **CHARACTER** models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible **CHARACTER** models. If they do, until those attacks are resolved, or until that **CHARACTER** group is destroyed (whichever happens first), that **CHARACTER** group is the current allocation group.

PSYCHIC

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- **[LETHAL HITS]**
- **[SUSTAINED HITS 1]**

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



CHAOS - CHAOS SPACE MARINES

MASTERS OF THE MAELSTROM

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolver bolt pistol PISTOL	18"	1	3+	5	-1	2
Bolt pistol PISTOL	12"	1	3+	4	-1	1
Laspistol PISTOL	12"	1	3+	4	-1	1
Londaxi maimer ASSAULT	18"	3	3+	4	-1	1
Mind Wrench PRECISION PSYCHIC	12"	1	2+	6	-2	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Axe of Ending ANTI-CHARACTER 2+ PRECISION	Melee	6	2+	6	-2	2
Bionic gauntlet	Melee	1	2+	6	-2	2
Force stave PSYCHIC	Melee	4	2+	6	-2	2
Power sabre	Melee	4	3+	4	-2	1
Reductor array	Melee	6	3+	4	-2	1

Garlon Souleater **KEYWORDS:** Psyker
KEYWORDS: Epic Hero, Infantry, Grenades, Chaos, Chaos Undivided, Masters of the Maelstrom, Support



FACTION: Heretic Astartes **145 PTS**

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, Las pistol
1x The Enforcer - Equipped with: Londaxi maimer, Bionic gauntlet

ABILITIES

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 RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

PSYCHIC

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]



MAULERFIEND

130 PTS



M

10"

T

10

SV

3+

W

12

LD

6+

OC

3

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 EXTRA ATTACKS	Melee	6	3+	7	-1	1
Maulerfiend fists	Melee	6	3+	14	-2	D6+1

AUFSTELLUNG
1x Maulerfiend
Equipped with: Magma cutter, Lasher tendrils, Maulerfiend fists
Wargear Options:
■ This model can replace its Lasher tendrils with 2 magma cutters.

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.

CORE RULES

◆ **Dark Pacts**
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ **Deadly Demise D3**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



MUTILATORS

165 PTS



MUTILATOR

M	T	SV	W	LD	OC	
5"	7	2+	5	6+	2	5+



MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Fleshmetal weapons - clawed sweeps	Melee	6	3+	6	-2	1
➤ Fleshmetal weapons - rending strikes	Melee	4	3+	9	-3	3
➤ Fleshmetal weapons - thunderous blows	Melee	2	3+	12	-4	D6+2

AUFSTELLUNG

3x Mutilator - Equipped with: ➤ Fleshmetal weapons - rending strikes, ➤ Fleshmetal weapons - clawed sweeps, ➤ Fleshmetal weapons - thunderous blows

ABILITIES

Crushing Charge

You can re-roll charge rolls made for this unit, and each time this unit makes a Charge move, select one enemy unit and roll one D6 for each model in this unit that is within Engagement Range of that unit: for each 4+, that enemy unit suffers D3 mortal wounds.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

CORE RULES

Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



MUTOID VERMIN

[LEGENDS]

85 PTS

MUTOID VERMIN

M	T	SV	W	LD	OC
8"	2	7+	1	8+	0

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Diseased claws and fangs LETHAL HITS	Melee	2	4+	2	0	1

AUFSTELLUNG

16x Mutoid Vermin - Equipped with: Diseased claws and fangs

ABILITIES

Mischief Makers (Aura)

While an enemy unit (excluding MONSTERS and VEHICLES) is within 6" of this unit, each time a model in that unit makes a melee attack, subtract 1 from the Hit roll.

WEAPON RULES

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- **[LETHAL HITS]**
- **[SUSTAINED HITS 1]**

◆ **Feel No Pain 6+**

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.



CHAOS - CHAOS SPACE MARINES

NEGAVOLT CULTISTS

[LEGENDS]

55 PTS



NEGAVOLT CULTIST

M	T	SV	W	LD	OC	
6"	3	7+	1	7+	1	5+

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Electro-goads SUSTAINED HITS 2	Melee	3	3+	4	0	1

AUFSTELLUNG

4x Negavolt Cultist - Equipped with: Electro-goads

ABILITIES

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Servants of the Abyss
If a unit from your army with the Leader ability can be attached to a CULTIST MOB, it can be attached to this unit instead.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Voltagheist Field

Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON RULES

SUSTAINED HITS
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

CORE RULES

◆ **Dark Pacts**
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- **[LETHAL HITS]**
- **[SUSTAINED HITS 1]**

◆ **Feel No Pain 5+**
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.



NEMESIS CLAW

100–180 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

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.
- Each Visionary can replace its Bolt pistol with Plasma pistol.
- Each Legionary w/ heavy weapon can replace its Heavy bolter with Missile launcher.
- Each Legionary w/ special weapon can replace its Flamer with Plasma gun or Meltagun.



ABILITIES

Attached Unit

If a CHARACTER UNIT unit from your army with the Leader ability (excluding EPIC HEROES) can be attached to a LEGIONARIES unit, it can be attached to this unit instead.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

Visions of Suffering (Psychic)

Each time a model in this unit makes an attack that targets an enemy unit that is below its Starting Strength, add 1 to the Hit roll. If that enemy unit is Below Half-strength, add 1 to the Wound roll as well.

Voice eater

Enemy units (excluding MONSTERS and VEHICLES) cannot be targeted with Stratagems while they are within Engagement Range of the bearer's unit.

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*



SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- **[SUSTAINED HITS 1]**

◆ Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

NOCTILITH CROWN

125 PTS



M	T	SV	W	LD	OC
-	11	3+	14	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lashing warp energies	6"	8	4+	8	-1	2

AUFSTELLUNG

1x Noctilith Crown

Equipped with: Lashing warp energies

ABILITIES

Fortification

While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Malevolent Locust (Aura)

While a friendly HERETIC ASTARTES unit is within 9" of this Fortification, improve that unit's Leadership characteristic by 1.

Malign Cover

Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

CORE RULES

Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



NOISE MARINES

145 PTS



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

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.

ABILITIES

Terrifying Crescendo

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next Shooting phase, each time a Battle-shock or Leadership test is taken for that enemy unit, subtract 1 from that test.

WEAPON RULES

IGNORES COVER

Each time an attack is made with an **IGNORES COVER** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL

PISTOL and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.



CHAOS - CHAOS SPACE MARINES

OBLITERATORS

160–360 PTS



OBLITERATOR

M	T	SV	W	LD	OC	
4"	7	2+	5	6+	2	5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Fleshmetal guns - focused malice MELTA 2	18"	D3	3+	12	-3	4
► Fleshmetal guns - ruinous salvo BLAST	24"	D6	3+	8	-2	2
► Fleshmetal guns - warp hail SUSTAINED HITS 1	24"	D6+3	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushing fists	Melee	4	3+	9	-2	2

AUFSTELLUNG

2x Obliterator - Equipped with: Crushing fists, ► Fleshmetal guns - focused malice, ► Fleshmetal guns - ruinous salvo, ► Fleshmetal guns - warp hail

ABILITIES

- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

Warp Rift Firepower
(Once per battle, per unit): In your Shooting phase, when this unit is selected to shoot, you can use this ability. If you do, this unit's ranged attacks have [INDIRECT FIRE].

WEAPON RULES

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

MELTA
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

SUSTAINED HITS
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



PLAGUE MARINES

90–180 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

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 replace its Plague knives with Power fist or Bubotic weapons.
- Each Plague Champion can replace its Boltgun with Plague bolt pistol, Plasma gun or Plasma pistol.

ABILITIES

Icon of Despair

While an enemy unit is within 6" of the bearer, worsen the Leadership characteristic of models in that unit by 1.

Infused with the Blessings of Nurgle

In your Shooting phase, each time this unit is selected to shoot, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next turn, that unit is Afflicted.



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

POSSESSED

120–250 PTS



M

9"

T

6

SV

3+

W

3

LD

6+

OC

1

5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hideous mutations	Melee	4	3+	5	-1	2

AUFSTELLUNG

5x Possessed

Equipped with: Hideous mutations

ABILITIES

- Chaos icon**
Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Unholy Bloodshed
Once per battle, when this unit makes a Dark Pact, until the end of the phase, weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

CORE RULES

- ◆

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
 - [LETHAL HITS]
 - [SUSTAINED HITS 1]



RAPTORS

110–210 PTS

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

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.

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 RULES

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



CHAOS - CHAOS SPACE MARINES

RED CORSAIRS
RAIDERS

110–210 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 	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Hand flamer   	12"	D6	N/A	3	0	1
Meltagun 	12"	1	3+	9	-4	D6

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	8	-2	2
Reaver's blade	Melee	4	3+	5	-1	1

AUFSTELLUNG

1x Red Corsairs Raider Champion - Equipped with: Boltgun, Reaver's blade, Bolt pistol, Hand flamer
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.

ABILITIES

Attached Unit

If a Character unit from your army with the Leader ability can be attached to a Legionaries unit, it can be attached to this unit instead.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Trophy Takers

The first time this unit destroys an enemy unit, until the end of the battle, while this unit is not Battle-shocked, add 1 to the Objective Control characteristic of models in this unit.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.



WEAPON RULES

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- **[LETHAL HITS]**
- **[SUSTAINED HITS 1]**

◆ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.



RED CORSAIRS REAVE-CAPTAIN

60 PTS



M

6"

T

4

SV

3+

W

5

LD

6+

OC

1

4+

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

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.

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 RULES

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



CHAOS - CHAOS SPACE MARINES

RENEGADE ENFORCER

[LEGENDS]

65 PTS



M

6"

T

3

SV

5+

W

3

LD

6+

OC

1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autogun RAPID FIRE 1	24"	1	3+	3	0	1
Enforcer pistol PISTOL	12"	1	3+	4	0	1
Lasgun RAPID FIRE 1	24"	1	3+	3	0	1
Shotgun ASSAULT	18"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Enforcer melee weapon	Melee	4	3+	4	0	1
Power fist	Melee	3	3+	6	-2	2
Power weapon	Melee	3	3+	4	-2	1

AUFSTELLUNG

1x Renegade Enforcer [Legends]

Equipped with: Autogun, Enforcer pistol, Lasgun, Shotgun, Enforcer melee weapon, Power fist, Power weapon

Wargear Options:

- This model can replace its Enforcer melee weapon with Power weapon or Power fist.
- This model can replace its Enforcer pistol with Autogun, Lasgun or Shotgun.

ABILITIES

CORE - Leader

- Brutal Example**
While this model is leading a unit, you can target that unit with the Insane Bravery Stratagem for 0CP, and can do so even if another unit from your army has already been targeted with that Stratagem this phase. Each time you use this ability, one Bodyguard model in that unit is destroyed.
- Enforcer**
This model's unit is eligible to declare a charge in a turn in which it Fell Back.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.
- Leader**
This model can be attached to the following units:
- TRAITOR GUARDSMEN SQUAD
 - RENEGADE HEAVY WEAPONS SQUAD



WEAPON RULES

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



RENEGADE HEAVY WEAPONS SQUAD

[LEGENDS]

75 PTS

HEAVY WEAPONS TEAM

M	T	SV	W	LD	OC
6"	3	5+	2	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon HEAVY	48"	2	5+	9	-1	3
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	5+	5	-1	2
Heavy stubber HEAVY RAPID FIRE 3	36"	4	5+	4	0	1
Lascannon HEAVY	48"	1	5+	12	-3	D6+1
Mortar BLAST HEAVY INDIRECT FIRE	48"	D6	5+	5	0	1
Renegade firearm RAPID FIRE 1	24"	1	4+	3	0	1
► Missile launcher - frag BLAST HEAVY	48"	D6	5+	4	0	1
► Missile launcher - krak BLAST	48"	1	5+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	2	4+	3	0	1

AUFSTELLUNG

3x Heavy Weapons Team - Equipped with: Renegade firearm, Close combat weapons, Heavy stubber, Heavy bolter, Autocannon, Lascannon, ► Missile launcher - frag, ► Missile launcher - krak, Mortar

Wargear Options:

- This model can replace its Heavy stubber with Heavy bolter, Autocannon, Lascannon, Missile launcher or Mortar.

ABILITIES

Covering Fire

Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

Renegade Heavy Weapons Squad (Transport)

Capacity: For the purposes of embarking within TRANSPORTS, each Renegade **Heavy Weapons Team** model counts as two models.



WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

INDIRECT FIRE

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- **[LETHAL HITS]**
- **[SUSTAINED HITS 1]**



RENEGADE OGRYN BEAST HANDLER

[LEGENDS]

40–70 PTS

OGRYN PACK MASTER

M	T	SV	W	LD	OC
6"	6	5+	4	7+	1

CHAOS MAULER HOUND

M	T	SV	W	LD	OC
6"	4	6+	1	7+	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Befouled fangs and claws	Melee	2	3+	5	0	1
Mauler goad and ripper claw	Melee	4	3+	6	-1	2

AUFSTELLUNG

- 1x Ogryn Pack Master - Equipped with: Mauler goad and ripper claw
- 3-6x Chaos Mauler Hound - Equipped with: Befouled fangs and claws

ABILITIES

Beastmaster

While this unit contains an Ogryn Pack Master model, you can re-roll Charge rolls made for this unit, and each time a Chaos Mauler Hound model in this unit makes an attack, re-roll a Hit roll of 1.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]



RENEGADE OGRYN BRUTES

[LEGENDS]

95 PTS

M	T	SV	W	LD	OC
6"	6	5+	3	7+	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ogryn power drill	Melee	3	3+	10	-2	2
Ogryn weapon	Melee	3	3+	6	-1	2

AUFSTELLUNG

3x Brute w/ Ogryn weapon oder Brute w/ power drill

Equipped with: Ogryn power drill, Ogryn weapon

ABILITIES

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Ogryn Combat Stimms

Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

Renegade Ogryn Brutes (Transport)

Capacity: For the purposes of embarking within TRANSPORTS, each Renegade Ogryn Brute model counts as one TERMINATOR model.

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]



RENEGADE PLAGUE OGRYNS

[LEGENDS]

95 PTS

RENEGADE PLAGUE OGRYN

M	T	SV	W	LD	OC
5"	7	5+	3	7+	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ogryn plague claws	Melee	3	3+	6	-1	2

LETHAL HITS

AUFSTELLUNG

3x Renegade Plague Ogryn - Equipped with: Ogryn plague claws

ABILITIES

Wall of Muscle

Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack.

Renegade Plague Ogryns (Transport)

Capacity: For the purposes of embarking within TRANSPORTS, each Renegade Plague Ogryn model counts as one TERMINATOR model.

WEAPON RULES

LETHAL HITS

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.



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	12"	D6+3	3+	6	-2	2
DEVASTATING WOUNDS HAZARDOUS PSYCHIC						
► Psychic Strike - witchfire BLAST DEVASTATING WOUNDS PSYCHIC	12"	D6	3+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chaos stave PSYCHIC	Melee	1	4+	6	-1	D3

AUFSTELLUNG

1x Rogue Psyker [Legends]

Equipped with: Laspistol, ► Psychic Strike - focused witchfire, ► Psychic Strike - witchfire, Chaos stave

ABILITIES

CORE - Leader

Cursed Wardings (Psychic)

While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against **Psychic** Attacks.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Psychic Barrier (Psychic)

At the start of your opponent's Shooting phase, you can roll one D6: on a 1, this PSYKER's unit suffers D3 mortal wounds; on a 2+, until the end of the phase, models in this PSYKER's unit have a 4+ invulnerable save.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader

This model can be attached to the following units:

- ACCURSED CULTISTS
- CULTIST MOB
- NEGAVOLT CULTISTS



WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

PSYCHIC

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- **[LETHAL HITS]**
- **[SUSTAINED HITS 1]**

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



RUBRIC MARINES

100–190 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

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.

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 RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PSYCHIC

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



SORCERER

60 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
► Infernal Gaze - focused witchfire DEVASTATING WOUNDS	24"	D6	3+	6	-2	D3
HAZARDOUS PSYCHIC						
► Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3

AUFSTELLUNG

1x Sorcerer

Equipped with: Bolt pistol, ► Infernal Gaze - focused witchfire, ► Infernal Gaze - witchfire, Force weapon

ABILITIES

CORE - Leader

Gift of Chaos (Psychic)

Each time this model is selected to shoot or fight, after resolving its attacks, select one enemy unit hit by one or more of those attacks that had the **[PSYCHIC]** ability. That unit must take a Leadership test: if that test is failed, that unit suffers D3 mortal wounds.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Prescience (Psychic)

While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader

This model can be attached to the following units:

- CHOSEN
- LEGIONARIES



WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PSYCHIC

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



SORCERER IN TERMINATOR ARMOUR

80 PTS



M5"

T5

SV2+

W5

LD6+

OC1

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	24"	1	4+	4	0	1
RAPID FIRE 1						
► Infernal Gaze - focused witchfire DEVASTATING WOUNDS	24"	D6	3+	6	-2	D3
HAZARDOUS PSYCHIC						
► Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3

AUFSTELLUNG

1x Sorcerer in Terminator Armour

Equipped with: Combi-bolter, Combi-weapon, ► Infernal Gaze - focused witchfire, ► Infernal Gaze - witchfire, Force weapon

Wargear Options:

- This model can replace its Combi-bolter with Combi-weapon.

ABILITIES

CORE - Leader

Chaos Familiar

Once per battle, when an attack is allocated to the bearer, you can change the Damage characteristic to 0.

Death Hex (Psychic)

At the start of your Shooting phase, one PSYKER with this ability can use it. If it does, select one enemy unit within 12" of and visible to that PSYKER and roll one D6: on a 1, that PSYKER's unit suffers D3 mortal wounds; on a 2+, until the start of your next Movement phase, each time an attack targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

Warptime (Psychic)

While this model is leading a unit, you can re-roll Advance and Charge rolls made for that unit.

Leader

This model can be attached to the following units:

- CHAOS TERMINATOR SQUAD



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

PSYCHIC

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- **[LETHAL HITS]**
- **[SUSTAINED HITS 1]**

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



CHAOS - CHAOS SPACE MARINES

SORCERER ON BIKE

[LEGENDS]

75 PTS

M	T	SV	W	LD	OC
12"	5	3+	5	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	0	1
► Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D6	3+	6	-2	D3
► Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
► Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Power fist	Melee	5	2+	8	-2	2

AUFSTELLUNG

1x Sorcerer on Bike [Legends]

Equipped with: Bolt pistol, Combi-bolter, Combi-weapon, ► Infernal Gaze - focused witchfire, ► Infernal Gaze - witchfire, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Force weapon, Power fist

Wargear Options:

■ This model can replace its Bolt pistol with Accursed weapon, Combi-bolter, Power fist, Combi-weapon, Astartes chainsword or Plasma pistol.

ABILITIES

- CORE - Leader
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Prescience (Psychic)**
While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.



Unholy Power

Each time this model's unit makes a Dark Pact, until the end of the phase, each time this model makes a **Psychic** Attack, add 1 to the Wound roll.

Leader

This model can be attached to the following unit:

- CHAOS BIKERS

WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

PSYCHIC

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*



CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



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	24"	1	2+	4	0	1
RAPID FIRE 1						
► Infernal Gaze - focused witchfire DEVASTATING WOUNDS	24"	D6	3+	6	-2	D3
HAZARDOUS PSYCHIC						
► Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
► Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Power fist	Melee	5	2+	8	-2	2

AUFSTELLUNG

1x Sorcerer on Disc of Tzeentch [Legends]

Equipped with: Bolt pistol, Combi-bolter, Combi-weapon, ► Infernal Gaze - focused witchfire, ► Infernal Gaze - witchfire, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Force weapon, Power fist

Wargear Options:

- This model can replace its Bolt pistol with Accursed weapon, Combi-bolter, Power fist, Combi-weapon, Astartes chainsword or Plasma pistol.

ABILITIES

CORE - Leader

Altered Reality (Psychic)

Once per battle round, after a Hit roll, a Wound roll or a saving throw is made for this model, you can change the result of that roll to a 6.

Flames of Change (Psychic)

While this model is leading a unit, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

Leader

This model can be attached to the following unit: CHOSEN, LEGIONARIES



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

PSYCHIC

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- **[LETHAL HITS]**
- **[SUSTAINED HITS 1]**

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



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	24"	1	4+	4	0	1
RAPID FIRE 1						
► Infernal Gaze - focused witchfire DEVASTATING WOUNDS	24"	D6	3+	6	-2	D3
HAZARDOUS PSYCHIC						
► Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
► Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Nurgling's claws and teeth EXTRA ATTACKS LETHAL HITS	Melee	4	5+	2	0	1
Power fist	Melee	5	2+	8	-2	2

AUFSTELLUNG

1x Sorcerer on Palanquin of Nurgle [Legends]

Equipped with: Bolt pistol, Combi-bolter, Combi-weapon, ► Infernal Gaze - focused witchfire, ► Infernal Gaze - witchfire, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Force weapon, Nurgling's claws and teeth, Power fist

Wargear Options:

- This model can replace its Bolt pistol with Accursed weapon, Combi-bolter, Power fist, Astartes chainsword, Combi-weapon or Plasma pistol.

ABILITIES

CORE - Leader

Feculent Despair (Aura, Psychic)

While an enemy unit is within 6" of this model, each time that unit takes a Battle-shock test, subtract 1 from that test.

Gift of Poxes (Psychic)

While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Leader

This model can be attached to the following unit: CHOSEN, LEGIONARIES



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

EXTRA ATTACKS

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

PSYCHIC

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- **[LETHAL HITS]**
- **[SUSTAINED HITS 1]**

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



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	24"	1	2+	4	0	1
RAPID FIRE 1						
► Infernal Gaze - focused witchfire DEVASTATING WOUNDS	24"	D6	3+	6	-2	D3
HAZARDOUS PSYCHIC						
► Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
► Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Lashing tongue EXTRA ATTACKS LETHAL HITS	Melee	3	4+	4	0	1
Power fist	Melee	5	2+	8	-2	2

AUFSTELLUNG

1x Sorcerer on Steed of Slaanesh [Legends]

Equipped with: Bolt pistol, Combi-bolter, Combi-weapon, ► Infernal Gaze - focused witchfire, ► Infernal Gaze - witchfire, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Force weapon, Lashing tongue, Power fist

Wargear Options:

- This model can replace its Bolt pistol with Accursed weapon, Combi-bolter, Power fist, Combi-weapon, Astartes chainsword or Plasma pistol.

ABILITIES

CORE - Leader

Dark Favour (Psychic)

While this model is leading a unit, models in that unit have a 4+ invulnerable save.

Infernal Speed

While this model is leading a unit, change the Move characteristic of models in that unit to 14".

Leader

This model can be attached to the following unit:

- CHAOS BIKERS



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

EXTRA ATTACKS

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

PSYCHIC

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- **[LETHAL HITS]**
- **[SUSTAINED HITS 1]**

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



CHAOS - CHAOS SPACE MARINES

SORCEROUS CHAMPION

[CRUCIBLE]

80 PTS

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balefire tome PSYCHIC	18"	2	2+	5	-1	1
Baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	2
Bolt pistol PISTOL	12"	1	2+	4	0	1
Boltgun	24"	2	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	3+	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
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2
► Rite of Possession - focused witchfire ANTI-PSYKER 2+ HAZARDOUS PISTOL PRECISION PSYCHIC	18"	2	3+	6	-1	D3
► Rite of Possession - witchfire ANTI-PSYKER 2+ PISTOL PRECISION PSYCHIC	18"	2	3+	4	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainblade	Melee	7	2+	4	-1	1
Axe of dismemberment DEVASTATING WOUNDS PRECISION	Melee	5	2+	7	-2	2
Bladed limbs EXTRA ATTACKS	Melee	4	3+	6	-1	2
Chainfist ANTI-VEHICLE 3+	Melee	5	3+	8	-2	2



Close combat weapon	Melee	5	2+	4	0	1
Daemon hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	2
Exalted weapon	Melee	6	2+	5	-2	2
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Impaler chainglaive LANCE	Melee	4	2+	6	-2	2
Power fist	Melee	5	2+	8	-2	2
Staff of possession ANTI-PSYKER 2+ PSYCHIC	Melee	4	3+	6	-1	D3
Technovirus injector ANTI-VEHICLE 2+ EXTRA ATTACKS	Melee	1	3+	3	-3	2
Twin lightning claws TWIN-LINKED	Melee	6	2+	5	-2	1

AUFSTELLUNG

1x Sorcerous Champion [Crucible]

Equipped with: Balefire tome, Baleflamer, Bolt pistol, Boltgun, Combi-bolter, Combi-weapon, Flamer, Flamer tendril, Heavy flamer, Helstalker autocannon, Magma cutter, Melta tendril, Meltagun, Reaper autocannon, ► Infernal Gaze - focused witchfire, ► Infernal Gaze - witchfire, ► Plasma gun - standard, ► Plasma gun - supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, ► Rite of Possession - focused witchfire, ► Rite of Possession - witchfire, Accursed weapon, Astartes chainblade, Axe of dismemberment, Bladed limbs, Chainfist, Close combat weapon, Daemon hammer, Exalted weapon, Force weapon, Impaler chainglaive, Power fist, Staff of possession, Technovirus injector, Twin lightning claws

Wargear Options:

- This model can be equipped with up to 2 of: Flamer tendril, Melta tendril, Bolt pistol, Plasma pistol.
- This model can be equipped with one of: Balefire tome, Baleflamer, Boltgun, Combi-bolter, Combi-weapon, Flamer, Heavy flamer, Helstalker autocannon, Magma cutter, Meltagun, Plasma gun, Reaper autocannon, Rite of Possession, Infernal Gaze.

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

Daemonkin (Psychic)

Add 1 to Advance and Charge rolls made for this unit.

Dark Zealotry

Each time a model in this unit makes a melee attack, add 1 to the Wound roll.

Gift of Chaos (Psychic)

Each time this model is selected to shoot or fight, after resolving its attacks, select one enemy unit hit by one or more of those attacks that had the **[PSYCHIC]** ability. That unit must take a Leadership test. If it fails, it suffers D3 mortal wounds.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Lord of Chaos

Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 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 RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

EXTRA ATTACKS

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

LANCE

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more **CHARACTER** models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible **CHARACTER** models. If they do, until those attacks are resolved, or until that **CHARACTER** group is destroyed (whichever happens first), that **CHARACTER** group is the current allocation group.

PSYCHIC

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.



CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



CHAOS - CHAOS SPACE MARINES

SOUL FORGE TYRANT

[CRUCIBLE]

160 PTS

M10"

T9

SV2+

W10

LD6+

OC4

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balefire tomePSYCHIC	18"	2	2+	5	-1	1
BaleflamerIGNORES COVERTORRENT	12"	D6+3	N/A	6	-1	2
Bolt pistolPISTOL	12"	1	2+	4	0	1
Boltgun	24"	2	2+	4	0	1
Combi-bolterRAPID FIRE 2	24"	2	3+	4	0	1
Combi-bolterRAPID FIRE 2	24"	2	2+	4	0	1
Combi-weaponANTI-INFANTRY 4+DEVASTATING WOUNDSRAPID FIRE 1	24"	1	3+	4	0	1
FlamerIGNORES COVERTORRENT	12"	D6	N/A	4	0	1
Flamer tendrilIGNORES COVERPISTOLTORRENT	12"	D6	N/A	3	0	1
Heavy flamerIGNORES COVERTORRENT	12"	D6	N/A	5	-1	1
Helstalker autocannon	48"	3	2+	9	-1	3
Magma cutterMELTA 2	6"	2	3+	9	-4	D6
Melta tendrilMELTA 2PISTOL	6"	1	2+	8	-4	D3
MeltagunMELTA 2	12"	1	2+	9	-4	D6

Reaper autocannonDEVASTATING WOUNDS	36"	4	2+	7	-1	1
SUSTAINED HITS 1						
➤ Infernal Gaze - focused witchfireDEVASTATING WOUNDS	24"	D6	3+	6	-2	D3
HAZARDOUSPSYCHIC						
➤ Infernal Gaze - witchfirePSYCHIC	24"	D6	3+	5	-1	D3
➤ Plasma gun - standardRAPID FIRE 1	24"	1	2+	7	-2	1
➤ Plasma gun - superchargeHAZARDOUSRAPID FIRE 1	24"	1	2+	8	-3	2
➤ Plasma pistol - standardPISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - superchargeHAZARDOUSPISTOL	12"	1	2+	8	-3	2
➤ Rite of Possession - focused witchfireANTI-PSYKER 2+HAZARDOUSPISTOLPRECISIONPSYCHIC	18"	2	3+	6	-1	D3
➤ Rite of Possession - witchfireANTI-PSYKER 2+PISTOLPRECISIONPSYCHIC	18"	2	3+	4	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainblade	Melee	7	2+	4	-1	1
Axe of dismembermentDEVASTATING WOUNDSPRECISION	Melee	5	2+	7	-2	2
Bladed limbsEXTRA ATTACKS	Melee	4	3+	6	-1	2
ChainfistANTI-VEHICLE 3+	Melee	5	3+	8	-2	2



Close combat weapon	Melee	5	2+	4	0	1
Daemon hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	2
Exalted weapon	Melee	6	2+	5	-2	2
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Impaler chainblade LANCE	Melee	4	2+	6	-2	2
Power fist	Melee	5	2+	8	-2	2
Staff of possession ANTI-PSYKER 2+ PSYCHIC	Melee	4	3+	6	-1	D3
Technovirus injector ANTI-VEHICLE 2+ EXTRA ATTACKS	Melee	1	3+	3	-3	2
Twin lightning claws TWIN-LINKED	Melee	6	2+	5	-2	1

AUFSTELLUNG

1x Soul Forge Tyrant [Crucible]

Equipped with: Balefire tome, Baleflamer, Bolt pistol, Boltgun, Combi-bolter, Combi-weapon, Flamer, Flamer tendril, Heavy flamer, Helstalker autocannon, Magma cutter, Melta tendril, Meltagun, Reaper autocannon, ► Infernal Gaze - focused witchfire, ► Infernal Gaze - witchfire, ► Plasma gun - standard, ► Plasma gun - supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, ► Rite of Possession - focused witchfire, ► Rite of Possession - witchfire, Accursed weapon, Astartes chainblade, Axe of dismemberment, Bladed limbs, Chainfist, Close combat weapon, Daemon hammer, Exalted weapon, Force weapon, Impaler chainblade, Power fist, Staff of possession, Technovirus injector, Twin lightning claws

Wargear Options:

- This model can be equipped with up to 2 of: Flamer tendril, Melta tendril, Bolt pistol, Plasma pistol.
- This model can be equipped with one of: Balefire tome, Baleflamer, Boltgun, Combi-bolter, Combi-weapon, Flamer, Heavy flamer, Helstalker autocannon, Magma cutter, Meltagun, Plasma gun, Reaper autocannon, Rite of Possession, Infernal Gaze.

ABILITIES

CORE - Leader, Leader, Leader, Leader

Daemonkin (Psychic)

Add 1 to Advance and Charge rolls made for this unit.

Dark Zealotry

Each time a model in this unit makes a melee attack, add 1 to the Wound roll.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Lord of Chaos

Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 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 RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

EXTRA ATTACKS

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

LANCE

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more **CHARACTER** models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible **CHARACTER** models. If they do, until those attacks are resolved, or until that **CHARACTER** group is destroyed (whichever happens first), that **CHARACTER** group is the current allocation group.

PSYCHIC

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.



CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



TRAITOR ENFORCER

70 PTS



TRAITOR ENFORCER

M	T	SV	W	LD	OC
6"	3	5+	3	6+	1



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

AUFSTELLUNG

1x Traitor Enforcer - Equipped with: Bolt pistol, Power fist
1x Traitor Ogryn - Equipped with: Ogryn weapons

ABILITIES

CORE - Leader

Brutal Example

Once per turn, while this unit is leading a unit and contains a TRAITOR ENFORCER model, you can target that unit with the Fire Overwatch Stratagem for 0CP, and can do so even if you have already targeted a different unit from your army with that Stratagem this phase. Each time you use this ability, one Bodyguard model in that unit is destroyed.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Mutated Bodyguard

While this unit contains a Traitor Ogryn model, CHARACTER models in this unit have the Feel No Pain 4+ ability.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader

This unit can be attached to the following unit:

- TRAITOR GUARDSMAN SQUAD

Traitor Enforcer KEYWORDS: Faction: Heretic Astartes, Infantry, Character, Grenades, Chaos, Traitor Enforcer

Traitor Ogryn KEYWORDS: Faction: Heretic Astartes, Infantry, Grenades, Chaos

KEYWORDS: Character, Damned



FACTION: - 70 PTS

WEAPON RULES

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Traitor Enforcer KEYWORDS: Faction: Heretic Astartes, Infantry, Character, Grenades, Chaos, Traitor Enforcer

Traitor Ogryn KEYWORDS: Faction: Heretic Astartes, Infantry, Grenades, Chaos
KEYWORDS: Character, Damned



FACTION: - 70 PTS

CHAOS - CHAOS SPACE MARINES

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

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.

ABILITIES

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Twisted Defence Force

While this unit is within range of an objective, this unit has +1 Sv against ranged attacks.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.



WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- **[LETHAL HITS]**
- **[SUSTAINED HITS 1]**



VASHTORR THE ARKIFANE

220 PTS



M	T	SV	W	LD	OC
12"	10	2+	14	6+	3

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Vashtorr's claw ANTI-VEHICLE 4+ TORRENT	12"	D6	N/A	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Vashtorr's hammer - strike ANTI-VEHICLE 4+ DEVASTATING WOUNDS	Melee	6	2+	14	-3	3
► Vashtorr's hammer - sweep ANTI-VEHICLE 4+ DEVASTATING WOUNDS	Melee	12	2+	8	-1	2

AUFSTELLUNG

1x Vashtorr the Arkifane

Equipped with: Vashtorr's claw, ► Vashtorr's hammer - strike, ► Vashtorr's hammer - sweep

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 RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



CHAOS - CHAOS SPACE MARINES

VENOMCRAWLER

120 PTS



M

12"

T

9

SV

3+

W

9

LD

6+

OC

3

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
Soulflayer tendrils and claws	Melee	6	3+	6	-1	2

AUFSTELLUNG

1x Venomcrawler

Equipped with: Excruciator cannon, Soulflayer tendrils and claws

ABILITIES

- Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Soul Eater

At the end of the Fight phase, if one or more attacks made by this model that phase destroyed one or more enemy units, until the end of the battle, add 1 to the Attacks characteristic of this model's weapons.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

CORE RULES

- Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
 - [LETHAL HITS]
 - [SUSTAINED HITS 1]
- Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



WARP TALONS

125–280 PTS



M	T	SV	W	LD	OC	
12"	4	3+	2	6+	1	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

AUFSTELLUNG

5-10x Warp Talon Champion oder Warp Talon
Equipped with: Warp claws

ABILITIES

- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

Warp Strike

At the end of the Fight phase, if this unit destroyed one or more enemy units this phase and is not within Engagement Range of one or more enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.

WEAPON RULES

TWIN-LINKED
Each time an attack is made with a **TWIN-LINKED** weapon, you can re-roll the wound roll.

CORE RULES

- ◆ **Dark Pacts**
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
- [LETHAL HITS]
 - [SUSTAINED HITS 1]
- ◆ **Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



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

AUFSTELLUNG

1x Warpsmith

Equipped with: Flamer tendril, Melta tendril, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Forge weapon

ABILITIES

CORE - Leader

Enrage Machine Spirits

At the end of your Movement phase, select one enemy Vehicle unit within 12" of this model. That unit must take a Battle-shock test.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Master of Mechanisms

In your Command phase, select one friendly Heretic Astartes Vehicle model within 3" of this model. That Vehicle model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per Command phase.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

Warpsmith

While this model is within 3" of one or more friendly Heretic Astartes Vehicle units, this model has the Lone Operative ability.

Leader

This model can be attached to the following units: Chosen, Havocs, Legionaires



WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



PUNKTELISTE

EINHEIT	PUNKTE
Abaddon the Despoiler	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

EINHEIT	PUNKTE
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

EINHEIT	PUNKTE
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
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)

EINHEIT	PUNKTE
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

EINHEIT	PUNKTE
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
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

EINHEIT	PUNKTE
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

ENHANCEMENT	PUNKTE
Mark of the Soul Forges	20 pts
Crown of Worms	15 pts

ENHANCEMENTS — DECEPTORS

ENHANCEMENT	PUNKTE
Falsehood	10 pts
Cursed Fang	10 pts
Shroud of Obfuscation	15 pts
Soul Link	5 pts

ENHANCEMENTS — DEVOTEES

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
Dread Reaver	15 pts
Mark of the Hound	25 pts
Tyrant's Lash	20 pts

ENHANCEMENTS — RENEGADE WARBAND

ENHANCEMENT	PUNKTE
Weaponised Hatred	35 pts
Eyes of the Hunter	15 pts

ENHANCEMENT	PUNKTE
Fratricidal Trophies	5 pts
Empyric Symbiote	15 pts

ENHANCEMENTS — 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

ENHANCEMENT	PUNKTE
Orbs of Unlife	15 pts
Intoxicating Elixir	15 pts

