



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Master of Possession	6"	3+	3+	4	4	4	3	9	3+
A Master of Possession is a single model armed with a force stave, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Force stave	Melee	Melee		+2	-1	D3	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
ABILITIES	Death to the False Emperor (pg 118)						Rite of Possession: PSYKERS suffer Perils of the Warp on any Psychic test roll of a double that is made for them, instead of just double 1 or 6, while they are within 12" of any enemy models with this ability.		
	Daemonkin: This model has a 5+ invulnerable save.								
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> psychic power and two psychic powers from the Malefic discipline (pg 169).								
FACTION KEYWORDS	CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>								
KEYWORDS	CHARACTER, INFANTRY, PSYKER, MASTER OF POSSESSION								



GREATER POSSESSED

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Greater Possessed	7"	2+	3+	5	5	5	5	8	3+
This unit contains 1 Greater Possessed. It can include 1 additional Greater Possessed (Power Rating +4). Each model attacks with daemonic mutations.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Daemonic mutations	Melee	Melee		User	-2	D3	-		
ABILITIES	Death to the False Emperor (pg 118)						Daemonic: Models in this unit have a 5+ invulnerable save.		
	Champions of the Host: The first time this unit is set up, all models in this unit must be set up at the same time, though they do not need to be set up in unit coherency. From that point onwards, each Greater Possessed is treated as a separate unit.						Locus of Power: Add 1 to the Strength characteristic of <MARK OF CHAOS> <LEGION> DAEMON units while they are within 6" of any friendly models with this ability.		
FACTION KEYWORDS	CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>								
KEYWORDS	CHARACTER, INFANTRY, DAEMON, GREATER POSSESSED								



DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	S	A
Venomcrawler	★	4+	4+	★	7	10	★	8	3+	6-10+	10"	6	4
A Venomcrawler is a single model equipped with soulflyer tendrils, eviscerating claws and two excruciator cannons.										3-5	8"	5	3
										1-2	6"	4	2
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Excruciator cannon	36"	Assault D3		+2	-2	D3	-						
Eviscerating claws	Melee	Melee		+2	-3	3	-						
Soulflyer tendrils	Melee	Melee		User	-2	2	Each time the bearer fight, it can make 2 additional attacks with this weapon.						
ABILITIES	Daemonic: This model has a 5+ invulnerable save.						Reservoir of Daemonic Energy: Add 1 to the result of any Daemonic Ritual summoning rolls made for						
	Devourer of Souls: At the start of your turn, this model regains 1 lost wound. In addition, at the end of a Fight phase in which this model destroyed any enemy models, this model regains 1 lost wound.						<LEGION> MASTERS OF POSSESSION while they are within 6" of any friendly <LEGION> VENOMCRAWLERS.						
Soul-shredding Explosion: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds.													
FACTION KEYWORDS	CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>												
KEYWORDS	VEHICLE, DAEMON, DAEMON ENGINE, VENOMCRAWLER												

MALEFIC DISCIPLINE

Masters of Possession have studied the profane lore of conjuration, learning how to draw forth daemonic beings, taint their surroundings with the mutating energies of Chaos, and blast asunder the souls of their foes.

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Malefic discipline using the table below. You can either roll a D6 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

1 INCURSION

The psyker opens a portal to the Realm of Chaos, allowing the warp's daemonic denizens to spill forth into reality.

Incursion has a warp charge value of 7. If manifested, the psyker can immediately attempt to summon a unit of **DAEMONS** to the battlefield using the Daemonic Ritual ability (pg 119) as if it were the Movement phase. When doing so, roll up to 4 dice instead of up to 3. The psyker will not suffer any mortal wounds as a result of doubles or triples being rolled for this Daemonic Ritual.

2 SACRIFICE

The psyker uses a sacrificial soul to remould and repair an unholy Daemon-form. The tainted spirits of Warpsmiths are particularly invigorating offerings to those Daemon Engines that are in their charge.

Sacrifice has a warp charge value of 4. If manifested, choose any model within 2" of the psyker; that model suffers 1 mortal wound. Then, choose a friendly <LEGION> **DAEMON** model within 18" of the psyker. That model regains D3 lost wounds. If that <LEGION> **DAEMON** model is a **DAEMON ENGINE** and the model you chose to inflict the mortal wound on was a friendly <LEGION> **WARPSMITH**, the model regains 3 lost wounds instead.

3 MUTATED INVIGORATION

A wave of insanity and mutation flows from the psyker's fingers, enveloping their Daemonkin allies with bountiful gifts.

Mutated Invigoration has a warp charge value of 7. If manifested, select a friendly **CHAOS SPAWN**, <LEGION> **POSSESSED** or <LEGION> **CULT OF DESTRUCTION** unit within 18" of the psyker. Until the start of your next Psychic phase, that unit will gain a bonus depending on what unit it is, as follows:

- You can re-roll the dice when rolling for that Chaos Spawn's Mutated Beyond Reason ability.
- You can re-roll the dice when rolling for the Attacks characteristic of that unit of Possessed due to its Writhing Tentacles ability.
- You can re-roll one of the dice when rolling for the Strength, AP and Damage characteristics of that Cult of Destruction unit's weapons due to its Fleshmetal Guns or Fleshmetal Weapons ability.

4 POSSESSION

The psyker blasts away their enemy's soul so that the spiritless shell left behind can be possessed by a Daemon, who quickly transforms it into a more pleasing form. Vehicles so possessed are typically unable to contain the Daemon within, and explode in a scream of empyric energy.

Possession has a warp charge value of 5. If manifested, then until the start of your next Psychic phase, the Armour Penetration characteristic of the psyker's melee weapons is improved by 2 (e.g. an AP of -1 becomes -3). Furthermore, until the start of your next Psychic phase, each time the psyker destroys an enemy **INFANTRY CHARACTER** in the Fight phase, you can add a Chaos Spawn model to your army. If the destroyed model was **ADEPTUS ASTARTES** or **HERETIC ASTARTES**, you can instead add a Greater Possessed model to your army. If a new model is added to your army, set it up within 6" of the psyker and more than 1" from any enemy models. In addition, each time the psyker destroys an enemy **VEHICLE** model in the Fight phase that could explode, it automatically explodes; no dice roll is made and any mortal wounds suffered by the psyker in the resulting explosion are ignored.

5 CURSED EARTH

The psyker becomes a conduit through which the energies of the warp flow, tainting the very ground and sustaining the Daemonkin that walk upon it.

Cursed Earth has a warp charge value of 7. If manifested, then until the start of your next Psychic phase, the invulnerable save of friendly <LEGION> **DAEMON** units is improved by 1 (to a maximum of 3+) while they are within 6" of this psyker.

6 INFERNAL POWER

The fell power of the immaterium flows from the psyker, imbuing the Daemons that reside within his followers' bodies with even greater ferocity.

Infernal Power has a warp charge value of 6. If manifested, then until the start of your next Psychic phase re-roll hit and wound rolls of 1 for attacks made by friendly <LEGION> **DAEMON** units while they are within 6" of this psyker.