WARHAMMER 40,000

INDEX: CHAOS

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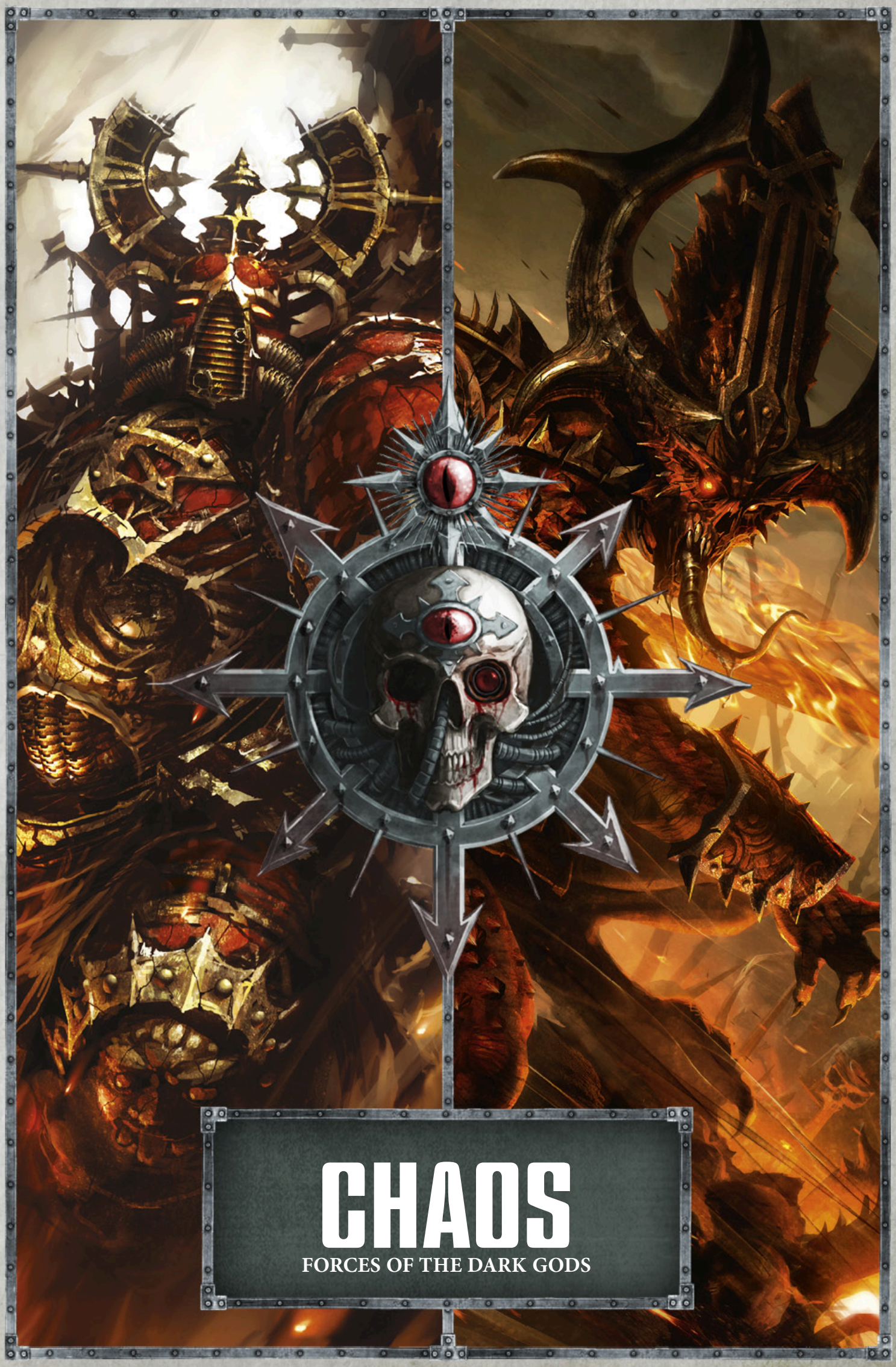
QUESTOR TRAITORIS



CHAOS

FORCES OF THE DARK GODS

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INTRODUCTION

Welcome to *Index: Chaos*. This book is one of five mighty tomes which together contain updated rules for every unit of miniatures in Warhammer 40,000. If you have an army of Chaos Space Marines, Chaos Daemons or Renegade Knights, this volume contains all the information you need to field your models in the new edition of the Warhammer 40,000 game.

Within these pages are descriptions of the factions in thrall to the Ruinous Powers, and detailed rules entries, known as datasheets, for every unit of Chaos Citadel miniatures. When taken together with the *Warhammer 40,000* rulebook, you will have everything you need to field the armies of Chaos on the battlefield. The knowledge contained in this tome will ready you to conquer the lapdogs of the false Emperor and slay alien hordes alike.

In the legends of the Warhammer 40,000 universe, the hordes of Chaos are the arch-villains. The Traitor Legions are twisted betrayers that trace their origins back to the Horus Heresy; the original nemeses of the Space Marines. Marching alongside them are Chaos Renegades, those Chapters who turned to the Dark Gods in the long millennia since. No act of treachery or slaughter is beyond these damned souls.

The Chaos Daemons that fight alongside these Heretic Astartes warbands are anarchy, despair and bloodlust given form. There is no foe more inhuman, no enemy more deadly. These are creatures of rage, despair, mutation and obsession, and they can call upon the raw power of the gods. Behind these hosts of fiends and madmen come colossal walkers known as Renegade Knights, their cannons blasting infantry and tanks to pieces as they revel in their own sheer power. These murderous hosts are on the warpath, for through the baleful schemes of their leaders, the galaxy is beset as never before. Chaos is ascendant. If you like playing the part of the bad guys, there's never been a better time!

Chaos armies plunder and slay wherever they go – and this time, you are their foremost commander. So, what are you waiting for?

INSIDE YOU WILL FIND:

- **Heretic Astartes:** The first section introduces the Chaos Space Marines, covering all the characters, units and vehicles available to the Heretic Astartes.
- **Chaos Daemons:** The outlandish hosts of the four Ruinous Powers are detailed here, from Khorne's blood-crazed hordes to the depraved warriors of Slaanesh.
- **Renegade Knights:** The rules which allow you to deploy these fearsome machines on the battlefield are provided in this section.
- **Battle-forged Armies:** This section explains how you can organise your Chaos armies for matched play games, and provides photocopiable roster sheets you can use to record your forces.

DATASHEETS

1. Battlefield Role
This is typically used when making a Battle-forged army.

2. Power Rating
The higher this is, the more powerful the unit! You can determine the Power Level of your entire army by adding up the Power Ratings of all the units in your army.

3. Unit Name
Models move and fight in units, which can have one or more models. Here you'll find the name of the unit.

4. Profiles
These contain the following characteristics that tell you how mighty the models in the unit are:

Move (M): This is the speed at which a model moves across the battlefield.

Weapon Skill (WS): This tells you a model's skill at hand-to-hand fighting. If a model has a Weapon Skill of '-' it is unable to fight in melee and cannot make close combat attacks at all.

Ballistic Skill (BS): This shows how accurate a model is when shooting with ranged weapons. If a model has a Ballistic Skill of '-' it has no proficiency with ranged weapons and cannot make shooting attacks at all.

Strength (S): This indicates how strong a model is and how likely it is to inflict damage in hand-to-hand combat.

Toughness (T): This reflects the model's resilience against physical harm.

Wounds (W): Wounds show how much damage a model can sustain before it succumbs to its injuries.

Attacks (A): This tells you how many times a model can strike blows in hand-to-hand combat.

Leadership (Ld): This reveals how courageous, determined or self-controlled a model is.

Save (Sv): This indicates the protection a model's armour gives.

1 2 3

5 POWER

KHORNE BERZERKERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Khorne Berzerker	6"	3+	3+	5	4	1	2	7	3+
Berzerker Champion	6"	3+	3+	5	4	1	3	8	3+

This unit contains 1 Berzerker Champion and 4 Khorne Berzerkers. It can include up to 5 additional Khorne Berzerkers (Power Rating +5), up to 10 additional Khorne Berzerkers (Power Rating +10) or up to 15 additional Khorne Berzerkers (Power Rating +15). Each model is armed with a chainsword, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Chainaxe	Melee	Melee	+1	-1	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS
- Any Khorne Berzerker may replace his chainsword or bolt pistol with a chainaxe.
- Up to two Khorne Berzerkers may replace their bolt pistol with a plasma pistol.
- The Berzerker Champion may replace his bolt pistol and chainsword with items from the *Champion Equipment* list.
- One Khorne Berzerker in the unit may take an Icon of Wrath (pg 10).

ABILITIES
Death to the False Emperor (pg 10)

Blood for the Blood God: This unit can fight twice in each Fight phase, instead of only once.

FACTION KEYWORDS CHAOS, KHORNE, HERETIC ASTARTES, <LEGION>

KEYWORDS INFANTRY, KHORNE BERZERKERS

5. Unit Composition & Wargear
This tells you what models are in the unit and covers the basic weapons and equipment the models are armed with.

6. Weapons
The weapons that a unit comes equipped with are described using a set of characteristics as follows:

Range: How far the weapon can shoot. Weapons with a range of 'Melee' can only be used in hand-to-hand combat. All other weapons are referred to as ranged weapons.

Type: These are all explained under the Shooting and Fight phases of the core rules.

Strength (S): How likely the weapon is to inflict damage. If a weapon's Strength lists 'User', it is equal to the wielder's current Strength. If a weapon lists a modifier such as '+1' or 'x2', you should modify the user's current Strength characteristic as shown to determine the weapon's Strength. For example, if a weapon's Strength was 'x2', and the user had a Strength characteristic of 6, that weapon has Strength 12.

Armour Penetration (AP): How good it is at getting through armour.

Damage (D): The amount of damage inflicted by a successful hit.

7. Wargear Options
Some units have a number of choices as to which gear they take into battle – this section describes these options. Weapons which a unit may take as an optional choice are typically described in the appendix.

8. Abilities
Many units have exciting special abilities that are not covered by the core rules; these will be described here.

9. Keywords
All datasheets have a list of keywords, sometimes separated into Faction keywords and other keywords. The former can be used as a guide to help decide which models to include in your army, but otherwise both sets of keywords are functionally the same. Sometimes a rule will say that it applies to models that have a specific keyword. For example, a rule might say that it applies to 'all HERETIC ASTARTES models'. This means it would only apply to models that have the Heretic Astartes keyword on their datasheet.

HERETIC ASTARTES

Twisted and corrupt, the Heretic Astartes are Space Marines who have fallen from the Emperor's grace. These monstrous traitors worship the Dark Gods of Chaos, and they fight not for the good of Humanity, but instead for their own personal gratification and glory.

Ten thousand years ago the Imperium was torn apart by the most brutal and far-reaching civil war in human history. Led by the traitorous Warmaster Horus, fully half of the Emperor's glorious Space Marine Legions succumbed to the lure of Chaos. They turned upon the Imperium that had created them, and almost brought Mankind to its knees before they were finally defeated at the siege of Terra. The surviving Heretic Astartes fled across the galaxy, pursued by the vengeful loyalists, and plunged into the realm of insanity known as the Eye of Terror. There they slid ever deeper into damnation, giving themselves wholly to the gods of Chaos even as they plotted their eventual revenge.

Over the millennia that followed, some traitor warbands met their end through battle, insanity or the rampant mutation that exposure to the powers of Chaos brings. Many more prospered, empowered by the hard-won blessings of the Chaos Gods. With every century that passed, the might and reach of the Heretic Astartes grew. Previously loyal Space Marine Chapters were found wanting, turning their faces from the Emperor and becoming Renegades. Deranged cults of Daemon worshippers flourished in the shadows, billions of Imperial citizens trading away their souls for a fleeting glimpse of the power that the Dark Gods could offer. The Daemon Primarchs led their Traitor Legions to dark new conquests, sending their followers to raid the war-torn worlds of the Imperium even as they drew up their plans for eventual conquest and revenge. Traitor war-leaders such as Abaddon the Despoiler, Huron Blackheart and Kranon the Relentless forged mighty warbands with which to prey upon the hated Imperium. With every passing year the Imperium's light faded a little more, while the baleful star of Chaos rose slowly into the ascendant. Dark omens abounded, and seers ran mad with terror.

Then came the Blackness, and the time of the Great Rift. With empyric storm fronts raging throughout the Imperium, the Heretic Astartes were no longer confined to their hidden strongholds and warp-tainted backwaters. They could strike with impunity, bursting from the malefic warp storms to raid at will. Accompanied by the horrific Daemon legions of the Dark Gods, the Heretic Astartes and their Cultist followers struck at the Imperium on every front, and brought with them only horror and death.

> **'The Emperor is naught but a corpse, rotting upon a failing throne. He offers nothing. Open your eyes, behold this galaxy's true gods, and see the gifts that they can give…'**
>
> *- Lord Phraxis the Beguiler, latest master of the Flawless Host*

THE MARK OF THE TRAITOR

Broadly speaking, the Heretic Astartes fall into two distinct groups. The first of these, the most ancient and malevolent, are the Traitor Legions. These are the first heretics, the original turncoats who followed their fallen Primarchs into damnation at the behest of Warmaster Horus. Though they have recruited new warriors in the ten thousand years since their fall, still these ancient traitors count many amongst their ranks who fought at the siege of Terra itself. With their lives unnaturally extended and their bodies and souls twisted beyond recognition, these timeless warriors are fuelled by the same hatred that saw them turn their guns upon their brothers all those millennia ago. Many possess strange and terrible gifts bequeathed by their daemonic patrons, their appearance and way of war so corrupted as to be all but unrecognisable from what they once were. The warbands of the Traitor Legions tend towards elite specialists who excel in the peculiar ways of war favoured by their patron gods. If they include lesser warriors amongst their ranks, they are typically mortal worshippers that have been twisted into hideous parodies of life by the power of Chaos.

Then there are the Renegades. Fallen more recently from grace, these warriors bear closer resemblance to the loyalist Adeptus Astartes. Many bear arms and armour of current Imperial design, fighting with those weapons that they took into damnation with them, while others fight in a scavenged panoply of wargear looted from the corpses of those loyalists they have slain. Most Renegades belong to Chapters founded long after the end of the Horus Heresy – in some cases, these Chapters have fallen wholesale while others have fragmented, leaving those who remained loyal to shoulder the burden of shame for their brothers who were found wanting. Dynamic, cruel and well equipped, often fighting alongside Cultists who worship them as gods and Daemons they have conjured from the warp, the Renegades are a scourge upon the Imperium and all others who stand in their path.

ANCIENT EVIL

Four of the original Traitor Legions were singled out by the Chaos Gods to become their ultimate mortal avatars. Khorne, the Blood God, chose Angron's furious World Eaters to do his will, while Mortarion and his Death Guard were claimed by the Plague God Nurgle. Slaanesh, the Dark Prince, marked the obsessive Emperor's Children as his, while the Thousand Sons were manipulated into becoming the puppets – and puppetmasters – of Tzeentch. Yet there were other Traitor Legions who retained, to one degree or another, their autonomy and identity, degenerating into twisted parodies of their former glory as the millennia slid by. The Night Lords, terror troops and assault specialists without equal; the Word Bearers, dark heralds of the daemonic and the diabolical; the Iron Warriors, embittered masters of siegecraft; the Alpha Legion, infiltrators, manipulators and agents of mayhem; the Black Legion, first amongst traitors, reborn Legion of Horus himself, now ruled by his greatest gene-son, Abaddon the Despoiler. Amongst the Heretic Astartes, these primogenitors form a sort of twisted elite, and whether fighting as dedicated forces or augmenting the ranks of Renegade warbands they are feared and hated by all.

Legion	Primarch	World
III - Emperor's Children	Fulgrim	[Chemos]
IV - Iron Warriors	Perturabo	[Olympia]
VIII - Night Lords	Konrad Curze	[Nostramo]
XII - World Eaters	Angron	*No Record*
XIV - Death Guard	Mortarion	[Barbarus]
XV - Thousand Sons	Magnus the Red	[Prospero]
XVI - Luna Wolves	Horus	[Cthonia]
XVII - Word Bearers	Lorgar	[Colchis]
XX - Alpha Legion	Alpharius	*No Record*

CHAOS SPACE MARINES

Though the insanity of Chaos leads to endless variation, most traitor warbands follow certain core principles in terms of their organisation. From Renegade raiding parties and turncoat pirates to the immense invasion forces known as Black Crusades, the armies of the Heretic Astartes follow the favoured champions of the Dark Gods into battle, and fight at their command.

PATH TO GLORY

At the head of every Heretic Astartes army there stands a single leader, a despotic warlord so high in the favour of the Chaos Gods that only the most mighty or insane would dare challenge them. Whether a hideous Daemon Prince, an iron-willed Chaos Lord, or some other twisted champion, the leader of the traitor warband rules with a mailed fist. Through fear, violence or manipulation they retain their grip upon the reins of power, and only by appeasing the hunger of the Dark Gods can they evade the abyss of insanity and mutation that awaits.

Below the warband's leader are his lieutenants and advisors. Though most wish to one day hurl their master down and take his throne, these cruel warriors provide invaluable skills and strength to the warband. Sorcerers commune with Daemons and wield the power of the warp as a weapon. Dark Apostles bellow the words of the Dark Gods' heretical creed, driving their comrades to heights of fanatical fervour, while the Warpsmiths tend to the war engines of the Heretic Astartes even as they turn their binharic curses upon those of the foe.

WARRIORS OF THE GODS

Though their numbers vary immensely depending upon the size of the Chaos warband, the heart of every Heretic Astartes force is made up of traitor Space Marines. In the armies of the Traitor Legions these may be suppurating Plague Marines, howling Khorne Berzerkers, golem-like Rubricae, deviant Noise Marines or other equally twisted and embittered specialists. In others – especially the warbands of the Renegades – the bulk of the army is likely to be built around more conventional traitor infantry. Squads of Chaos Space Marines herd hordes of chanting Cultists into battle. Elite Chosen and Chaos Terminators cut bloody paths through the enemy ranks. Hurtling squads of Chaos Space Marine Bikers prey upon the enemy like jackals, while cruel Havocs pound them to ruin from long range with their heavy weapons.

Alongside such units are deployed rarer and more specialised shock troops, many of whom have been twisted into unnatural forms by the powers of the warp. Huge and monstrous, cults of Obliterators and Mutilators lumber into battle with their fleshmetal flowing to form heavy cannons and crushing talons at will. Raptors soar on the howling jets of their jump packs, unleashing terrifying barrages of predatory shrieks to drive their enemies before them like cattle. Stranger still are the semi-daemonic Warp Talons, whose vorpal claws allow them to slash clean through the fabric of reality and spring upon their prey from amidst the madness of the warp.

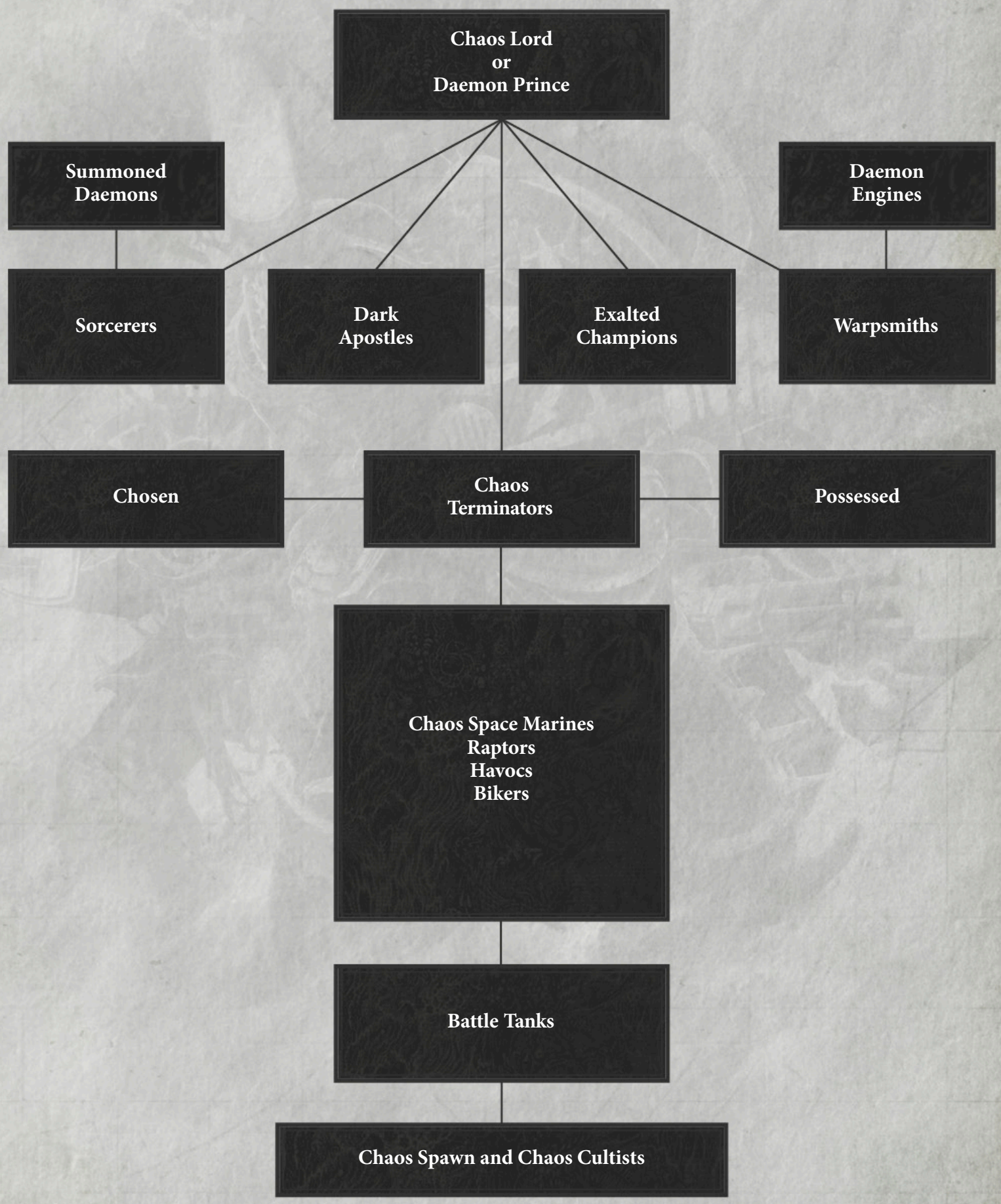
The ground shakes as the traitor tanks of the Heretic Astartes rumble into battle to support these baleful warriors. Spike-encrusted tanks ferry traitor infantry across the blazing hellscape of no man's land, or subject the foe to thunderous barrages of firepower. Rhinos, Predators, Vindicators and Land Raiders grind the enemy beneath their tracks as their machine spirits snarl like wild beasts.

Stranger still are the hellish machines known as Daemon Engines. Driven by caged daemonic essences, Daemon Engines lope into battle like mythical monsters forged from brass and fury, or soar over the battlefield upon spike-thick wings and roaring jet thrusters. The Daemon Engines' cannons spit rune-inscribed shells and glowing ectoplasma, while their brazen claws and jaws reduce mighty warriors to splintered bone and spraying blood in moments. Nothing short of the heaviest firepower can end the rampage of such infernal monstrosities, and even then only at a most insupportable cost in lives.

DARK MIGHT

The mightiest Chaos Lords can call upon terrifying weapons and infernal allies to bolster their armies of conquest. Looming Chaos Titans the height of hab-blocks advance alongside super-heavy Daemon Engines such as the Lord of Skulls or the terrifying Brass Scorpion. Around their feet fight thronging hordes of traitorous Astra Militarum, their regiments and war machines turned to the cause of Chaos through lies, greed and insanity. Baleful warships ply the void above, their lances and torpedoes tearing apart loyalist spacecraft with impunity. And beyond the veil, the daemonic legions of the Dark Gods writhe and scream, desperate to be summoned forth into realspace where they can slaughter everything in their path for the glory of their monstrous gods.

ORGANISATION OF A TYPICAL CHAOS WARBAND



HERETIC ASTARTES ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Chaos Space Marine miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. Some rules are common to several Chaos Space Marine units – these are described below and referenced on the datasheets.

KEYWORDS

Throughout this section you will come across keywords that are within angular brackets, specifically **<LEGION>** and **<MARK OF CHAOS>**. These are shorthand for a keyword of your own choosing, as described below.

<LEGION>

Chaos Space Marines belong to a Legion or Renegade Chapter. For simplicity we will refer to all of these as Legions, even though in truth Renegade Chapters have a different genesis.

Some datasheets specify what Legion the unit is drawn from (e.g. Abaddon the Despoiler has the **BLACK LEGION** keyword, so is from the Black Legion). If a Heretic Astartes datasheet does not specify which Legion it is drawn from, it will have the **<LEGION>** keyword. When you include such a unit in your army, you must nominate which Legion that unit is from. You then simply replace the **<LEGION>** keyword in every instance on that unit's datasheet with the name of your chosen Legion.

For example, if you were to include a Chaos Lord in your army, and you decided he was from the Word Bearers Legion, his **<LEGION>** Faction keyword is changed to **WORD BEARERS** and his Lord of Chaos ability would then read: 'You can re-roll hit rolls of 1 made for friendly **WORD BEARERS** units within 6" of this model.'

Note that there are some additional restrictions that apply to the **THOUSAND SONS** and **DEATH GUARD** Legions – not all Heretic Astartes units are available to all Chaos Space Marine armies. Both of these Legions are described later in this book, with each description covering which units can be part of the Legions. If you wish to see which units each Legion can include, we recommend reading the relevant section first. Note also that the **FALLEN** keyword cannot be applied in place of the **<LEGION>** keyword.

<MARK OF CHAOS>

Many Heretic Astartes units dedicate themselves to one of the four Chaos Gods, whilst others choose to worship the entire pantheon in all its dark glory. The Chaos God a unit is dedicated to is denoted by the Mark of Chaos that it bears.

Some datasheets specify the Mark of Chaos for a unit (e.g. Khârn the Betrayer has the **KHORNE** keyword). If a Heretic Astartes datasheet does not specify which Mark of Chaos a unit has, it will have the **<MARK OF CHAOS>** keyword. When you include such a unit in your army, you must nominate which Mark of Chaos that unit has. You then simply replace the **<MARK OF CHAOS>** keyword in every instance on that unit's datasheet with one of the following: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**. Note that **PSYKERS** cannot have the **KHORNE** keyword.

You do not have to choose a Mark of Chaos for a unit if you do not want to; if you do not, it is assumed that the unit has not dedicated itself to one, or any of the Dark Gods.

ABILITIES

The following is an ability that is common to several Heretic Astartes units.

DEATH TO THE FALSE EMPEROR

Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an **IMPERIUM** unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

CHAOS ICONS

Models can sometimes carry a Chaos Icon. Some icons can only be taken by units that have the correct Mark of Chaos, as shown in the table to the right – for example, only **KHORNE** units can have an Icon of Wrath. **KHORNE, TZEENTCH, NURGLE** or **SLAANESH** units cannot have an Icon of Vengeance.

ICON	UNIT	EFFECT
Icon of Wrath	KHORNE units only	You can re-roll charge rolls for units with an Icon of Wrath.
Icon of Flame	TZEENTCH units only	At the start of your Psychic phase, roll a D6 for each unit with an Icon of Flame. On a roll of 6 inflict 1 mortal wound on the closest enemy unit within 12" of the model carrying the Icon of Flame.
Icon of Despair	NURGLE units only	Enemy units that are within 3" of any units with an Icon of Despair must subtract 1 from their Leadership.
Icon of Excess	SLAANESH units only	If a unit has an Icon of Excess, its Death to the False Emperor ability takes effect on any hit rolls of 5+, rather than 6+.
Icon of Vengeance	Cannot be taken by KHORNE, TZEENTCH, NURGLE or SLAANESH units	Add 1 to the Leadership of all models in a unit that has an Icon of Vengeance.

DARK HERETICUS DISCIPLINE

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Dark Hereticus discipline using the table below. You can either roll a D3 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

DARK HERETICUS DISCIPLINE

D3	PSYCHIC POWER
1	**Infernal Gaze** *Infernal Gaze* has a warp charge value of 5. If manifested, select a visible enemy unit within 18" of the psyker and roll 3 dice. The target suffers one mortal wound for each roll of 4+.
2	**Warptime** *Warptime* has a warp charge value of 6. If manifested, pick a friendly **HERETIC ASTARTES** unit within 3" of the psyker. That unit can immediately move as if it were its Movement phase. You cannot use *Warptime* on a unit more than once in each Psychic phase.
3	**Prescience** *Prescience* has a warp charge value of 7. If manifested, select a **HERETIC ASTARTES** unit within 18" of the psyker. You can add 1 to all hit rolls made for that unit until the start of your next Psychic phase.

WARGEAR

Many of the units you will find on the following pages reference one or more of the wargear lists below (e.g. Special Weapons). When this is the case, the unit may take any item from the appropriate list. The profiles for the weapons in these lists can be found in the appendix (pg 122-125).

Champion Equipment

The champion can take up to two weapons chosen from the following list:

- Bolt pistol
- Chainaxe
- Chainsword
- Lightning claw
- Plasma pistol
- Power axe
- Power fist
- Power maul
- Power sword

Alternatively, the champion can take one weapon chosen from the following list:

- Boltgun
- Combi-bolter
- Combi-flamer
- Combi-melta
- Combi-plasma

Combi-weapons

- Combi-bolter
- Combi-flamer
- Combi-melta
- Combi-plasma

Heavy Weapons

- Autocannon
- Heavy bolter
- Lascannon
- Missile launcher

Special Weapons

- Flamer
- Meltagun
- Plasma gun

Pistols

- Bolt pistol
- Plasma pistol

Melee Weapons

- Chainaxe
- Chainsword
- Lightning claw
- Power axe
- Power fist
- Power maul
- Power sword

Terminator Melee Weapons

- Chainfist
- Lightning claw
- Power axe
- Power fist
- Power maul
- Power sword

ABADDON THE DESPOILER

13 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Abaddon the Despoiler	**6"**	**2+**	**2+**	**4**	**5**	**7**	**6**	**10**	**2+**

Abaddon the Despoiler is a single model armed with Drach'nyen and the Talon of Horus. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Talon of Horus (shooting)	24"	Rapid Fire 2	4	-1	D3	-
Drach'nyen	Melee	Melee	+1	-3	D3	Roll a D6 each time Abaddon the Despoiler fights. On a 1 he suffers a mortal wound and cannot use this weapon further during this phase. On a 2+, he can make that many additional attacks with this weapon.
Talon of Horus (melee)	Melee	Melee	x2	-3	D3	-

ABILITIES

Death to the False Emperor (pg 10)

Dark Destiny: Abaddon the Despoiler has a 4+ invulnerable save. In addition, all damage suffered by Abaddon the Despoiler is halved (rounding up).

Lord of the Black Legion: You can re-roll any failed hit rolls for friendly **BLACK LEGION** units that are within 6" of Abaddon the Despoiler.

Mark of Chaos Ascendant: Friendly **HERETIC ASTARTES** units automatically pass Morale tests whilst they are within 12" of Abaddon the Despoiler.

Teleport Strike: During deployment, you can set up Abaddon the Despoiler in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases Abaddon can use a teleport strike to arrive on the battlefield – set him up anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS CHAOS, KHORNE, NURGLE, SLAANESH, TZEENTCH, HERETIC ASTARTES, BLACK LEGION

KEYWORDS CHARACTER, INFANTRY, CHAOS LORD, TERMINATOR, ABADDON THE DESPOILER

Abaddon the Despoiler, known as the Warmaster, is the arch-traitor and nemesis of the loyalist Space Marines.

HURON BLACKHEART

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Huron Blackheart	**6"**	**2+**	**2+**	**4**	**4**	**5**	**5**	**9**	**3+**
Hamadrya	**6"**	**6+**	**-**	**2**	**4**	**1**	**1**	**9**	**3+**

Huron Blackheart and his Hamadrya are a single unit. Huron is armed with the Tyrant's Claw, a power axe, frag grenades and krak grenades. Only one of this unit may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tyrant's Claw (shooting)	9"	Assault D6	5	-1	1	This weapon automatically hits its target.
Power axe	Melee	Melee	+1	-2	1	-
Tyrant's Claw (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

Death to the False Emperor (pg 10)

The Hamadrya: After Huron Blackheart has manifested a psychic power, his Hamadrya can lend him additional power if it is still alive. When it does so, Huron Blackheart can immediately attempt to manifest an additional psychic power.

Lord of the Red Corsairs: Friendly **RED CORSAIRS** units automatically pass Morale tests whilst they are within 6" of Huron Blackheart.

Sigil of Corruption: Huron Blackheart has a 4+ invulnerable save.

PSYKER

Huron Blackheart can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the *Smite* psychic power and one psychic power from the Dark Hereticus discipline (pg 11).

FACTION KEYWORDS **CHAOS, HERETIC ASTARTES, RED CORSAIRS**

KEYWORDS **CHARACTER, INFANTRY, CHAOS LORD, PSYKER, HURON BLACKHEART**

Renegade Space Marines constantly raid and pillage, striking with brutal speed at the realms of man and alien alike.

CYPHER

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cypher	**7"**	**2+**	**2+**	**4**	**4**	**5**	**4**	**9**	**3+**

Cypher is a single model armed with his unique pistols – a bolt pistol and a plasma pistol – frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cypher's bolt pistol	16"	Pistol 3	4	-1	1	-
Cypher's plasma pistol	12"	Pistol 2	8	-3	2	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

Blazing Weapons: Cypher can use his pistols in your Shooting phase even if he has Advanced or Fallen Back in the same turn.

Mysterious Protection: Cypher has a 4+ invulnerable save. In addition, roll a D6 if Cypher is slain. On a roll of 2+, Cypher's model is still removed from play, but he is not considered to have been slain for the purposes of any mission victory conditions.

Lord Cypher: You can re-roll hit rolls of 1 made for friendly **FALLEN** units within 6" of Cypher.

FACTION KEYWORDS IMPERIUM, CHAOS, FALLEN

KEYWORDS CHARACTER, INFANTRY, CYPHER

FALLEN

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fallen	**6"**	**3+**	**3+**	**4**	**4**	**1**	**2**	**8**	**3+**
Fallen Champion	**6"**	**3+**	**3+**	**4**	**4**	**1**	**3**	**9**	**3+**

This unit contains 1 Fallen Champion and 4 Fallen. It can include up to 5 additional Fallen **(Power Rating +4)**. Each model is armed with a boltgun, a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Any model may replace its boltgun with a chainsword.
- Up to four Fallen may choose one of the following options:
  - Replace bolt pistol with a plasma pistol.
  - Replace boltgun with one item from the *Combi-weapons* or *Special Weapons* lists.
  - Replace bolt pistol and boltgun with two lightning claws.
  - Take one item from the *Melee Weapons* list.
- One additional Fallen may replace his boltgun with one item from the *Special Weapons* or *Heavy Weapons* lists.
- The Fallen Champion may replace his boltgun and/or bolt pistol with one item from the *Champion Equipment* list.

ABILITIES

Fallen Angels: You can re-roll hit rolls of 1 for any Fallen unit when shooting (including when firing Overwatch) as long as the unit did not move in its last Movement phase. In addition, Fallen units can never lose more than one model as the result of any single failed Morale test; any additional casualties beyond the first are ignored.

FACTION KEYWORDS IMPERIUM, CHAOS, FALLEN

KEYWORDS INFANTRY

FABIUS BILE

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fabius Bile	**6"**	**2+**	**3+**	**5**	**4**	**5**	**6**	**9**	**3+**

Fabius Bile is a single model armed with the Xyclos Needler, the Rod of Torment, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Xyclos Needler	18"	Pistol 3	*	0	1	This weapon wounds on a 2+, unless it is targeting a **VEHICLE**, in which case it wounds on a 6+.
Rod of Torment	Melee	Melee	User	-1	D3	When attacking a **VEHICLE**, this weapon has a Damage of 1.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

Death to the False Emperor (pg 10)

The Chirurgeon: At the beginning of each of your turns, Fabius Bile heals D3 wounds.

Enhanced Warriors: Fabius Bile can enhance one unit of **HERETIC ASTARTES INFANTRY** (but not **CHARACTERS**, they refuse the dubious honour of Bile's gifts) that is within 1" of him at the end of any Movement phase. Roll a D6 for each model in the unit; the unit suffers 1 mortal wound for each roll of 6 (only the strong survive Bile's experimental cocktails). Then roll a D3 and refer to the table below to see what bonus the survivors gain for the rest of the battle. A unit can only be enhanced once per game:

D3	Bonus
1	**Swollen Musculature:** +1 Strength
2	**Calcific Growths:** +1 Toughness
3	**Berserk Rage:** +1 Attack

FACTION KEYWORDS CHAOS, HERETIC ASTARTES

KEYWORDS CHARACTER, INFANTRY, FABIUS BILE

Calling himself the Primogenitor, Fabius Bile is a lunatic alchemist whose dark experiments alter his victims beyond recognition.

CHAOS LORD

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Lord	**6"**	**2+**	**2+**	**4**	**4**	**5**	**4**	**9**	**3+**

A Chaos Lord is a single model armed with a chainsword, a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- This model may replace its bolt pistol with one item from the *Pistols*, *Combi-weapons* or *Melee Weapons* lists.
- This model may replace its chainsword with one item from the *Pistols* or *Melee Weapons* lists.
- This model may take a jump pack **(Power Rating +1)**. If it does, its Move characteristic is increased to 12" and it gains the **JUMP PACK** and **FLY** keywords.

ABILITIES

Death to the False Emperor (pg 10)

Lord of Chaos: You can re-roll hit rolls of 1 made for friendly **<LEGION>** units within 6" of this model.

Sigil of Corruption: This model has a 4+ invulnerable save.

Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS CHARACTER, INFANTRY, CHAOS LORD

CHAOS LORD
IN TERMINATOR ARMOUR

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Lord in Terminator Armour	**5"**	**2+**	**2+**	**4**	**4**	**6**	**4**	**9**	**2+**

A Chaos Lord in Terminator Armour is a single model armed with a power sword and combi-bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Power sword	Melee	Melee	User	-3	1	-

WARGEAR OPTIONS

- This model may replace its combi-bolter with one item from the *Combi-weapons* or *Terminator Melee Weapons* lists.
- This model may replace its power sword with one item from the *Terminator Melee Weapons* list.

ABILITIES

Death to the False Emperor (pg 10)

Lord of Chaos: You can re-roll hit rolls of 1 made for friendly **<LEGION>** units within 6" of this model.

Sigil of Corruption: This model has a 4+ invulnerable save.

Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the model can use a teleport strike to arrive on the battlefield – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS CHARACTER, INFANTRY, TERMINATOR, CHAOS LORD

CHAOS LORD
ON BIKE

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Lord on Bike	**14"**	**2+**	**2+**	**4**	**5**	**6**	**4**	**9**	**3+**

A Chaos Lord on Bike is a single model armed with a chainsword, a bolt pistol, frag grenades and krak grenades. He rides a bike mounted with a combi-bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS
- This model may replace its bolt pistol with one item from the *Pistols*, *Combi-weapons* or *Melee Weapons* lists.
- This model may replace its chainsword with one item from the *Pistols* or *Melee Weapons* lists.

ABILITIES

Death to the False Emperor (pg 10)

Lord of Chaos: You can re-roll hit rolls of 1 made for friendly **<LEGION>** units within 6" of this model.

Sigil of Corruption: This model has a 4+ invulnerable save.

Turbo-boost: When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

FACTION KEYWORDS CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS BIKER, CHARACTER, CHAOS LORD

CHAOS LORD
ON JUGGERNAUT OF KHORNE

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Lord on Juggernaut of Khorne	**8"**	**2+**	**2+**	**5**	**5**	**6**	**4**	**9**	**3+**

A Chaos Lord on Juggernaut of Khorne is a single model armed with a chainsword, a bolt pistol, frag grenades and krak grenades. He rides a Juggernaut of Khorne which attacks its enemies with its bladed horn.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chaos Lord						
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Juggernaut of Khorne						
Bladed horn	Melee	Melee	5	-1	1	After this model makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.

WARGEAR OPTIONS
- This model may replace its bolt pistol with one item from the *Pistols*, *Combi-weapons* or *Melee Weapons* lists.
- This model may replace its chainsword with one item from the *Pistols* or *Melee Weapons* lists.

ABILITIES

Death to the False Emperor (pg 10)

Devastating Charge: The sheer impact of a Juggernaut charge can crush enemies into a paste. Add 2 to Strength of the Juggernaut's Bladed Horn attack if it charged in the same turn.

Lord of Khorne: You can re-roll hit rolls of 1 made for friendly **KHORNE <LEGION>** units within 6" of this model.

Sigil of Corruption: This model has a 4+ invulnerable save.

FACTION KEYWORDS CHAOS, KHORNE, HERETIC ASTARTES, <LEGION>

KEYWORDS CAVALRY, CHARACTER, DAEMON, CHAOS LORD

CHAOS LORD
ON DISC OF TZEENTCH

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Lord on Disc of Tzeentch	**12"**	**2+**	**2+**	**4**	**4**	**5**	**4**	**9**	**3+**

A Chaos Lord on Disc of Tzeentch is a single model armed with a chainsword, a bolt pistol, frag grenades and krak grenades. He rides a Disc of Tzeentch that attacks foes with its blades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chaos Lord						
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Disc of Tzeentch						
Blades	Melee	Melee	4	0	1	After this model makes its close combat attacks, you can attack with its mount. Make 1 additional attack, using this weapon profile.

WARGEAR OPTIONS

- This model may replace its bolt pistol with one item from the *Pistols*, *Combi-weapons* or *Melee Weapons* lists.
- This model may replace its chainsword with one item from the *Pistols* or *Melee Weapons* lists.

ABILITIES

Death to the False Emperor (pg 10)

Lord of Tzeentch: You can re-roll all hit rolls of 1 made for friendly **TZEENTCH <LEGION>** units within 6" of this model.

Sigil of Corruption: This model has a 4+ invulnerable save.

FACTION KEYWORDS

CHAOS, TZEENTCH, HERETIC ASTARTES, <LEGION>

KEYWORDS

CAVALRY, CHARACTER, DAEMON, FLY, CHAOS LORD

CHAOS LORD

ON PALANQUIN OF NURGLE

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Lord on Palanquin of Nurgle	**5"**	**2+**	**2+**	**4**	**5**	**6**	**4**	**9**	**3+**

A Chaos Lord on Palanquin of Nurgle is a single model armed with a chainsword, a bolt pistol, frag grenades and krak grenades. He stands atop a palanquin carried by Nurglings, who attack with needle-sharp claws and teeth.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chaos Lord						
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Palanquin of Nurgle						
Nurglings' claws and teeth	Melee	Melee	2	0	1	After this model makes its close combat attacks, you can attack with its mount. Make D6 additional attacks, using this weapon profile. You can re-roll wound rolls of 1 for these attacks.

WARGEAR OPTIONS

- This model may replace its bolt pistol with one item from the *Pistols*, *Combi-weapons* or *Melee Weapons* lists.
- This model may replace its chainsword with one item from the *Pistols* or *Melee Weapons* lists.

ABILITIES

Death to the False Emperor (pg 10)

Lord of Nurgle: You can re-roll hit rolls of 1 made for friendly **NURGLE <LEGION>** units within 6" of this model.

Sigil of Corruption: This model has a 4+ invulnerable save.

FACTION KEYWORDS

CHAOS, NURGLE, HERETIC ASTARTES, <LEGION>

KEYWORDS

CAVALRY, CHARACTER, DAEMON, CHAOS LORD

CHAOS LORD
ON STEED OF SLAANESH

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Lord on Steed of Slaanesh	**12"**	**2+**	**2+**	**4**	**4**	**6**	**5**	**9**	**3+**

A Chaos Lord on Steed of Slaanesh is a single model armed with a chainsword, a bolt pistol, frag grenades and krak grenades. He rides a Steed of Slaanesh that attacks with its lashing tongue.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chaos Lord						
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Steed of Slaanesh						
Lashing tongue	Melee	Melee	4	0	1	After this model makes its close combat attacks, you can attack with its mount. Make 2 additional attacks, using this weapon profile.

WARGEAR OPTIONS

- This model may replace its bolt pistol with one item from the *Pistols*, *Combi-weapons* or *Melee Weapons* lists.
- This model may replace its chainsword with one item from the *Pistols* or *Melee Weapons* lists.

ABILITIES

Death to the False Emperor (pg 10)

Lord of Slaanesh: You can re-roll hit rolls of 1 made for friendly **SLAANESH <LEGION>** units within 6" of this model.

Unholy Speed: This model can Advance and charge in the same turn.

Sigil of Corruption: This model has a 4+ invulnerable save.

FACTION KEYWORDS

CHAOS, SLAANESH, HERETIC ASTARTES, <LEGION>

KEYWORDS

CAVALRY, CHARACTER, DAEMON, CHAOS LORD

5 POWER

DARK APOSTLE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dark Apostle	**6"**	**2+**	**3+**	**4**	**4**	**4**	**3**	**9**	**3+**

A Dark Apostle is a single model armed with a power maul, a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Power maul	Melee	Melee	+2	-1	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- This model may replace its bolt pistol with one item from the *Pistols* or *Combi-weapons* lists.

ABILITIES

Death to the False Emperor (pg 10)

Dark Zealotry: You can re-roll failed hit rolls in the Fight phase for friendly **<LEGION>** units that are within 6" of a Dark Apostle.

Demagogue: All friendly **<LEGION>** units that are within 6" of a Dark Apostle in the Morale phase can use his Leadership instead of their own.

Sigil of Corruption: This model has a 4+ invulnerable save.

FACTION KEYWORDS

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS

CHARACTER, INFANTRY, DARK APOSTLE

DAEMON PRINCE

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Daemon Prince	**8"**	**2+**	**2+**	**7**	**6**	**8**	**4**	**10**	**3+**

A Daemon Prince is a single model armed with a hellforged sword and a set of malefic talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Warp bolter	24"	Assault 2	4	-1	2	-
Daemonic axe	Melee	Melee	+1	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Hellforged sword	Melee	Melee	User	-2	3	-
Malefic talons	Melee	Melee	User	-2	2	Each time this model fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.

WARGEAR OPTIONS

- This model may replace its hellforged sword with a daemonic axe or second set of malefic talons.
- This model may take a warp bolter.
- ~~This model may have wings.~~ If it does, its Move characteristic is increased to 12" and it gains the **FLY** keyword.

ABILITIES

Death to the False Emperor (pg 10)

Daemonic: This model has a 5+ invulnerable save.

Daemonic Allegiance: When you include a Daemon Prince in your army, you must choose which of the four Chaos Gods it owes its allegiance to: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**. It then gains the appropriate keyword.

Prince of Chaos: You can re-roll hit rolls of 1 made for friendly **<LEGION>** units within 6" of this model. This ability also affects friendly **DAEMON** units within 6", but only if they owe their allegiance to the same Chaos God e.g. **KHORNE DAEMON** units are only affected by **KHORNE** Daemon Princes.

Might over Magic: A Daemon Prince of **KHORNE** increases its Attacks characteristic by 1.

PSYKER

A Daemon Prince of **TZEENTCH**, **NURGLE** or **SLAANESH** gains the **PSYKER** keyword. It can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the Dark Hereticus discipline (pg 11).

FACTION KEYWORDS

CHAOS, HERETIC ASTARTES, <LEGION>

KEYWORDS

CHARACTER, MONSTER, DAEMON, DAEMON PRINCE

Only the most devout and powerful of those who walk the path to glory can hope to be reborn as a Daemon Prince.

SORCERER

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sorcerer	**6"**	**3+**	**3+**	**4**	**4**	**4**	**3**	**9**	**3+**

A Sorcerer is a single model armed with a force sword, a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- This model may replace its bolt pistol with one item from the *Pistols*, *Combi-weapons* or *Melee Weapons* lists.
- This model may replace its force sword with a force stave or force axe.
- This model may take a jump pack **(Power Rating +1)**. If it does, its Move characteristic is increased to 12" and it gains the **JUMP PACK** and **FLY** keywords.

ABILITIES

Death to the False Emperor (pg 10)

Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

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 *Smite* psychic power and two psychic powers from the Dark Hereticus discipline (pg 11).

FACTION KEYWORDS

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS

CHARACTER, INFANTRY, PSYKER, SORCERER

SORCERER
IN TERMINATOR ARMOUR

8 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sorcerer in Terminator Armour	**5"**	**3+**	**3+**	**4**	**4**	**5**	**3**	**9**	**2+**

A Sorcerer in Terminator Armour is a single model armed with a force stave and combi-bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-

WARGEAR OPTIONS

- This model may replace its combi-bolter with one item from the *Combi-weapons* or *Terminator Melee Weapons* lists.
- This model may replace its force stave with a force axe or force sword.

ABILITIES

Death to the False Emperor (pg 10)

Terminator Armour: This model has a 5+ invulnerable save.

Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the model can use a teleport strike to arrive on the battlefield – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

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 *Smite* psychic power and two psychic powers from the Dark Hereticus discipline (pg 11).

FACTION KEYWORDS

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS

CHARACTER, INFANTRY, TERMINATOR, PSYKER, SORCERER

SORCERER
ON BIKE

8 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sorcerer on Bike	**14"**	**3+**	**3+**	**4**	**5**	**5**	**3**	**9**	**3+**

A Sorcerer on Bike is a single model armed with a force sword, a bolt pistol, frag grenades and krak grenades. He rides a bike mounted with a combi-bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS
- This model may replace its bolt pistol with one item from the *Pistols*, *Combi-weapons* or *Melee Weapons* lists.
- This model may replace its force sword with a force stave or force axe.

ABILITIES
Death to the False Emperor (pg 10)

Turbo-boost: When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

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 *Smite* psychic power and two psychic powers from the Dark Hereticus discipline (pg 11).

FACTION KEYWORDS
CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS
BIKER, CHARACTER, PSYKER, SORCERER

SORCERER
ON DISC OF TZEENTCH

8 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sorcerer on Disc of Tzeentch	**12"**	**3+**	**3+**	**4**	**4**	**4**	**3**	**9**	**3+**

A Sorcerer on Disc of Tzeentch is a single model armed with a force sword, a bolt pistol, frag grenades and krak grenades. He rides a Disc of Tzeentch that attacks enemies with its blades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Sorcerer						
Bolt pistol	12"	Pistol 1	4	0	1	-
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Disc of Tzeentch						
Blades	Melee	Melee	4	0	1	After this model makes its close combat attacks, you can attack with its mount. Make 1 additional attack, using this weapon profile.

WARGEAR OPTIONS
- This model may replace its bolt pistol with one item from the *Pistols*, *Combi-weapons* or *Melee Weapons* lists.
- This model may replace its force sword with a force axe or force stave.

ABILITIES
Death to the False Emperor (pg 10)

Favour of Tzeentch: 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 *Smite* psychic power and two psychic powers from the Dark Hereticus discipline (pg 11).

FACTION KEYWORDS
CHAOS, TZEENTCH, HERETIC ASTARTES, <LEGION>

KEYWORDS
CAVALRY, CHARACTER, DAEMON, FLY, PSYKER, SORCERER

SORCERER
ON PALANQUIN OF NURGLE

8 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sorcerer on Palanquin of Nurgle	**5"**	**3+**	**3+**	**4**	**5**	**6**	**3**	**9**	**3+**

A Sorcerer on Palanquin of Nurgle is a single model armed with a force sword, a bolt pistol, frag grenades and krak grenades. He rides a palanquin carried by Nurglings, who attack with needle-sharp claws and teeth.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Sorcerer						
Bolt pistol	12"	Pistol 1	4	0	1	-
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Palanquin of Nurgle						
Nurglings' claws and teeth	Melee	Melee	2	0	1	After this model makes its close combat attacks, you can attack with its mount. Make D6 additional attacks, using this weapon profile. You can re-roll wound rolls of 1 for these attacks.

WARGEAR OPTIONS	• This model may replace its bolt pistol with one item from the *Pistols*, *Combi-weapons* or *Melee Weapons* lists. • This model may replace its force sword with a force axe or force stave.
ABILITIES	**Death to the False Emperor** (pg 10)
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 *Smite* psychic power and two psychic powers from the Dark Hereticus discipline (pg 11).
FACTION KEYWORDS	**CHAOS, NURGLE, HERETIC ASTARTES, <LEGION>**
KEYWORDS	**CAVALRY, CHARACTER, DAEMON, PSYKER, SORCERER**

SORCERER
ON STEED OF SLAANESH

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sorcerer on Steed of Slaanesh	**12"**	**3+**	**3+**	**4**	**4**	**5**	**4**	**9**	**3+**

A Sorcerer on Steed of Slaanesh is a single model armed with a force sword, a bolt pistol, frag grenades and krak grenades. He rides a Steed of Slaanesh that attacks with its lashing tongue.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Sorcerer						
Bolt pistol	12"	Pistol 1	4	0	1	-
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Steed of Slaanesh						
Lashing tongue	Melee	Melee	4	0	1	After this model makes its close combat attacks, you can attack with its mount. Make 2 additional attacks, using this weapon profile.

WARGEAR OPTIONS
- This model may replace its bolt pistol with one item from the *Pistols*, *Combi-weapons* or *Melee Weapons* lists.
- This model may replace its force sword with a force axe or force stave.

ABILITIES

Death to the False Emperor (pg 10)

Unholy Speed: This model can Advance and charge in the same turn.

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 *Smite* psychic power and two psychic powers from the Dark Hereticus discipline (pg 11).

FACTION KEYWORDS

CHAOS, SLAANESH, HERETIC ASTARTES, <LEGION>

KEYWORDS

CAVALRY, CHARACTER, DAEMON, PSYKER, SORCERER

WARPSMITH

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Warpsmith	**6"**	**3+**	**2+**	**4**	**4**	**4**	**3**	**9**	**2+**

A Warpsmith is a single model armed with a power axe, mechatendrils, a meltagun, a flamer, a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Mechatendrils	Melee	Melee	User	0	1	Each time the bearer fights, it can make 2 additional attacks with this weapon.
Power axe	Melee	Melee	+1	-2	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS
- This model may replace its bolt pistol with one item from the *Pistols* or *Combi-weapons* lists.

ABILITIES

Death to the False Emperor (pg 10)

Master of Mechanisms: At the end of your Movement phase, a Warpsmith can repair a single **<LEGION> VEHICLE** (other than models that can **FLY**) within 1". That model regains D3 lost wounds. A Warpsmith can instead curse a single enemy **VEHICLE** within 18". Roll a D6; on a 2+, that vehicle suffers a mortal wound. A **VEHICLE** cannot be repaired or cursed by more than one Warpsmith in the same turn.

FACTION KEYWORDS

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS

CHARACTER, INFANTRY, WARPSMITH

CHAOS SPACE MARINES

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Space Marine	**6"**	**3+**	**3+**	**4**	**4**	**1**	**1**	**7**	**3+**
Aspiring Champion	**6"**	**3+**	**3+**	**4**	**4**	**1**	**2**	**8**	**3+**

This unit contains 1 Aspiring Champion and 4 Chaos Space Marines. It can include up to 5 additional Chaos Space Marines **(Power Rating +4)**, up to 10 additional Chaos Space Marines **(Power Rating +7)** or up to 15 additional Chaos Space Marines **(Power Rating +10)**. Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Aspiring Champion may replace his bolt pistol and boltgun with items from the *Champion Equipment* list.
- Any Chaos Space Marine may replace his boltgun with a chainsword.
- One Chaos Space Marine may replace his bolt pistol with a plasma pistol, or replace his boltgun with one item from the *Special Weapons* or *Heavy Weapons* lists.
- If the unit numbers ten or more models, an additional Chaos Space Marine may take one item from the *Special Weapons* or *Heavy Weapons* lists.
- One model may take a Chaos Icon (pg 10).

ABILITIES **Death to the False Emperor** (pg 10)

FACTION KEYWORDS **CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>**

KEYWORDS **INFANTRY, CHAOS SPACE MARINES**

CHAOS CULTISTS

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Cultist	**6"**	**4+**	**4+**	**3**	**3**	**1**	**1**	**5**	**6+**
Cultist Champion	**6"**	**4+**	**4+**	**3**	**3**	**1**	**2**	**6**	**6+**

This unit contains 1 Cultist Champion and 9 Chaos Cultists. It can include up to 10 additional Chaos Cultists **(Power Rating +3)**, up to 20 additional Chaos Cultists **(Power Rating +6)** or up to 30 additional Chaos Cultists **(Power Rating +9)**. Each model is armed with an autogun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Autopistol	12"	Pistol 1	3	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

WARGEAR OPTIONS

- Any Chaos Cultist may replace their autogun with an autopistol and brutal assault weapon.
- For every ten models in the unit, one Chaos Cultist may replace their autogun with a heavy stubber or a flamer.
- The Cultist Champion may replace their autogun with a shotgun or a brutal assault weapon and autopistol.

FACTION KEYWORDS **CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>**

KEYWORDS **INFANTRY, CHAOS CULTISTS**

CHAOS TERMINATORS

14 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Terminator	5"	3+	3+	4	4	2	2	8	2+
Terminator Champion	5"	3+	3+	4	4	2	3	9	2+

This unit contains 1 Terminator Champion and 4 Chaos Terminators. It can include up to 5 additional Chaos Terminators **(Power Rating +13)**. Each model is armed with a combi-bolter and a power axe.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Power axe	Melee	Melee	+1	-2	1	-

WARGEAR OPTIONS

- Any model may replace its combi-bolter with one item from the *Combi-weapons* list.
- Any model may replace its power axe with one item from the *Terminator Melee Weapons* list.
- Any model may replace its combi-weapon and power axe with a pair of lightning claws.
- For every five models in the unit, one Chaos Terminator may replace his combi-bolter with a heavy flamer or reaper autocannon.
- One model may take a Chaos Icon (pg 10).

ABILITIES

Death to the False Emperor (pg 10)

Terminator Armour: Chaos Terminators and Terminator Champions have a 5+ invulnerable save.

Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the unit can use a teleport strike to arrive on the battlefield – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS INFANTRY, TERMINATOR, CHAOS TERMINATORS

Chaos Terminators are dark masters of battle, each warrior clad in heavy armour and armed to the teeth.

KHORNE BERZERKERS

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Khorne Berzerker	**6"**	**3+**	**3+**	**5**	**4**	**1**	**2**	**7**	**3+**
Berzerker Champion	**6"**	**3+**	**3+**	**5**	**4**	**1**	**3**	**8**	**3+**

This unit contains 1 Berzerker Champion and 4 Khorne Berzerkers. It can include up to 5 additional Khorne Berzerkers **(Power Rating +5)**, up to 10 additional Khorne Berzerkers **(Power Rating +10)** or up to 15 additional Khorne Berzerkers **(Power Rating +15)**. Each model is armed with a chainsword, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Chainaxe	Melee	Melee	+1	-1	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Any Khorne Berzerker may replace his chainsword or bolt pistol with a chainaxe.
- Up to two Khorne Berzerkers may replace their bolt pistol with a plasma pistol.
- The Berzerker Champion may replace his bolt pistol and chainsword with items from the *Champion Equipment* list.
- One Khorne Berzerker in the unit may take an Icon of Wrath (pg 10).

ABILITIES

Death to the False Emperor (pg 10)

Blood for the Blood God: This unit can fight twice in each Fight phase, instead of only once.

FACTION KEYWORDS CHAOS, KHORNE, HERETIC ASTARTES, <LEGION>

KEYWORDS INFANTRY, KHORNE BERZERKERS

Khorne Berzerkers are vicious butchers driven to slaughter every living thing they find in the name of the Blood God.

RUBRIC MARINES

8 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rubric Marine	**5"**	**3+**	**3+**	**4**	**4**	**1**	**1**	**7**	**3+**
Aspiring Sorcerer	**6"**	**3+**	**3+**	**4**	**4**	**1**	**2**	**8**	**3+**

This unit contains 1 Aspiring Sorcerer and 4 Rubric Marines. It can include up to 5 additional Rubric Marines **(Power Rating +6)**, up to 10 additional Rubric Marines **(Power Rating +12)** or up to 15 additional Rubric Marines **(Power Rating +18)**.

- Each Rubric Marine is armed with an inferno boltgun.
- The Aspiring Sorcerer is armed with a force stave and an inferno bolt pistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Inferno bolt pistol	12"	Pistol 1	4	-2	1	-
Inferno boltgun	24"	Rapid Fire 1	4	-2	1	-
Soulreaper cannon	24"	Heavy 4	5	-3	1	-
Warpflame pistol	6"	Pistol D6	3	-2	1	This weapon automatically hits its target.
Warpflamer	8"	Assault D6	4	-2	1	This weapon automatically hits its target.
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-

WARGEAR OPTIONS

- The Aspiring Sorcerer may replace his force stave with a force axe or force sword.
- The Aspiring Sorcerer may replace his inferno bolt pistol with a warpflame pistol.
- Any Rubric Marine may replace his inferno boltgun with a warpflamer.
- For every ten models in the unit, one Rubric Marine may replace his inferno boltgun with a soulreaper cannon.
- One Rubric Marine may take an Icon of Flame (pg 10).

ABILITIES

Death to the False Emperor (pg 10)

All is Dust: Add 1 to the saving throws for Rubric Marines if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting with a Heavy weapon does not apply to Rubric Marines.

Favoured of Tzeentch: All models in this unit have a 5+ invulnerable save.

PSYKER

An Aspiring Sorcerer can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the *Smite* psychic power. When an Aspiring Sorcerer manifests the *Smite* psychic power, he inflicts 1 mortal wound instead of D3, or D3 mortal wounds instead of D6 if the result of the Psychic test is 10 or more.

FACTION KEYWORDS

CHAOS, TZEENTCH, HERETIC ASTARTES, <LEGION>

KEYWORDS

INFANTRY, PSYKER, RUBRIC MARINES

The Rubricae of the Thousand Sons are not warriors of flesh and blood, but empty shells animated by fell sorcery.

PLAGUE MARINES

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plague Marines	**5"**	**3+**	**3+**	**4**	**5**	**1**	**1**	**7**	**3+**
Plague Champion	**5"**	**3+**	**3+**	**4**	**5**	**1**	**2**	**8**	**3+**

This unit contains 1 Plague Champion and 4 Plague Marines. It can include up to 2 additional Plague Marines **(Power Rating +2)**, up to 5 additional Plague Marines **(Power Rating +5)**, up to 10 additional Plague Marines **(Power Rating +10)** or up to 15 additional Plague Marines **(Power Rating +15)**.

- Each model is armed with a plague knife, boltgun, blight grenades and krak grenades.
- The Plague Champion is also armed with a bolt pistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blight launcher	24"	Assault 2	6	-2	D3	You can re-roll wound rolls of 1 for this weapon.
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Plague knife	Melee	Melee	User	0	1	You can re-roll wound rolls of 1 for this weapon.
Plaguesword	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Blight grenade	6"	Grenade D6	3	0	1	You can re-roll wound rolls of 1 for this weapon.
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Up to two Plague Marines may take a plasma pistol, or replace their boltgun with a blight launcher or one item from the *Special Weapons* list.
- The Plague Champion may replace his plague knife with a plaguesword.
- The Plague Champion may replace his bolt pistol and boltgun with a power fist and a plasma gun, or with items from the *Champion Equipment* list.
- One Plague Marine in the unit may take an Icon of Despair (pg 10).

ABILITIES

Death to the False Emperor (pg 10)

Disgustingly Resilient: Each time a model in this unit loses a wound, roll a D6; on a roll of 5 or 6, the model does not lose that wound.

FACTION KEYWORDS

CHAOS, NURGLE, HERETIC ASTARTES, <LEGION>

KEYWORDS

INFANTRY, PLAGUE MARINES

The Death Guard bring pestilence, death and despair – all the generous gifts of their patron, the Plague God Nurgle.

NOISE MARINES

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Noise Marine	**6"**	**3+**	**3+**	**4**	**4**	**1**	**2**	**7**	**3+**
Noise Champion	**6"**	**3+**	**3+**	**4**	**4**	**1**	**3**	**8**	**3+**

This unit contains 1 Noise Champion and 4 Noise Marines. It can include up to 5 additional Noise Marines **(Power Rating +5)**, up to 10 additional Noise Marines **(Power Rating +9)** or up to 15 additional Noise Marines **(Power Rating +14)**. Each model is armed with a boltgun, a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blastmaster	When attacking with this weapon, choose one of the profiles below.					
- Single frequency	48"	Heavy D3	8	-2	D3	Units targeted by this weapon do not gain any bonus to their saving throws for being in cover.
- Varied frequency	36"	Assault D6	4	-1	1	
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Doom siren	8"	Assault D3	5	-2	1	This weapon automatically hits its target. Units targeted by this weapon do not gain any bonus to their saving throws for being in cover.
Sonic blaster	24"	Assault 3	4	0	1	Units targeted by this weapon do not gain any bonus to their saving throws for being in cover.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Any model may replace its boltgun with a chainsword or sonic blaster.
- One Noise Marine may replace his boltgun with a blastmaster. If the unit numbers ten or more models, a second Noise Marine may do this.
- The Noise Champion may replace his bolt pistol and boltgun with items from the *Champion Equipment* list.
- The Noise Champion may take a doom siren.
- One Noise Marine may take an Icon of Excess (pg 10).

ABILITIES

Death to the False Emperor (pg 10)

Music of the Apocalypse: Each time a model in this unit is slain, it is driven to make one last attack before succumbing to its injuries. Do not remove the slain model yet – after the attacking unit has finished making all its attacks, the slain model can make a shooting attack with one of its ranged weapons, or throw a grenade, even if the model's unit is within 1" of the enemy. The slain model is then removed as a casualty as normal.

FACTION KEYWORDS CHAOS, SLAANESH, HERETIC ASTARTES, <LEGION>

KEYWORDS INFANTRY, NOISE MARINES

Addicted to the din of battle, Noise Marines wage war with sonic weapons that can literally shake their victims apart.

CHOSEN

8 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chosen	**6"**	**3+**	**3+**	**4**	**4**	**1**	**2**	**8**	**3+**
Chosen Champion	**6"**	**3+**	**3+**	**4**	**4**	**1**	**3**	**9**	**3+**

This unit contains 1 Chosen Champion and 4 Chosen. It can include up to 5 additional Chosen **(Power Rating +5)**. Each model is armed with a boltgun, a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Any model may replace its boltgun with a chainsword.
- Up to four Chosen may choose one of the following options:
  - Replace his bolt pistol with a plasma pistol.
  - Replace his boltgun with one item from the *Combi-weapons*, *Special Weapons* or *Melee Weapons* lists.
  - Replace his boltgun and bolt pistol with two lightning claws.
- An additional Chosen may replace his boltgun with one item from the *Special Weapons* or *Heavy Weapons* lists.
- The Chosen Champion may replace his boltgun and bolt pistol with items from the *Champion Equipment* list.
- One model may take a Chaos Icon (pg 10).

ABILITIES **Death to the False Emperor** (pg 10)

FACTION KEYWORDS **CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>**

KEYWORDS **INFANTRY, CHOSEN**

POSSESSED

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Possessed	**7"**	**3+**	**3+**	**5**	**4**	**1**	*****	**8**	**3+**

This unit contains 5 Possessed. It can include up to 5 additional Possessed **(Power Rating +5)**, up to 10 additional Possessed **(Power Rating +10)** or up to 15 additional Possessed **(Power Rating +15)**. Each model attacks with horrifying mutations.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Horrifying mutations	Melee	Melee	User	-2	1	-

WARGEAR OPTIONS

- One model may take a Chaos Icon (pg 10).

ABILITIES **Death to the False Emperor** (pg 10)

Daemonic: All models in this unit have a 5+ invulnerable save.

Writhing Tentacles: Roll a D3 when a unit of Possessed is selected to attack in the Fight phase. The result is the Attacks characteristic of each model in the unit.

FACTION KEYWORDS **CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>**

KEYWORDS **INFANTRY, DAEMON, POSSESSED**

HELBRUTE

8 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Helbrute	**8"**	**3+**	**3+**	**6**	**7**	**8**	**4**	**8**	**3+**

This unit contains one Helbrute equipped with a multi-melta and a Helbrute fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Helbrute plasma cannon	36"	Heavy D3	8	-3	2	For each hit roll of 1, the Helbrute suffers a mortal wound after all of this weapon's shots have been resolved.
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Helbrute fist	Melee	Melee	x2	-3	3	-
Helbrute hammer	Melee	Melee	x2	-4	D6	When attacking with this weapon, you must subtract 1 from the hit roll.
Power scourge	Melee	Melee	+2	-2	2	Each time the bearer fights, it can make 3 additional attacks with this weapon.

WARGEAR OPTIONS

- This model may replace its multi-melta with a second Helbrute fist, or a twin heavy bolter, twin lascannon, Helbrute plasma cannon, or reaper autocannon.
- This model may replace one Helbrute fist with a missile launcher.
- This model may replace its Helbrute fist with a Helbrute hammer or power scourge.
- This model may incorporate a combi-bolter or heavy flamer into each Helbrute fist.

ABILITIES

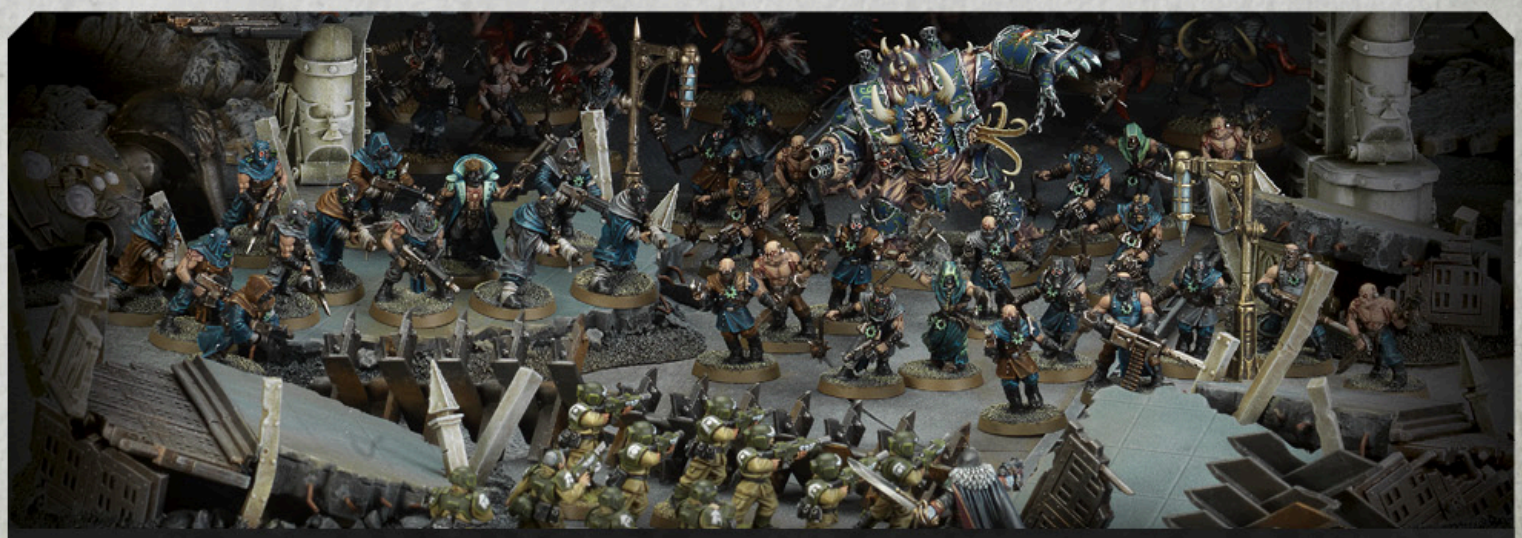
Crazed: At the end of any phase in which this model suffers any unsaved wounds or mortal wounds, roll a D6. On a roll of 6, this model immediately makes a shooting attack as if it were your Shooting phase if there are no enemies within 1", or piles in and fights as if it were the Fight phase if there are enemies within 1". If there is no visible target within range, nothing happens.

Battering Onslaught: Add 1 to this model's Attacks characteristic if it is equipped with two melee weapons.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

FACTION KEYWORDS CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS VEHICLE, HELBRUTE



All Helbrutes were once proud warriors, but over years of endless war they have become raving engines of destruction.

MUTILATORS

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mutilator	**4"**	**3+**	**3+**	**5**	**4**	**3**	**3**	**8**	**2+**

This unit contains 3 Mutilators. Each Mutilator is armed with fleshmetal weapons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fleshmetal weapons	Melee	Melee	+D3	-D3	D3	See below

ABILITIES

Death to the False Emperor (pg 10)

Fleshmetal Weapons: When a unit of Mutilators is chosen to fight, roll three D3, one after the other. For that fight, the first roll is added to the Mutilators' Strength for the unit's attacks, the second roll is the AP for the unit's attacks, and the third roll is the Damage for the unit's attacks. For example, if the rolls were a 1, followed by a 3, followed by a 2, then all of the unit's attacks for that fight would have a Strength of +1, an AP of -3, and a Damage of 2.

Daemonic: Mutilators have a 5+ invulnerable save.

Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the unit can use a teleport strike to arrive on the battlefield – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS INFANTRY, CULT OF DESTRUCTION, DAEMON, MUTILATORS

CHAOS RHINO

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Rhino	*	**6+**	*	**6**	**7**	**10**	*	**8**	**3+**

A Chaos Rhino is a single model equipped with a combi-bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Havoc launcher	48"	Heavy D6	5	0	1	-

DAMAGE

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

REMAINING W	M	BS	A
6-10+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

WARGEAR OPTIONS

- This model may take a havoc launcher and/or one item from the *Combi-weapons* list.

ABILITIES

Self-repair: Roll a D6 at the start of each of your turns; on a 6, this model heals one wound.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT This model can transport 10 **<LEGION> INFANTRY** models. It cannot, however, transport **TERMINATORS**, **CULT OF DESTRUCTION** or **JUMP PACK** models.

FACTION KEYWORDS CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS VEHICLE, TRANSPORT, CHAOS RHINO

CHAOS BIKERS

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Biker	**14"**	**3+**	**3+**	**4**	**5**	**2**	**1**	**7**	**3+**
Chaos Biker Champion	**14"**	**3+**	**3+**	**4**	**5**	**2**	**2**	**8**	**3+**

This unit contains 1 Chaos Biker Champion and 2 Chaos Bikers. It can include up to 3 additional Chaos Bikers **(Power Rating +5)** or up to 6 additional Chaos Bikers **(Power Rating +10)**. Each model is armed with a bolt pistol, frag grenades and krak grenades, and rides a bike equipped with a combi-bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Any Chaos Biker may replace his bolt pistol with a chainsword.
- The Chaos Biker Champion may replace his bolt pistol with one item from the *Champion Equipment* list.
- Up to two Chaos Bikers may either take one additional item from the *Special Weapons* list, or replace their bike's combi-bolter with one item from the *Special Weapons* list.
- One model may take a Chaos Icon (pg 10).

ABILITIES

Death to the False Emperor (pg 10)

Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

FACTION KEYWORDS CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS BIKER, CHAOS BIKERS

RAPTORS

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Raptor	**12"**	**3+**	**3+**	**4**	**4**	**1**	**1**	**7**	**3+**
Raptor Champion	**12"**	**3+**	**3+**	**4**	**4**	**1**	**2**	**8**	**3+**

This unit contains 1 Raptor Champion and 4 Raptors. It can include up to 5 additional Raptors **(Power Rating +5)** or up to 10 additional Raptors **(Power Rating +10)**. Each model is armed with a bolt pistol, chainsword, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Up to two Raptors may replace their bolt pistol and chainsword with a plasma pistol and chainsword, or with one item from the *Special Weapons* list.
- The Raptor Champion may replace his bolt pistol and chainsword with items from the *Champion Equipment* list.
- One model may take a Chaos Icon (pg 10).

ABILITIES

Death to the False Emperor (pg 10)

Fearsome Visage: Add 1 to the Morale tests of any enemy units within 1" of this unit.

Raptor Strike: During deployment, you can set up this unit high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases the unit can use a Raptor strike to arrive on the battlefield – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS INFANTRY, JUMP PACK, FLY, RAPTORS

WARP TALONS

9 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Warp Talon	12"	3+	3+	4	4	1	1	8	3+
Warp Talon Champion	12"	3+	3+	4	4	1	2	8	3+

This unit contains 1 Warp Talon Champion and 4 Warp Talons. It can include up to 5 additional Warp Talons **(Power Rating +9)**. Each model is equipped with two lightning claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. ~~Each time the bearer fights, it can make 1 additional attack with this weapon.~~

ABILITIES

Death to the False Emperor (pg 10)

Daemonic: All models in this unit have a 5+ invulnerable save.

Warpflame Strike: When you set up this unit during deployment, it can be set up in low orbit, ready to strike, instead of being placed on the battlefield. If it is, it can use a Warpflame Strike to arrive on the battlefield at the end of any of your Movement phases; when it does so, set the unit up anywhere that is more than 9" from any enemy models. In addition, enemy units cannot fire Overwatch against units in the same turn that they arrived by warpflame strike.

FACTION KEYWORDS CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS INFANTRY, DAEMON, JUMP PACK, FLY, WARP TALONS

CHAOS SPAWN

2 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Spawn	7"	4+	-	5	5	4	D6	9	5+

This unit contains 1 Chaos Spawn. It can include 1 additional Chaos Spawn **(Power Rating +2)**, 2 additional Chaos Spawn **(Power Rating +4)**, 3 additional Chaos Spawn **(Power Rating +6)** or 4 additional Chaos Spawn **(Power Rating +8)**. Each Chaos Spawn attacks with hideous mutations.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hideous mutations	Melee	Melee	User	-2	2	-

ABILITIES

Fearsome: Enemy units within 1" of any Chaos Spawn must subtract 1 from their Leadership.

Mutated Beyond Reason: When a unit of Chaos Spawn makes its close combat attacks, roll a D3 and consult the table below:

D3	Result
1	**Razor Claws:** The hideous mutations of all Chaos Spawn in the unit have an AP of -4 until the end of the Fight phase.
2	**Grasping Pseudopods:** Each Chaos Spawn in the unit adds 2 to its Attacks characteristic until the end of the Fight phase.
3	**Toxic Haemorrhage:** You can re-roll failed wound rolls for this unit until the end of the Fight phase.

FACTION KEYWORDS CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS BEAST, CHAOS SPAWN

HELDRAKE

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Heldrake	*	*	4+	7	7	12	*	8	3+

A Heldrake is a single model equipped with a hades autocannon and Heldrake claws.

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

REMAINING W	M	WS	A
7-12+	30"	3+	4
4-6	20"	4+	3
1-3	10"	5+	2

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Baleflamer	18"	Assault D6	6	-2	2	This weapon automatically hits its target.
Hades autocannon	36"	Heavy 4	8	-1	2	-
Heldrake claws	Melee	Melee	User	-1	D3	When attacking models than can **FLY**, you may add 1 to this weapon's hit roll.

WARGEAR OPTIONS
- This model may replace its hades autocannon with a baleflamer.

ABILITIES

Daemonic: This model has a 5+ invulnerable save.

Infernal Regeneration: At the beginning of each of your turns, this model heals one wound.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS
CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS
VEHICLE, DAEMON, DAEMON ENGINE, FLY, HELDRAKE

CHAOS LAND RAIDER

19 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Land Raider	*	6+	*	8	8	16	*	9	2+

A Chaos Land Raider is a single model equipped with a twin heavy bolter, two twin lascannons and smoke launchers.

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

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Havoc launcher	48"	Heavy D6	5	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS
- This model may take a havoc launcher and/or one item from the *Combi-weapons* list.

ABILITIES

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, a Chaos Land Raider can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Daemonic Machine Spirit: Ignore the -1 to hit modifier for moving and shooting Heavy weapons for this model.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark; on a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT
This model can transport 10 **<LEGION> INFANTRY** models (each **TERMINATOR** and **JUMP PACK** model takes up the space of two other models, and each **CULT OF DESTRUCTION** model takes up the space of three other models).

FACTION KEYWORDS
CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS
VEHICLE, TRANSPORT, CHAOS LAND RAIDER

CHAOS PREDATOR

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Predator	*	**6+**	*	**6**	**7**	**11**	*	**8**	**3+**

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

REMAINING W	M	BS	A
~~7-11+~~	12"	3+	3
~~3-6~~	6"	4+	D3
1-2	3"	5+	1

A Chaos Predator is a single model equipped with a Predator autocannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Havoc launcher	48"	Heavy D6	5	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS
- This model may replace its Predator autocannon with a twin lascannon.
- This model may take either two heavy bolters or two lascannons.
- This model may take a havoc launcher and/or one item from the *Combi-weapons* list.

ABILITIES

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS VEHICLE, CHAOS PREDATOR

CHAOS VINDICATOR

11 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Vindicator	*	**6+**	*	**6**	**8**	**11**	*	**8**	**3+**

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

REMAINING W	M	BS	A
6-11+	10"	3+	3
3-5	5"	4+	D3
1-2	3"	5+	1

A Chaos Vindicator is a single model equipped with a demolisher cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Havoc launcher	48"	Heavy D6	5	0	1	-

WARGEAR OPTIONS
- This model may take a havoc launcher and/or one item from the *Combi-weapons* list.

ABILITIES

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS VEHICLE, CHAOS VINDICATOR

OBLITERATORS

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Obliterator	**4"**	**3+**	**3+**	**5**	**4**	**3**	**3**	**8**	**2+**

This unit contains 3 Obliterators. Each Obliterator is armed with fleshmetal guns.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fleshmetal guns	24"	Assault 2	6+D3	-D3	D3	See below

ABILITIES

Death to the False Emperor (pg 10)

Fleshmetal Weapons: When a unit of Obliterators is chosen to shoot in the Shooting phase or in Overwatch, roll three D3, one after the other. The first roll is added to 6 to determine the Strength for the unit's shooting attacks, the second roll is the AP, and the third roll is the Damage. For example, if the rolls were a 1, followed by a 3, followed by a 2, then the unit's attacks would have a Strength of 7, an AP of -3, and a Damage of 2 for that Shooting phase or Overwatch attack.

Daemonic: Obliterators have a 5+ invulnerable save.

Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the unit can use a teleport strike to arrive on the battlefield – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS INFANTRY, CULT OF DESTRUCTION, DAEMON, OBLITERATORS

HAVOCS

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Havoc	**6"**	**3+**	**3+**	**4**	**4**	**1**	**1**	**7**	**3+**
Aspiring Champion	**6"**	**3+**	**3+**	**4**	**4**	**1**	**2**	**8**	**3+**

This unit contains 1 Aspiring Champion and 4 Havocs. It can include up to 5 additional Havocs **(Power Rating +3)**. Each model is armed with a boltgun, a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Any model may replace its boltgun with a chainsword.
- Up to four Havocs may replace their boltgun with one item from the *Heavy Weapons* or *Special Weapons* lists.
- The Aspiring Champion may replace his bolt pistol and boltgun with items from the *Champion Equipment* list.
- One model may take a Chaos Icon (pg 10).

ABILITIES **Death to the False Emperor** (pg 10)

FACTION KEYWORDS CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS INFANTRY, HAVOCS

FORGEFIEND

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Forgefiend	*	4+	*	6	7	12	*	8	3+

A Forgefiend is a single model equipped with two hades autocannons and Daemon jaws.

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

REMAINING W	M	BS	A
7-12+	8"	4+	4
4-6	6"	5+	3
1-3	4"	6+	2

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ectoplasma cannon	24"	Heavy D3	7	-3	D3	-
Hades autocannon	36"	Heavy 4	8	-1	2	-
Daemon jaws	Melee	Melee	User	-1	2	-

WARGEAR OPTIONS
- This model may replace both hades autocannons with ectoplasma cannons.
- This model may replace its Daemon jaws with an ectoplasma cannon.

ABILITIES

Daemonic: This model has a 5+ invulnerable save.

Infernal Regeneration: At the beginning of each of your turns, this model heals one wound.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 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, FORGEFIEND

MAULERFIEND

9 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Maulerfiend	*	4+	4+	*	7	12	*	8	3+

A Maulerfiend is a single model equipped with Maulerfiend fists and two magma cutters.

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

REMAINING W	M	S	A
7-12+	10"	6	4
4-6	8"	5	3
1-3	6"	4	2

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Magma cutter	6"	Pistol 1	8	-4	3	-
Lasher tendrils	Melee	Melee	User	-2	2	Each time the bearer fights, it can make D6 additional attacks with this weapon.
Maulerfiend fists	Melee	Melee	x2	-3	3	-

WARGEAR OPTIONS
- This model may replace both magma cutters with lasher tendrils.

ABILITIES

Daemonic: This model has a 5+ invulnerable save.

Infernal Regeneration: At the beginning of each of your turns, this model heals one wound.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 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, MAULERFIEND

DEFILER

16 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Defiler	*	4+	*	8	7	14	*	8	3+

A Defiler is a single model equipped with a battle cannon, a reaper autocannon, a twin heavy flamer and Defiler claws.

DAMAGE

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

REMAINING W	M	BS	A
8-14+	8"	4+	3
4-7	6"	5+	3
1-3	4"	5+	D3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Battle cannon	72"	Heavy D6	8	-2	D3	-
Havoc launcher	48"	Heavy D6	5	0	1	-
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Defiler claws	Melee	Melee	x2	-3	D6	-
Defiler scourge	Melee	Melee	+4	-2	3	Each time the bearer fights, it can make 3 additional attacks with this weapon.

WARGEAR OPTIONS

- This model may replace its twin heavy flamer with a havoc launcher or Defiler scourge.
- This model may replace its reaper autocannon with a twin heavy bolter or twin lascannon.
- This model may take one item from the *Combi-weapons* list.

ABILITIES

Daemonic: This model has a 5+ invulnerable save.

Infernal Regeneration: At the beginning of each of your turns, this model heals one wound.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 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, DEFILER

The Daemon Engine known as the Defiler stomps through the mayhem of battle to crush, grind and blast its mortal prey.

KHORNE LORD OF SKULLS

39 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Khorne Lord of Skulls	*	3+	3+	*	8	28	*	8	3+

A Khorne Lord of Skulls is a single model equipped with a gorestorm cannon, a hades gatling cannon, and a great cleaver of Khorne.

DAMAGE

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

REMAINING W	M	S	A
14-28+	10"	10	4
7-13	7"	8	6
1-6	4"	5	8

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Daemongore cannon	18"	Heavy D6	User	-2	3	This weapon automatically hits its target.
Gorestorm cannon	18"	Heavy D6	User	-2	2	This weapon automatically hits its target. When attacking units with 10 or more models, change this weapon's Type to Heavy 2D6.
Hades gatling cannon	48"	Heavy 12	8	-2	2	-
Ichor cannon	48"	Heavy D6	7	-4	D3	-
Skullhurler	60"	Heavy D6	9	-3	D3	When attacking units with 10 or more models, change this weapon's Type to Heavy 2D6.
Great cleaver of Khorne	When attacking with this weapon, choose one of the profiles below.					
- Smash	Melee	Melee	x2	-4	6	-
- Slash	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.

WARGEAR OPTIONS

- This model may replace its gorestorm cannon with an ichor cannon or daemongore cannon.
- This model may replace its Hades gatling cannon with a skullhurler.

ABILITIES

Daemonic: This model has a 5+ invulnerable save.

Infernal Regeneration: At the beginning of each of your turns, this model heals one wound.

Titanic Daemon Engine: A Khorne Lord of Skulls can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case it can shoot the enemy unit that is within 1" of it, or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, a Khorne Lord of Skulls can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, a Khorne Lord of Skulls only gains a bonus to its save in cover if at least half of the model is obscured from the firer.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS

CHAOS, KHORNE, HERETIC ASTARTES, <LEGION>

KEYWORDS

TITANIC, VEHICLE, DAEMON, DAEMON ENGINE, LORD OF SKULLS

All must fear the Lord of Skulls. It is a brazen idol of destruction – possessed of terrible daemonic sentience, it crushes men beneath its mighty treads. Its cannons fire storms of red-hot metal, gibbering skulls that gnaw the flesh, and torrents of boiling blood.

WORLD EATERS

The World Eaters hurl themselves into battle with psychotic fury. They feel neither fear nor mercy, nor anything save the pounding crimson rage that propels them across the battlefield. Chainaxes roaring, the World Eaters rip the heart from the enemy with the unstoppable ferocity of their assault, bellowing oaths to the Blood God as they paint themselves in jetting gore.

Even before the Horus Heresy, the World Eaters were noted for their bloody-handed excesses. They were censured by the Emperor for their use of psychosurgery on neophytes to turn them into frothing madmen. Nonetheless, the World Eaters were invaluable shock troops in the Great Crusade, fighting at the forefront of many of its greatest battles, and so they were permitted to proceed as their murderous Primarch, Angron, saw fit.

It was a simple matter for Horus to turn the World Eaters to the worship of Chaos. Under his corrupting influence, Angron quickly devoted himself to Khorne, the Blood God. Angron was a great warrior, and the Blood God valued especially the Primarch's latent bloodlust and the volcanic temper that others saw as a curse. Angron became one of Khorne's greatest champions, his feet set firmly upon the path towards Daemonhood and ultimate power.

Transformed from loyal servants of the Emperor into murdering champions of the Blood God, the traitorous World Eaters became a byword for slaughter and brutality. They fought in the vanguard of every assault, and their Legion records show it was they, and not the Sons of Horus, who first breached the walls of the Imperial Palace. The World Eaters retreated from Terra only grudgingly, and even then they carved a bloody swathe through anything that stood in their way during the retreat to the Eye of Terror.

DESCENT INTO MADNESS

Amidst the madness of the Eye of Terror, the World Eaters sank ever further into the worship of Khorne. All pretence of forming balanced, tactical forces fell away as the World Eaters armed themselves entirely with pistols and close combat weapons – chainaxes and chainswords becoming the favoured tools of bloodshed. Competition to be the first into the fray became so fierce that the World Eaters would as readily turn their weapons upon one another as the foe.

As more and more of the Legion's officers became fully fledged champions of Khorne or were possessed by Daemons, all discipline collapsed. Finally, at the end of the savage Skalathrax campaign, Khârn the Betrayer – an exalted and utterly insane Berzerker Champion of Khorne – set upon his brethren with such bloodlust that the whole Legion tore itself apart. The horrific battle lasted for days, excesses of butchery being unleashed that would leave an indelible stain upon reality and the warp alike. By the time the smoke had cleared, the World Eaters were shattered into dozens of crazed warbands, moving relentlessly through the Eye of Terror seeking out battle and bloodshed.

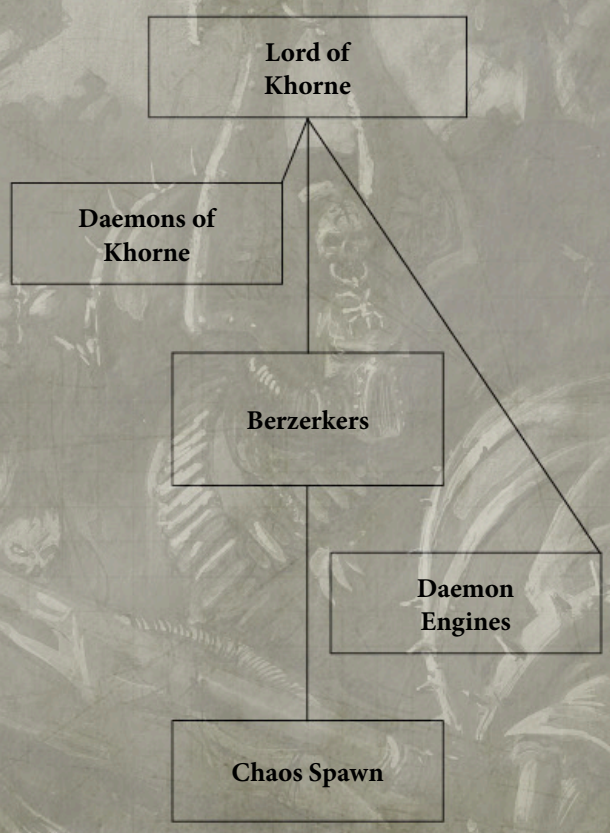
Even now, some of these warbands are hundreds strong, while others are no more than a lone champion leading his Berzerkers on a quest for carnage. Clad in armour of red, black and brass, Khorne's chosen warriors are the first into any battle and the last to leave the field. Such warbands will join with any Chaos Lord who is gathering his forces for conquest, asking nothing more than to spill blood and take skulls for their lord Khorne. However, even the mightiest Chaos Lords must be wary of these lunatic allies, lest their own heads be added to the skull tally.

LEGIONS OF KHORNE

Though a shattered Legion, the World Eaters can still field the numbers and martial might to bring whole star systems to their knees. Led by rampaging Chaos Lords or blood-slick Daemon Princes, these armies augment their numbers with those mortal Cultists who have given themselves to the butchery and bloodlust of Khorne. Bestial mutants and deranged lunatics follow the Khorne Berzerkers to war in their thousands, desperate to shed blood in their monstrous deity's name.

Though Khorne despises sorcery and sees it as unfitting for a warrior, he does not rely on swords and axes alone to gather souls. Greatest of Khorne's weapons are infernal Daemon Engines driven by the caged essence of furious warp entities. Clad in heavy armour of black steel and marked with brass skull runes of Khorne, these horrific machines crush screaming victims beneath their spiked treads and wheels as they subject the enemy to one thunderous barrage after another.

WORLD EATERS BUTCHERHORDE



WORLD EATERS ARMY RULES

This section contains a selection of datasheets for World Eaters miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

FORCES OF THE WORLD EATERS

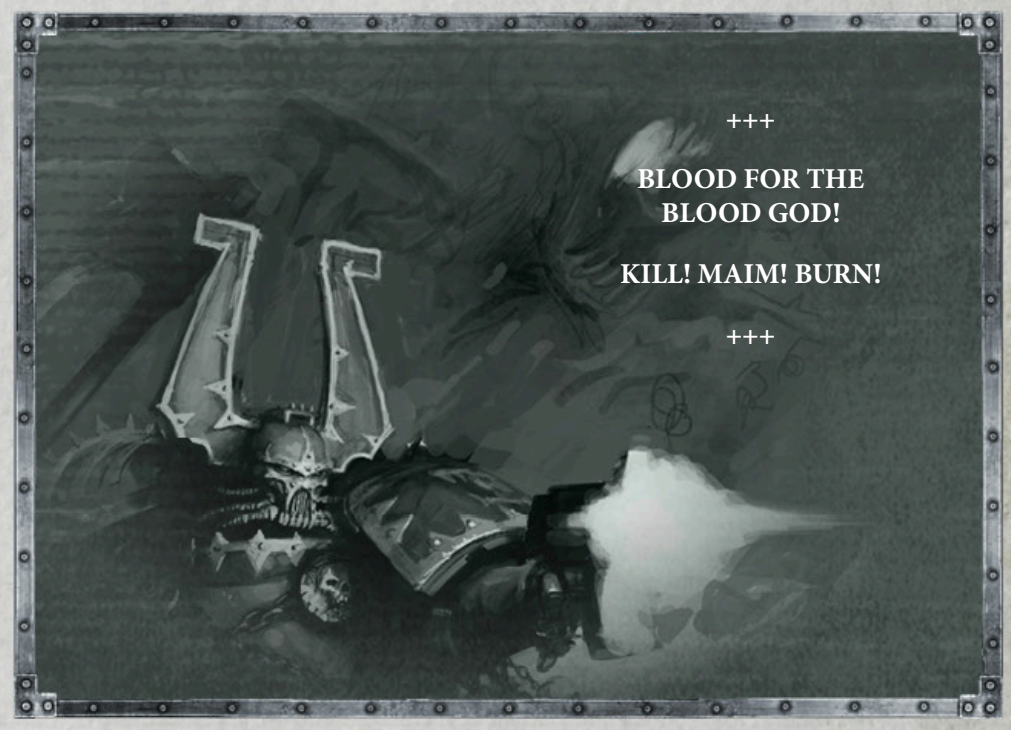
The Heretic Astartes datasheets found on pages 16 to 42 can be from the World Eaters Legion – this is represented by replacing the **<LEGION>** keyword on their datasheet in all instances with **WORLD EATERS**.

Servants of Khorne

If a World Eaters unit has the **<MARK OF CHAOS>** keyword, it must be **KHORNE**. Similarly, **WORLD EATERS** Daemon Princes must owe their allegiance to **KHORNE**.

Berzerker Horde

The Battlefield Role of **WORLD EATERS** Khorne Berzerkers is Troops instead of Elites.



KHÂRN THE BETRAYER

9 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Khârn the Betrayer	**6"**	**2+**	**2+**	**5**	**4**	**5**	**6**	**9**	**3+**

Khârn the Betrayer is a single model armed with Gorechild, a unique plasma pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Khârn's plasma pistol	12"	Pistol 1	8	-3	2	Each time you roll a hit roll of 1 when firing this weapon, the bearer suffers a mortal wound.
Gorechild	Melee	Melee	+1	-4	D3	This weapon always hits on a roll of 2+, regardless of any modifiers.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

Death to the False Emperor (pg 10)

The Betrayer: You cannot re-roll or modify hit rolls of 1 made for Khârn the Betrayer in the Fight phase. Instead, those attacks automatically hit a friendly unit within 1". Randomly determine which unit is hit if there is more than one. If there are no friendly units within 1" of Khârn, the hits are discarded.

Sigil of Corruption: Khârn the Betrayer has a 4+ invulnerable save.

Blood for the Blood God: Khârn the Betrayer can fight twice in each Fight phase, instead of only once.

Kill! Maim! Burn!: You can re-roll failed hit rolls made for friendly **WORLD EATERS** units within 1" of Khârn the Betrayer.

FACTION KEYWORDS CHAOS, KHORNE, HERETIC ASTARTES, WORLD EATERS

KEYWORDS CHARACTER, INFANTRY, CHAOS LORD, KHÂRN THE BETRAYER

Khârn the Betrayer is a slaughterer steeped in the worship of Khorne. He has reaped skulls beyond counting and spilled oceans of gore.

KHORNE BERZERKERS

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Khorne Berzerker	**6"**	**3+**	**3+**	**5**	**4**	**1**	**2**	**7**	**3+**
Berzerker Champion	**6"**	**3+**	**3+**	**5**	**4**	**1**	**3**	**8**	**3+**

This unit contains 1 Berzerker Champion and 4 Khorne Berzerkers. It can include up to 5 additional Khorne Berzerkers **(Power Rating +5)**, up to 10 additional Khorne Berzerkers **(Power Rating +10)** or up to 15 additional Khorne Berzerkers **(Power Rating +15)**. Each model is armed with a chainsword, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Chainaxe	Melee	Melee	+1	-1	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Any Khorne Berzerker may replace his chainsword or bolt pistol with a chainaxe.
- Up to two Khorne Berzerkers may replace their bolt pistol with a plasma pistol.
- The Berzerker Champion may replace his bolt pistol and chainsword with items from the *Champion Equipment* list.
- One Khorne Berzerker in the unit may take an Icon of Wrath (pg 10).

ABILITIES

Death to the False Emperor (pg 10)

Blood for the Blood God: This unit can fight twice in each Fight phase, instead of only once.

FACTION KEYWORDS CHAOS, KHORNE, HERETIC ASTARTES, WORLD EATERS

KEYWORDS INFANTRY, KHORNE BERZERKERS

The rampaging hordes that worship the Blood God fight with a ravening, endless frenzy, empowered by rage itself.

THOUSAND SONS

The tang of sorcery taints the air as the Thousand Sons attack. Coruscating bolts of warp energy explode in washes of mutating fire, while hails of ensorcelled shot mow down rank after rank of the foe. Those not reduced to smouldering corpses are transmogrified by the magicks of Tzeentch, leaving the battlefield strewn with crystal statues, clouds of screaming vapour and writhing mounds of flesh.

Led by covens of potent Sorcerers, the Thousand Sons advance in a steady, relentless fashion while laying down a withering hail of firepower and dark magicks. The majority of their legionaries are little more than haunted suits of power armour, golem-like beings wreathed in the sorcerous energies of an ancient curse that has transformed them into tireless – but near mindless – foot soldiers of Tzeentch. Yet this Traitor Legion was not always thus. Once, they were counted amongst the Emperor's most loyal servants.

A TAINTED LEGACY

As with all the Space Marine Legions, the first Thousand Sons were created using gene-seed sampled from their Primarch. This was to prove both a blessing and a curse. The gene-sire of the Thousand Sons was Magnus the Red, who was the most psychically gifted of all the Primarchs, a trait he passed on to his sons. Yet along with their father's eldritch might, the Thousand Sons also inherited the latent threat of warp-touched mutation that lurked within his flesh.

The path of damnation for the Thousand Sons Legion was longer than most. Even before the Horus Heresy, Magnus led his sons in the study of arcane lore and the practice of sorcery, areas in which they excelled. Always the subject of great controversy, these investigations became anathema after the fateful Council of Nikea. Magnus continued his studies with reckless arrogance, believing himself and his sons to be engaged in work so vital that it eclipsed the mundane rule of law.

When Horus gathered his forces against the Imperium, the Thousand Sons first tried to use their occult powers to warn the Emperor. In his efforts to do good, Magnus had instead been seduced by the Dark Gods into unmaking the Emperor's greatest labours and causing irreparable damage. Wrathful, the Emperor dispatched Leman Russ and the Space Wolves to the Thousand Sons' home world of Prospero to apprehend the errant mystics. Seeing his chance, the Warmaster – still thought loyal by the wider Imperium – appended the Space Wolves' orders, commanding them not to capture the Thousand Sons for judgement, but to fall upon them as executioners.

The sack of Prospero was horrific. Russ' warriors built pyres from Magnus' libraries of books, parchments and ancient texts, destroying artefacts unique in all the galaxy with a stroke of the chainsword. Magnus himself met Leman Russ in hand-to-hand combat, Primarch against Primarch, berserker against giant in the ruined heart of the city of Tizca. Outmatched, Magnus was forced to appeal to the Dark Gods for aid.

A TERRIBLE CHOICE

In stentorian tones, the Primarch of the Thousand Sons boomed out a mighty incantation that snatched up the surviving Thousand Sons and transported them far across the galaxy to a planet of refuge. Yet the price of salvation was terrible. Magnus' soul was torn asunder by the bargain he had struck with almighty Tzeentch. Just as Magnus' sorcerous powers were magnified by the boon of Chaos, so too were those of his sons, but the cost was insupportable, and more and more of them fell to rampant mutation.

Eventually, one of Magnus' greatest protégés could no longer stand by and watch his Legion degenerate. Gathering a coven of like-minded Sorcerers, Ahzek Ahriman worked his infamous Rubric. A spell of incalculable power, the Rubric was meant to stabilise the mutating flesh of the Thousand Sons and save them from uncontrollable change. It went far further, reducing the surviving legionaries to living dust within their armour, little more than mindless automata trapped forever in servitude to their sorcerous brethren.

COVENS OF WAR

The Thousand Sons fight their wars with cunning and trickery, drawing upon the powers of the warp to provide them with foresight into their enemies' strategies and weaknesses. Directed by their Sorcerers – or sometimes led by the Daemon Primarch Magnus himself – the Thousand Sons apply overwhelming firepower and dark sorcery wherever they can do the most damage. Their ranks are swollen by shrieking masses of mutant creatures known as Tzaangors, and often augmented by Daemons summoned from beyond the veil. Held aloft by empyric energies, mighty fortresses known as Silver Towers of Tzeentch rain hellfire upon the enemy, while packs of aerial Daemon Engines strike wherever the enemy least expects them. Worst of all for their foes, it is impossible to know the true objectives of the Thousand Sons, for when they go to war it is never in as simple a cause as wanton destruction. There are always hidden agendas, always plans within plans, and often the enemy will fight their hardest only to discover that their every action has been predicted and perverted so that their victory turns to the ashes of defeat in the blink of an eye.

THOUSAND SONS ARMY RULES

This section contains a selection of datasheets for Thousand Sons miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

FORCES OF THE THOUSAND SONS

The Heretic Astartes datasheets listed to the right can be from the Thousand Sons Legion. Those that have the **<LEGION>** keyword on their datasheet can replace it in all instances with **THOUSAND SONS**. If a Heretic Astartes unit does not appear in the list to the right, it cannot have the **THOUSAND SONS** Faction keyword.

Servants of Tzeentch

If a Thousand Sons unit has the **<MARK OF CHAOS>** keyword, it must be **TZEENTCH**. Similarly, **THOUSAND SONS** Daemon Princes must owe their allegiance to **TZEENTCH**.

Legacy of the Rubricae

The Battlefield Role of **THOUSAND SONS** Rubric Marines is Troops instead of Elites.

THOUSAND SONS ARMY LIST

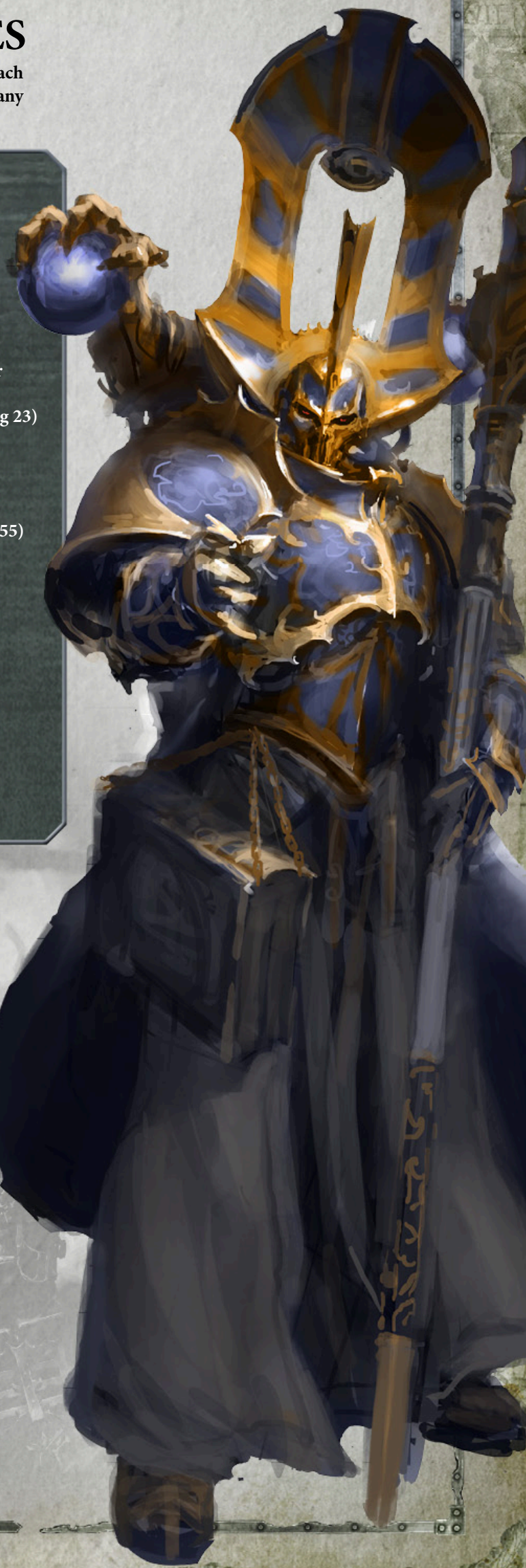
Magnus the Red (pg 50)
Ahriman (pg 51)

Daemon Prince (pg 21)
Exalted Sorcerer (pg 52)
Sorcerer (pg 22)
Sorcerer in Terminator Armour (pg 22)
Sorcerer on Disc of Tzeentch (pg 23)

Rubric Marines (pg 54)
Tzaangors (pg 53)
Chaos Cultists (pg 26)
Scarab Occult Terminators (pg 55)
Helbrute (pg 33)

Chaos Rhino (pg 34)
Heldrake (pg 37)
Chaos Spawn (pg 36)

Defiler (pg 41)
Chaos Vindicator (pg 38)
Chaos Predator (pg 38)
Chaos Land Raider (pg 37)
Forgefiend (pg 40)
Maulerfiend (pg 40)



MAGNUS THE RED

21 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Magnus the Red	*	2+	2+	8	7	18	*	10	3+

Magnus the Red is a single model armed with the Blade of Magnus. Only one of this model may be included in your army.

DAMAGE

Some of Magnus the Red's characteristics change as he suffers damage, as shown below:

REMAINING W	M	A	PSYCHIC PHASE BONUS
10-18+	16"	7	+2
5-9	14"	6	+1
1-4	12"	5	0

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Blade of Magnus	Melee	Melee	x2	-4	3	If a **CHARACTER** is destroyed by this weapon, you can add a Chaos Spawn to your army. Set up the Chaos Spawn within 6" of Magnus and more than 1" from any enemy models.

ABILITIES

Death to the False Emperor (pg 10)

Crown of the Crimson King: Magnus the Red has a 4+ invulnerable save.

Gaze of Magnus: If Magnus manifests the *Smite* power, it inflicts D6 mortal wounds, or 2D6 mortal wounds on a roll of 10 or more.

Primarch of the Thousand Sons: You can re-roll hit rolls of 1 and invulnerable saving throws of 1 made for friendly **THOUSAND SONS** units within 9" of Magnus The Red.

PSYKER

Magnus the Red can attempt to manifest three psychic powers in each friendly Psychic phase, and attempt to deny three psychic powers in each enemy Psychic phase. He knows the *Smite* psychic power and three psychic powers from the Dark Hereticus discipline (pg 11). Whenever Magnus the Red attempts to manifest or deny a psychic power, add the bonus shown in his Damage table to his Psychic test or Deny the Witch test.

FACTION KEYWORDS CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS CHARACTER, MONSTER, DAEMON, PRIMARCH, FLY, PSYKER, MAGNUS THE RED

The Daemon Primarch Magnus the Red is a towering colossus, an avatar of Tzeentch who can bend reality itself to his whims.

8 POWER

AHRIMAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ahriman	**6"**	**2+**	**2+**	**4**	**4**	**5**	**4**	**9**	**3+**

Ahriman is a single model armed with the Black Staff of Ahriman, an inferno bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ahriman						
Inferno bolt pistol	12"	Pistol 1	4	-2	1	-
Black Staff of Ahriman	Melee	Melee	+2	-1	3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Disc of Tzeentch						
Blades	Melee	Melee	4	0	1	After a model on this mount makes its close combat attacks, you can attack with the mount. Make 1 additional attack, using this weapon profile.

WARGEAR OPTIONS

- ~~Ahriman may ride a Disc of Tzeentch.~~ If he does so, he loses the **INFANTRY** keyword, gains the **DAEMON**, **CAVALRY** and **FLY** keywords, his Move characteristic is increased to 12" and his Disc will attack his enemies with its blades when he fights.

ABILITIES

Death to the False Emperor (pg 10)

Sigil of Corruption: Ahriman has a 4+ invulnerable save.

Lord of the Thousand Sons: You can re-roll invulnerable saving throws of 1 made for friendly **THOUSAND SONS INFANTRY** units within 6" of this model.

PSYKER

Ahriman can attempt to manifest three psychic powers in each friendly Psychic phase, and attempt to deny three psychic powers in each enemy Psychic phase. He knows the *Smite* psychic power and three psychic powers from the Dark Hereticus discipline (pg 11). Whenever Ahriman attempts to manifest or resist a psychic power, add 1 to his Psychic test or Deny the Witch test.

FACTION KEYWORDS CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS CHARACTER, INFANTRY, SORCERER, PSYKER, AHRIMAN

By Ahriman's hand was the fate of the Thousand Sons sealed. He is a master sorcerer and architect of disaster.

EXALTED SORCERER

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Exalted Sorcerer	6"	2+	2+	4	4	5	4	9	3+

An Exalted Sorcerer is a single model armed with a force stave, an inferno bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Exalted Sorcerer						
Inferno bolt pistol	12"	Pistol 1	4	-2	1	-
Force stave	Melee	Melee	+2	-1	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Disc of Tzeentch						
Blades	Melee	Melee	4	0	1	After a model on this mount makes its close combat attacks, you can attack with the mount. Make 1 additional attack, using this weapon profile.

WARGEAR OPTIONS

- ~~This model may ride a Disc of Tzeentch.~~ If he does so, he loses the **INFANTRY** keyword, gains the **DAEMON**, **CAVALRY** and **FLY** keywords, his Move characteristic is increased to 12" and his Disc will attack his enemies with its blades when he fights.

ABILITIES

Death to the False Emperor (pg 10)

Favour of Tzeentch: This model has a 5+ invulnerable save.

Lord of the Thousand Sons: You can re-roll invulnerable saving throws of 1 made for friendly **THOUSAND SONS INFANTRY** units within 6" of this model.

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. He knows the *Smite* psychic power and two psychic powers from the Dark Hereticus discipline (pg 11).

FACTION KEYWORDS CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS CHARACTER, INFANTRY, SORCERER, PSYKER, EXALTED SORCERER

Those Exalted Sorcerers that worship Tzeentch wield potent transmutative magics, each spell as psychedelic as it is deadly.

TZAANGORS

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tzaangor	**6"**	**3+**	**4+**	**4**	**4**	**1**	**1**	**6**	**6+**
Twistbray	**6"**	**3+**	**4+**	**4**	**4**	**1**	**2**	**7**	**6+**

This unit contains 1 Twistbray and 9 Tzaangors. It can include up to 10 additional Tzaangors **(Power Rating +3)** or up to 20 additional Tzaangors **(Power Rating +6)**. Each model is armed with Tzaangor blades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

WARGEAR OPTIONS

- Any model may replace its Tzaangor blades with an autopistol and chainsword.
- One Tzaangor can take an Icon of Flame (pg 10).
- One Tzaangor can take an Instrument of Chaos (see below).

ABILITIES

Aura of Dark Glory: Each model in this unit has a 5+ invulnerable save.

Instrument of Chaos: A unit of Tzaangors that includes any instruments of Chaos adds 1 to their Advance and charge rolls.

Relic Hunters: You can re-roll failed hit rolls in the Fight phase for this unit when targeting a **CHARACTER**.

FACTION KEYWORDS CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS INFANTRY, TZAANGORS

Many Tzaangors are mutants from the Planet of the Sorcerers. They treasure rare artefacts, and fight all the harder in their presence.

RUBRIC MARINES

8 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rubric Marine	**5"**	**3+**	**3+**	**4**	**4**	**1**	**1**	**7**	**3+**
Aspiring Sorcerer	**6"**	**3+**	**3+**	**4**	**4**	**1**	**2**	**8**	**3+**

This unit contains 1 Aspiring Sorcerer and 4 Rubric Marines. It can include up to 5 additional Rubric Marines **(Power Rating +6)**, up to 10 additional Rubric Marines **(Power Rating +12)** or up to 15 additional Rubric Marines **(Power Rating +18)**.

- Each Rubric Marine is armed with an inferno boltgun.
- The Aspiring Sorcerer is armed with a force stave and an inferno bolt pistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Inferno bolt pistol	12"	Pistol 1	4	-2	1	-
Inferno boltgun	24"	Rapid Fire 1	4	-2	1	-
Soulreaper cannon	24"	Heavy 4	5	-3	1	-
Warpflame pistol	6"	Pistol D6	3	-2	1	This weapon automatically hits its target.
Warpflamer	8"	Assault D6	4	-2	1	This weapon automatically hits its target.
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-

WARGEAR OPTIONS

- The Aspiring Sorcerer may replace his force stave with a force axe or force sword.
- The Aspiring Sorcerer may replace his inferno bolt pistol with a warpflame pistol.
- Any Rubric Marine may replace his inferno boltgun with a warpflamer.
- For every ten models in the unit, one Rubric Marine may replace his inferno boltgun with a soulreaper cannon.
- One Rubric Marine may take an Icon of Flame (pg 10).

ABILITIES

Death to the False Emperor (pg 10)

All is Dust: Add 1 to the saving throws for Rubric Marines if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting with a Heavy weapon does not apply to Rubric Marines.

Favoured of Tzeentch: All models in this unit have a 5+ invulnerable save.

PSYKER

An Aspiring Sorcerer can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the *Smite* psychic power. When an Aspiring Sorcerer manifests the *Smite* psychic power, he inflicts 1 mortal wound instead of D3, or D3 mortal wounds instead of D6 if the Psychic test is 10 or more.

FACTION KEYWORDS

CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS

INFANTRY, PSYKER, RUBRIC MARINES

The Thousand Sons attack in eerie silence but for the thunder and crackle of their ensorcelled weapons.

SCARAB OCCULT TERMINATORS

13 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Scarab Occult Terminator	**4"**	**3+**	**3+**	**4**	**4**	**2**	**2**	**8**	**2+**
Scarab Occult Sorcerer	**5"**	**3+**	**3+**	**4**	**4**	**2**	**2**	**9**	**2+**

This unit contains 1 Scarab Occult Sorcerer and 4 Scarab Occult Terminators. It can include up to 5 additional Scarab Occult Terminators **(Power Rating +11)**.

- Each Scarab Occult Terminator is armed with an inferno combi-bolter and a power sword.
- The Scarab Occult Sorcerer is armed with an inferno combi-bolter and a force stave.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy warpflamer	8"	Heavy D6	5	-2	1	This weapon automatically hits its target.
Hellfyre missile rack	24"	Heavy 2	8	-2	D3	-
Inferno combi-bolter	24"	Rapid Fire 2	4	-2	1	-
Soulreaper cannon	24"	Heavy 4	5	-3	1	-
Force stave	Melee	Melee	+2	-1	D3	-
Power sword	Melee	Melee	User	-3	1	-

WARGEAR OPTIONS

- The Scarab Occult Sorcerer may replace his inferno combi-bolter with a power sword.
- One Scarab Occult Terminator may replace his inferno combi-bolter with a heavy warpflamer or a soulreaper cannon. If the unit contains ten models, a second Scarab Occult Terminator may also do this.
- One Scarab Occult Terminator may take a hellfyre missile rack. If the unit contains ten models, a second Scarab Occult Terminator may also do this.

ABILITIES

Death to the False Emperor (pg 10)

All is Dust: Add 1 to the saving throws for Scarab Occult Terminators if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting with a heavy weapon does not apply to Scarab Occult Terminators.

Terminator Armour: All models in this unit have a 5+ invulnerable save.

Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the unit can use a teleport strike to arrive on the battlefield – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

PSYKER

A Scarab Occult Sorcerer can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the *Smite* psychic power. When a Scarab Occult Sorcerer manifests the *Smite* psychic power, he inflicts 1 mortal wound instead of D3, or D3 mortal wounds instead of D6 if the Psychic test is 10 or more.

FACTION KEYWORDS

CHAOS, TZEENTCH, HERETIC ASTARTES, THOUSAND SONS

KEYWORDS

INFANTRY, TERMINATOR, PSYKER, SCARAB OCCULT TERMINATORS

The Scarab Occult, most feared of all the Thousand Sons warriors, are nigh impervious to harm.

DEATH GUARD

The Death Guard are foulness made manifest. They are a vision of unnatural corruption, of nobility, courage and strength perverted into nightmarish foulness and diseased might. Cities, worlds, even entire systems rot at their touch, the power of Nurgle spreading inexorably wherever the Death Guard raise their flyblown banners.

Resilience. Obstinacy. Brute force. Even before they fell to Chaos, these were the watchwords of the Death Guard Legion. Led by their Primarch, Mortarion, the Death Guard specialised in grinding, attritional warfare, ploughing unstoppably over their foes while taking pride in weathering the worst that their enemies could hurl at them. Thanks to the genetic legacy of their Primarch, the Death Guard possessed a remarkable resistance to poisons, toxins and phages of every sort; no such underhanded weapon or lethal atmospheric condition could lay them low.

The Death Guard were rightly proud of their implacable might, none more so than their Primarch. Yet there was a seed of resentment in Mortarion's heart, for the gifts of his Legion were neither glamorous nor glorious, and won them little acclaim. It was this Achilles' heel that Horus used to turn the Death Guard to his cause. The majority of the Death Guard followed their gene-sire into damnation, becoming the linchpin of many traitor battle-lines.

It was as Horus' Legions advanced upon Terra that the Death Guard found themselves inexplicably lost upon the fickle tides of the warp. Weeks passed with no sign of salvation, during which a terrible plague began to spread from ship to ship. The Death Guard, so long immune to mere mortal frailties, found themselves bloating and sickening. The Destroyer Plague swept through their ranks like wildfire, leaving them ever more rotted and corrupt yet singularly unable to die. At last, Mortarion himself contracted the terrible sickness. In his delirium, the Primarch beseeched Nurgle to save his Legion, and the Plague God – who had planned for this all along – graciously accepted the service of the Death Guard.

The Legion that emerged from the warp in time to join the attack on Terra bore little resemblance to the noble soldiers who had plunged into the warp weeks earlier. Pus and glowing green slime dripped from burst and rusted armour. Bloated, flabby flesh spilled forth, thick with pustulent buboes and weeping sores. The Death Guard were swollen with the sick powers of their new patron, taking a macabre joy in spreading Nurgle's plagues to all who faced them. So it has been ever since, the Death Guard marching at the behest of their rancid god and spreading his blessings to unwilling victims from one end of the galaxy to the other.

TAINTED LEGIONS

Unlike so many of their fellow traitors, the Death Guard lost neither their discipline nor their cohesion after the retreat into the Eye of Terror. With Mortarion's rise to fully fledged Daemonhood, the Legion broke into smaller warbands led by their mightiest champions, but still they continued to fight with a singular identity and purpose. Mortarion still directed his plague-ridden sons from afar, and the Death Guard continued to recruit new warriors into their ranks, albeit often by force.

Plague Lords such as Typhus, the Host of the Destroyer Hive, have continued to lead attacks upon realspace and spread metaphysical plagues far and wide. Since the opening of the Great Rift, the Death Guard have redoubled their efforts, revealing that both their numbers and their martial structure were greater than even the most pessimistic Imperial commanders had feared.

Death Guard armies are built around cores of ultra-resilient infantry, Plague Marines and befouled Terminators trudging forwards amidst the drone of a billion plague flies. Plague Sorcerers and hulking Lords lead these lumbering traitors into battle, while before them stagger reeking masses of diseased Cultists and unliving mutants. Massed firepower and armoured support is provided by rusted packs of Helbrutes and Daemon Engines, while Death Guard tanks rumble through the muck and murk of the battlefield with their guns roaring. Occasionally, even larger and more terrifying war engines lend their might to the Death Guard attack, rotted Titans and huge, bloated Daemons crushing the enemy underfoot as they spew corrosive filth across their ranks.

Utilising sustained bombardments and relentless advances, the Death Guard pummel their enemies into submission. They chant droning mantras of worship to Nurgle, or chortle with revolting mirth as they gun down the foe, but always ensure that a few survivors escape – infected with the terrible plagues of Nurgle, such victims spread sickness and disease before the Death Guard like a bow wave, and ensure their conquests come all the quicker.

DEATH GUARD ARMY RULES

This section contains a selection of datasheets for Death Guard miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

FORCES OF THE DEATH GUARD

The Heretic Astartes datasheets listed to the right can be from the Death Guard Legion. Those that have the **<LEGION>** keyword on their datasheet can replace it in all instances with **DEATH GUARD**. If a Heretic Astartes unit does not appear in the list to the right, it cannot have the **DEATH GUARD** Faction keyword.

Servants of Nurgle

If a Death Guard unit has the **<MARK OF CHAOS>** keyword, it must be **NURGLE**. Similarly, **DEATH GUARD** Daemon Princes must owe their allegiance to **NURGLE**.

Lords of the Plague Host

The Battlefield Role of **DEATH GUARD** Plague Marines is Troops instead of Elites.

PLAGUECASTERS

Malignant Plaguecasters must choose the additional psychic powers that they can use from the Contagion discipline to the right.

'Fight us if you must, but know that it is futile. Nurgle's blessings already seethe within your flesh. Soon enough, you will embrace us as your saviours.'

- Lord Festrus, Herald of the Sevenfold Filth

DEATH GUARD ARMY LIST

Typhus (pg 58)
Lord of Contagion (pg 58)
Malignant Plaguecaster (pg 59)
Noxious Blightbringer (pg 61)
Daemon Prince (pg 21)
Chaos Lord (pg 16)
Chaos Lord in Terminator Armour (pg 16)
Chaos Lord on Palanquin of Nurgle (pg 19)
Sorcerer (pg 22)
Sorcerer in Terminator Armour (pg 22)

Plague Marines (pg 60)
Poxwalkers (pg 59)
Chaos Cultists (pg 26)
Possessed (pg 32)
Helbrute (pg 33)

Foetid Bloat-drone (pg 60)
Chaos Rhino (pg 34)
Chaos Spawn (pg 36)

Defiler (pg 41)
Chaos Predator (pg 38)
Chaos Land Raider (pg 37)

CONTAGION DISCIPLINE

D3	PSYCHIC POWER
1	**Miasma of Pestilence:** *Miasma of Pestilence* has a warp charge value of 6. If manifested, select a visible friendly **DEATH GUARD** unit within 18" of the psyker. Until the start of your next Psychic phase, your opponent must subtract 1 from all hit rolls that target that unit.
2	**Gift of Contagion:** *Gift of Contagion* has a warp charge value of 7. If manifested, select a visible enemy unit within 18" of the psyker and roll a D3. Consult the table below to discover what characteristic penalty all models in that unit suffer until the start of your next Psychic phase (this cannot reduce a characteristic to less than 1).
3	**Plague Wind:** *Plague Wind* has a warp charge value of 5. If manifested, select a visible enemy unit within 18" of the psyker. Roll one dice for each model in that unit – the unit suffers a mortal wound for each roll of 6.

D3	EFFECT
1	**Flyblown Palsy:** -1 Attack
2	**Muscular Atrophy:** -1 Strength
3	**Liquefying Ague:** -1 Toughness

TYPHUS

9 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Typhus	**4"**	**2+**	**2+**	**4**	**5**	**6**	**4**	**9**	**2+**

Typhus is a single model armed with a manreaper, the Destroyer Hive and blight grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Destroyer Hive	6"	Pistol 2D6	4	-3	1	This weapon hits on hit rolls of 5+ (even when firing Overwatch), regardless of any modifiers.
Manreaper	Melee	Melee	+3	-3	3	You can re-roll wound rolls of 1 for this weapon.
Blight grenade	6"	Grenade D6	3	0	1	You can re-roll wound rolls of 1 for this weapon.

ABILITIES

Death to the False Emperor (pg 10)

Disgustingly Resilient: Each time Typhus loses a wound, roll a D6; on a roll of 5 or 6, he does not lose that wound.

Nurgle's Gift: All **DEATH GUARD** models within 7" of Typhus are surrounded by a deadly aura of plague and disease. Roll a D6 for each enemy unit that is within 1" of one or more such models at the start of your turn. On a 4+, that unit suffers a mortal wound.

Cataphractii Armour: Typhus has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far he Advances.

Host of the Destroyer Hive: Friendly units of Poxwalkers increase their Strength and Toughness by 1 whilst they are within 7" of Typhus.

Teleport Strike: During deployment, you can set up Typhus in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases Typhus can use a teleport strike to arrive on the battlefield – set him up anywhere on the battlefield that is more than 9" away from any enemy models.

PSYKER

Typhus can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the *Smite* psychic power and two psychic powers from the Contagion discipline (pg 57).

FACTION KEYWORDS CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD

KEYWORDS CHARACTER, INFANTRY, LORD OF CONTAGION, TERMINATOR, PSYKER, TYPHUS

LORD OF CONTAGION

9 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lord of Contagion	**4"**	**2+**	**2+**	**4**	**5**	**6**	**4**	**9**	**2+**

A Lord of Contagion is a single model armed with a plaguereaper.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plaguereaper	Melee	Melee	+2	-3	3	You can re-roll wound rolls of 1 for this weapon.

ABILITIES

Death to the False Emperor (pg 10)

Disgustingly Resilient: Each time this model loses a wound, roll a D6; on a roll of 5 or 6, it does not lose that wound.

Nurgle's Gift: All **DEATH GUARD** models within 7" of this model are surrounded by a deadly aura of plague and disease. Roll a D6 for each enemy unit that is within 1" of one or more such models at the start of your turn. On a 4+, that unit suffers a mortal wound.

Cataphractii Armour: This model has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far he Advances.

Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the model can use a teleport strike to arrive on the battlefield – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD

KEYWORDS CHARACTER, INFANTRY, TERMINATOR, LORD OF CONTAGION

MALIGNANT PLAGUECASTER

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Malignant Plaguecaster	**5"**	**3+**	**3+**	**4**	**5**	**4**	**3**	**8**	**3+**

A Malignant Plaguecaster is a single model armed with a corrupted staff, a bolt pistol, blight grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Corrupted staff	Melee	Melee	+2	-1	D3	-
Blight grenade	6"	Grenade D6	3	0	1	You can re-roll wound rolls of 1 for this weapon.
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

Death to the False Emperor (pg 10)

Disgustingly Resilient: Each time this model loses a wound, roll a D6; on a roll of 5 or 6, it does not lose that wound.

Pestilential Fallout: Each time this model successfully manifests a psychic power with a Psychic test of 7 or more, the nearest enemy unit within 7" suffers a mortal wound after the effects of the psychic power have been resolved.

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 *Smite* psychic power and two psychic powers from the Contagion discipline (pg 57).

FACTION KEYWORDS CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD

KEYWORDS CHARACTER, INFANTRY, PSYKER, MALIGNANT PLAGUECASTER

POXWALKERS

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Poxwalker	**4"**	**5+**	**6+**	**3**	**3**	**1**	**2**	**4**	**7+**

This unit contains 10 Poxwalkers. It can include up to 10 additional Poxwalkers (**Power Rating +3**). Each model is armed with an improvised weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Improvised weapon	Melee	Melee	User	0	1	-

ABILITIES

Disgustingly Resilient: Each time a Poxwalker loses a wound, roll a D6; on a roll of 5 or 6, it does not lose that wound.

Curse of the Walking Pox: Each time an enemy INFANTRY model is slain by a Poxwalker in the Fight phase, add one model to the Poxwalker's unit.

Mindless: This unit never has to take Morale tests.

Diseased Horde: You can add 1 to all hit rolls for this unit in the Fight phase if it contains more than 10 models.

FACTION KEYWORDS CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD

KEYWORDS INFANTRY, POXWALKERS

PLAGUE MARINES

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plague Marines	5"	3+	3+	4	5	1	1	7	3+
Plague Champion	5"	3+	3+	4	5	1	2	8	3+

This unit contains 1 Plague Champion and 4 Plague Marines. It can include up to 2 additional Plague Marines (**Power Rating +2**), up to 5 additional Plague Marines (**Power Rating +5**), up to 10 additional Plague Marines (**Power Rating +10**) or up to 15 additional Plague Marines (**Power Rating +15**).

- Each model is armed with a plague knife, boltgun, blight grenades and krak grenades.
- The Plague Champion is also armed with a bolt pistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blight launcher	24"	Assault 2	6	-2	D3	You can re-roll wound rolls of 1 for this weapon.
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Plague knife	Melee	Melee	User	0	1	You can re-roll wound rolls of 1 for this weapon.
Plaguesword	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Blight grenade	6"	Grenade D6	3	0	1	You can re-roll wound rolls of 1 for this weapon.
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Up to two Plague Marines may take a plasma pistol, or replace their boltgun with a blight launcher or one item from the *Special Weapons* list.
- The Plague Champion may replace his plague knife with a plaguesword.
- The Plague Champion may replace his bolt pistol and boltgun with a power fist and a plasma gun, or with items from the *Champion Equipment* list.
- One Plague Marine in the unit may take an Icon of Despair (pg 10).

ABILITIES

Death to the False Emperor (pg 10)

Disgustingly Resilient: Each time a model in this unit loses a wound, roll a D6; on a roll of 5 or 6, the model does not lose that wound.

FACTION KEYWORDS CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD

KEYWORDS INFANTRY, PLAGUE MARINES

FOETID BLOAT-DRONE

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Foetid Bloat-drone	*	4+	4+	*	7	10	*	8	3+

DAMAGE

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

REMAINING W	M	S	A
6-10+	10"	6	3
3-5	8"	5	2
1-2	6"	4	1

A Foetid Bloat-drone is a single model equipped with two plaguespitters and a plague probe.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plaguespitter	9"	Assault D6	User	-1	1	This weapon automatically hits its target. You can re-roll wound rolls of 1 when attacking with this weapon.
Plague probe	Melee	Melee	User	-2	D3	You can re-roll wound rolls of 1 for this weapon.

ABILITIES

Disgustingly Resilient: Each time this model loses a wound, roll a D6; on a roll of 5 or 6, it does not lose that wound.

Daemonic: This model has a 5+ invulnerable save.

Putrid Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 4+ it explodes, and each unit within 7" suffers 1 mortal wound.

FACTION KEYWORDS CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD

KEYWORDS VEHICLE, DAEMON, DAEMON ENGINE, FLY, FOETID BLOAT-DRONE

NOXIOUS BLIGHTBRINGER

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Noxious Blightbringer	**5"**	**3+**	**3+**	**4**	**5**	**4**	**3**	**8**	**3+**

A Noxious Blightbringer is a single model armed with a cursed plague bell, a plasma pistol, blight grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Cursed plague bell	Melee	Melee	User	0	2	You can re-roll wound rolls of 1 for this weapon.
Blight grenade	6"	Grenade D6	3	0	1	You can re-roll wound rolls of 1 for this weapon.
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

Death to the False Emperor (pg 10)

Disgustingly Resilient: Each time this model loses a wound, roll a D6; on a roll of 5 or 6, it does not lose that wound.

Tocsin of Misery: Units must subtract 1 from their Leadership whilst they are within 7" of any enemy Noxious Blightbringers (**PSYKERS** must subtract 2 instead). In addition, if a **DEATH GUARD** unit is within 7" of any friendly Noxious Blightbringers when it Advances, roll two dice and discard the lowest result when determining how far that unit Advances.

FACTION KEYWORDS CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD

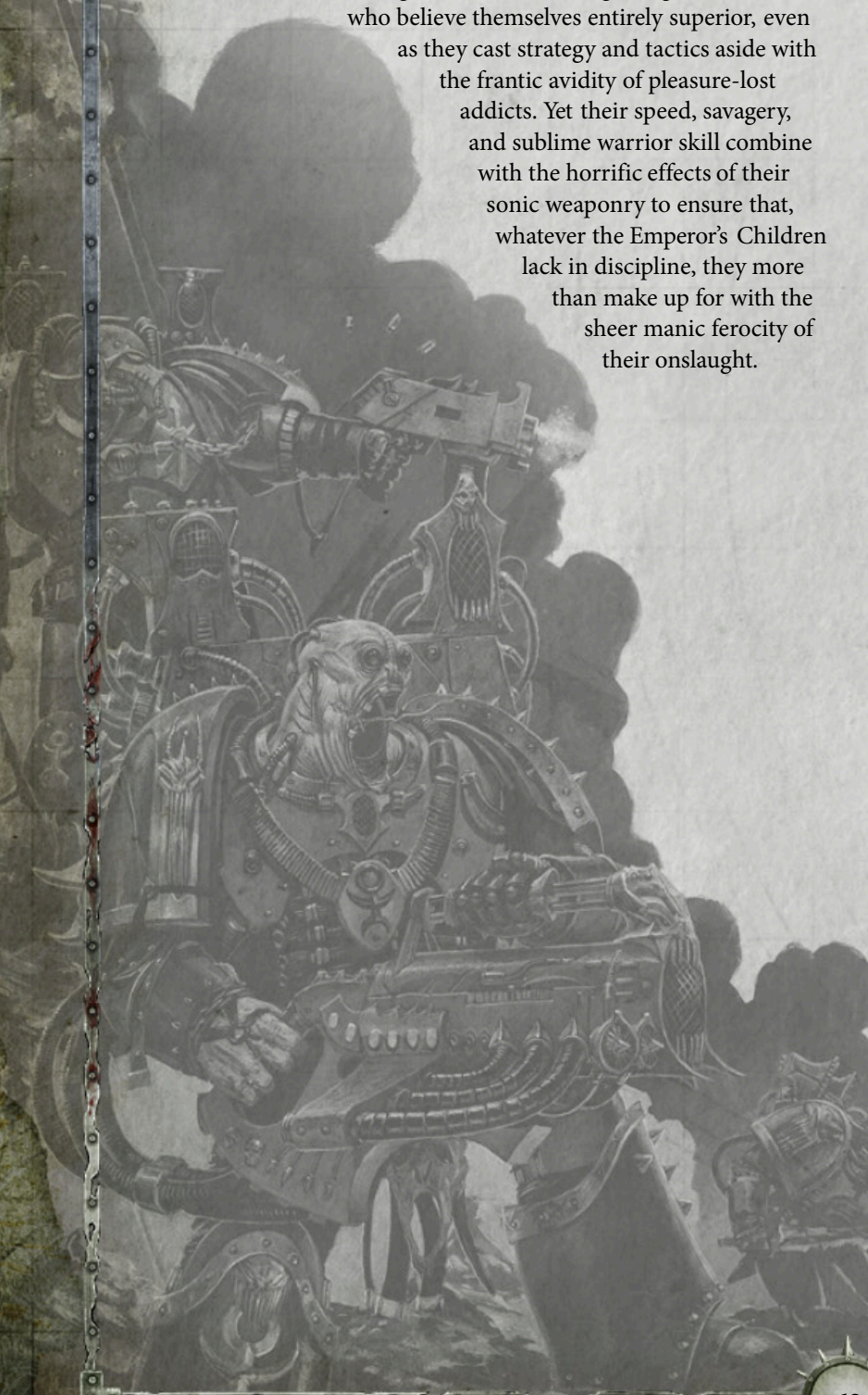
KEYWORDS CHARACTER, INFANTRY, NOXIOUS BLIGHTBRINGER

The Death Guard lumber and stomp to war amongst a throng of flies, plague spreading unbound before them.

EMPEROR'S CHILDREN

Few beings in the galaxy are as twisted and deranged as the Emperor's Children. Their sanity blasted by the sick worship of Slaanesh, the Lord of Pleasure, the Emperor's Children embrace terror and agony as delightful bliss, and wreak the most horrific degradations upon their foes in the name of indulgence and pleasure.

Cacophonous shrieks and sonic detonations announce the coming of the Emperor's Children. Distorted monsters clad in riotously garish power armour, these Heretic Astartes are sworn to Slaanesh, the Dark Prince of Excess. Every aspect of their combat doctrine, armaments and grotesque appearance reflects their perverse worship; the Emperor's Children obsessively seek sensory excess and overstimulation with a determination that has sealed the fate of star systems. No act of degradation or cruelty is too extreme for these damned traitors, who hurl themselves into battle with gleeful screams, seeking anything that may fire synapses dulled by millennia of overindulgence. The Emperor's Children fight with the towering arrogance of those who believe themselves entirely superior, even as they cast strategy and tactics aside with the frantic avidity of pleasure-lost addicts. Yet their speed, savagery, and sublime warrior skill combine with the horrific effects of their sonic weaponry to ensure that, whatever the Emperor's Children lack in discipline, they more than make up for with the sheer manic ferocity of their onslaught.



This Traitor Legion fell further than most when they cast aside their loyalties, for they were once glittering exemplars of everything it meant to be Space Marines. So great were the glories of the Emperor's Children that they were the only Legion permitted to bear the Emperor's own aquila sigil upon their armour, as a mark of his great respect.

Driven to compensate for an early genetic failing that almost destroyed their Legion, the Emperor's Children strove for absolute perfection in all things. Their Primarch, Fulgrim – a warrior of surpassing grace, beauty and skill – led them in this constant quest for excellence. In return, his sons venerated their gene-sire as a virtual warrior god, desiring above all things to win his approval with their exemplary conduct and skill.

It was this proud and obsessive nature that Horus played upon, luring Fulgrim into treachery with goads and blandishments until his fellow Primarch willingly embraced the insane worship of Slaanesh. The Emperor's Children slid quickly into heresy as excellence became obsession, pride curdled into towering arrogance, and nobility was drowned in a sea of illicit sensation.

A CORNUCOPIA OF HORRORS

The Emperor's Children embraced damnation with characteristic fervour, swiftly becoming Slaanesh's most zealous mortal warriors. The atrocities they committed during the Horus Heresy were so vile that even the other Traitor Legions soon reviled them. After the failed siege of Terra, and the flight into the Eye of Terror, that discord only deepened until eventually the Emperor's Children were shattered into fragmented warbands by a series of catastrophic wars with other Heretic Astartes.

So lost to psychotic hedonism were Fulgrim and his children that they did not care. Scattering throughout the Eye and far beyond, the Emperor's Children continued their endless crusade to revel in every forbidden delight and act of sadistic butchery that the galaxy could offer. Their warbands vary greatly in size and composition, but at the heart of most fight squads of Noise Marines, who loose unbearable sonic barrages upon the enemy in order to spur their own senses even as they overload those of the foe. Alongside these howling lunatics fight baying pleasure cults of mutants and madmen, lethal packs of lascivious, perfumed Daemons, and lithe war engines that eradicate the foe with speed and overwhelming firepower. Every battle is fought in the name of wanton excess, and where possible slaves are taken in their millions, doomed to spend the rest of their short and horrifying lives serving the legionaries' every deranged whim.

EMPEROR'S CHILDREN ARMY RULES

This section contains a selection of datasheets for Emperor's Children miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

FORCES OF THE EMPEROR'S CHILDREN

The Heretic Astartes datasheets found on pages 16 to 42 can be from the Emperor's Children Legion – this is represented by replacing the **<LEGION>** keyword on their datasheet in all instances with **EMPEROR'S CHILDREN**.

Servants of Slaanesh

If an Emperor's Children unit has the **<MARK OF CHAOS>** keyword, it must be **SLAANESH**. Similarly, **EMPEROR'S CHILDREN** Daemon Princes must owe their allegiance to **SLAANESH**.

Masters of the Kakophoni

The Battlefield Role of **EMPEROR'S CHILDREN** Noise Marines is Troops instead of Elites.

LUCIUS THE ETERNAL

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lucius the Eternal	**6"**	**2+**	**2+**	**4**	**4**	**5**	**5**	**9**	**3+**

Lucius the Eternal is a single model armed with the Lash of Torment, a master-crafted power sword, a doom siren, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Doom siren	8"	Assault D3	5	-2	1	This weapon automatically hits its target. Units targeted by this weapon do not gain any bonus to their saving throws for being in cover.
Lash of Torment	6"	Assault 2	User	-1	2	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
Master-crafted power sword	Melee	Melee	User	-3	2	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

Death to the False Emperor (pg 10)

Armour of Shrieking Souls: Lucius the Eternal has a 5+ invulnerable save. Whenever you make a successful saving throw for Lucius in the Fight phase, roll a D6. On a roll of 4+, the unit that made the attack suffers a mortal wound after all of its attacks have been made.

Duellist's Pride: If Lucius the Eternal directs all of his attacks against a single enemy **CHARACTER**, roll an extra 2 attacks. These extra attacks must also be directed at that character.

Lord of Slaanesh: You can re-roll all hit rolls of 1 made for friendly Emperor's Children units within 6" of this model.

FACTION KEYWORDS CHAOS, SLAANESH, HERETIC ASTARTES, EMPEROR'S CHILDREN

KEYWORDS CHARACTER, INFANTRY, CHAOS LORD, LUCIUS THE ETERNAL

Lucius the Eternal brings mayhem to every world he visits. A consummate duellist, he seeks perfection at the point of a blade.

NOISE MARINES

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Noise Marine	**6"**	**3+**	**3+**	**4**	**4**	**1**	**2**	**7**	**3+**
Noise Champion	**6"**	**3+**	**3+**	**4**	**4**	**1**	**3**	**8**	**3+**

This unit contains 1 Noise Champion and 4 Noise Marines. It can include up to 5 additional Noise Marines **(Power Rating +5)**, up to 10 additional Noise Marines **(Power Rating +9)** or up to 15 additional Noise Marines **(Power Rating +14)**. Each model is armed with a boltgun, a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blastmaster	When attacking with this weapon, choose one of the profiles below.					
- Single frequency	48"	Heavy D3	8	-2	D3	Units targeted by this weapon do not gain any bonus to their saving throws for being in cover.
- Varied frequency	36"	Assault D6	4	-1	1	
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Doom siren	8"	Assault D3	5	-2	1	This weapon automatically hits its target. Units targeted by this weapon do not gain any bonus to their saving throws for being in cover.
Sonic blaster	24"	Assault 3	4	0	1	Units targeted by this weapon do not gain any bonus to their saving throws for being in cover.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Any model may replace its boltgun with a chainsword or sonic blaster.
- One Noise Marine may replace his boltgun with a blastmaster. If the unit numbers ten or more models, a second Noise Marine may do this.
- The Noise Champion may replace his bolt pistol and boltgun with items from the *Champion Equipment* list.
- The Noise Champion may take a doom siren.
- One Noise Marine may take an Icon of Excess (pg 10).

ABILITIES

Death to the False Emperor (pg 10)

Music of the Apocalypse: Each time a model in this unit is slain, it is driven to make one last attack before succumbing to its injuries. Do not remove the slain model yet – after the attacking unit has finished making all its attacks, the slain model can make a shooting attack with one of its ranged weapons, or throw a grenade, even if the model's unit is within 1" of the enemy. The slain model is then removed as a casualty as normal.

FACTION KEYWORDS CHAOS, SLAANESH, HERETIC ASTARTES, EMPEROR'S CHILDREN

KEYWORDS INFANTRY, NOISE MARINES

CHAOS DAEMONS

Creatures of primal malevolence, Daemons are birthed from the accumulated sins and passions of the mortal races, and given form and will by the Dark Gods of Chaos. Invested with the cruel malice of their creators, they will not rest until reality itself is torn asunder and every soul in the galaxy devoured.

Daemons are the physical manifestation of a Chaos God's will, birthed from an infinitesimal portion of his power, and given both personality and conscious thought. Each member of the Dark Pantheon commands untold billions of such creatures, from hordes of daemonic footsoldiers to hideously powerful Greater Daemons and Daemon Princes. The true size of any god's forces is impossible to ascertain, and may rise or fall depending on the power he currently wields in the Great Game, the Chaos Pantheon's never-ending struggle for prestige and dominance. The Realm of Chaos – known to Mankind as the warp, or warp space – plays host to this contest. Across endless mutable battlefields, each god's daemonic legions clash in eternal war. Though the violence of this conflict is beyond imagining, no lasting change can truly be wrought upon the realm of Chaos, for to do so would be antithetical to its very nature. Not so the material realm, which recoils at the ruinous touch of daemonkind. It is for this reason that every Daemon desires nothing more than to gain egress into realspace, to destroy and despoil at will.

When a warp breach offers a Daemon legion such an opportunity, they burst forth from the immaterium with savage delight, united by their lust for destruction. Entire planets are consumed in the face of this onslaught, billions of mortal souls devoured. Though a warp rift may last mere hours, or perhaps even moments, that is often enough to spell the death of a world, and with the advent of the opening of the Great Rift and the Blackness, such incursions grow ever more frequent. Daemonic hordes pour into reality all across the Imperium, brought into being by violent warp storms or summoned from the empyrean by mortal servants of the Ruinous Powers. The armies of Humanity rush to respond, but no sooner is battle joined in one sector than reports drift in from another. Often these garbled transmissions offer little more than static-masked screams of terror, and the triumphant bellows of rampaging Daemons.

DAEMONIC INCURSIONS

The invasion of a daemonic army is an event of apocalyptic horror. Unconstrained by conventional physics, a Daemon host can appear without warning in the midst of their foe. Fortifications and defensive lines are circumvented entirely, and while the warp rift that granted the Daemons entry remains open, their numbers are continually replenished. For the unfortunate defenders, the only option is to continue to fight and pray for salvation with all their faith.

The forces of each Chaos God fight in their own distinct manner, though the basic structure of their legions is similar. The bulk of such a force is most often comprised of daemonic footsoldiers, armed with either hell-forged weapons or deadly mutations that protrude from their flesh. They sweep forth in endless numbers, uncaring of danger, focussed only on the obliteration of mortal life. Leading these throngs are Greater Daemons and Daemon Princes, the greatest and most favoured amongst the host. These are the generals and commanders of the daemonic legions, and each is a creature of hideous strength and will.

To face a daemonic legion in battle is to risk not only the obliteration of one's mortal soul, but also the foul touch of corruption should one emerge triumphant. In the face of a tidal wave of unreason, madness and despair, mortal eyes are opened to the hideous truth of the universe. Only the strongest-willed can emerge from such a nightmare with their minds intact, and even then their existence is in grave danger. The Imperium cannot allow the existence of Daemons to become common knowledge, and so the survivors, when found, are handed over to the Inquisition. The fortunate are mind-scoured and quarantined. In extreme cases of daemonic corruption the order is given for Exterminatus, and entire worlds are scoured of life in a nuclear firestorm.

DAEMON HIERARCHY

	KHORNE	TZEENTCH	NURGLE	SLAANESH
GREATER DAEMONS	**Bloodthirsters** *Fists of Khorne* *Guardians of the Throne* *Blooded Ones*	**Lords of Change** *The Eyes of Tzeentch* *The Feathered Lords* *The Watching*	**Great Unclean Ones** *Plague Lords* *Fly Masters* *Stench Lords*	**Keepers of Secrets** *Slayers of Slaanesh* *Feasters of Pain* *Despoilers of the Flesh*
HERALDS	**Heralds of Khorne** **Skulltaker**	**Heralds of Tzeentch** **The Changeling**	**Heralds of Nurgle** **Epidemius**	**Heralds of Slaanesh** **The Masque**
LESSER DAEMONS	**Bloodletters** *Khorne's Chosen* *Teeth of Death* *Takers of Skulls*	**Pink Horrors** *Whirling Destroyers* *Squealers* **Blue Horrors** *Spinning Sourguts* *Grumblers* **Brimstone Horrors**	**Plaguebearers** *Maggotkin* *Nurgle's Tallymen* **Nurglings** *Pus Spores* *Mites of Nurgle*	**Daemonettes** *Children of Slaanesh* *Bringers of Joyous Degradation* *Seekers of Decadence*
DAEMONIC BEASTS	**Flesh Hounds** *Hunters of Blood* *Flesh-Renders* **Juggernauts of Khorne** *Soul Crushers*	**Flamers of Tzeentch** *Burning Horrors* *Fire Daemons* **Screamers** *Sky-sharks of Tzeentch* *Discs of Tzeentch*	**Beasts of Nurgle** *Slime Hounds* *Nurgle's Lapdogs*	**Fiends of Slaanesh** *Bestials* *Unholy Ones* **Steeds of Slaanesh** *Tongue Lashers* *Degraded Ones*

Daemon Princes
Soul Grinders
Furies
Skarbrand

CHAOS DAEMONS ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Chaos Daemons miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. Some rules are common to several Chaos Daemons units – these are described below and referenced on the datasheets.

ABILITIES

The following abilities are common to several Chaos Daemon units:

Daemonic

Units with this ability have a 5+ invulnerable save.

Unstoppable Ferocity

If a **KHORNE DAEMON** unit with this ability either charges, is charged, or performs a Heroic Intervention, add 1 to the Strength and Attacks characteristics of all models in the unit until the end of the turn.

Ephemeral Form

Add 1 to any invulnerable saving throws made for a **TZEENTCH DAEMON** with this ability.

Disgustingly Resilient

Each time a **NURGLE DAEMON** with this ability loses a wound, roll a D6 – on a roll of 5 or 6, the model does not lose a wound.

Quicksilver Swiftness

SLAANESH DAEMON units with this ability always fight first in the Fight phase, even if they didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.

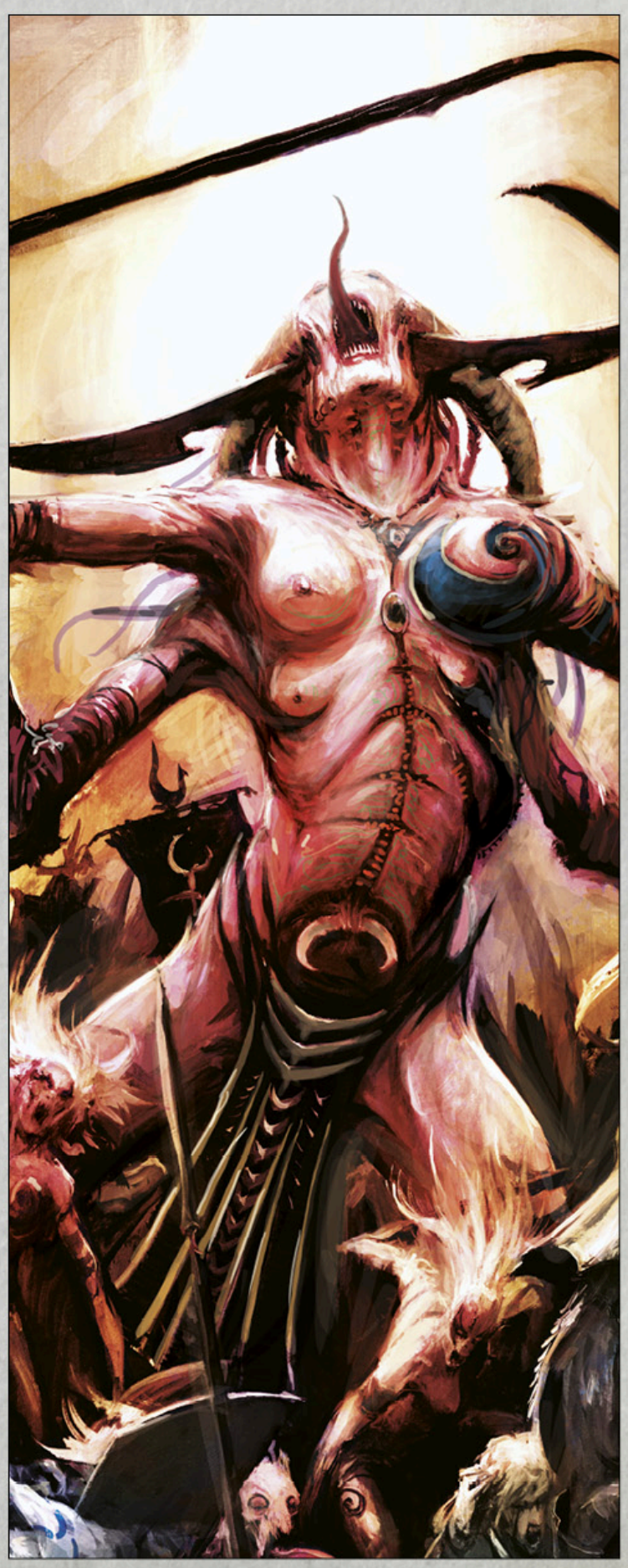
DAEMONIC RITUAL

Instead of moving in their Movement phase, any **CHAOS CHARACTER** can, at the end of their Movement phase, attempt to summon a **DAEMON** unit with this ability by performing a Daemonic Ritual (the character cannot do so if they arrived as reinforcements this turn, or if they themselves have been summoned to the battlefield this turn).

If they do so, first choose one of the four Chaos Gods – **KHORNE, TZEENTCH, NURGLE** or **SLAANESH**. A **CHARACTER** who owes allegiance to one of the Dark Gods can only attempt to summon the units of their patron – for example, a **KHORNE CHARACTER** could only attempt to summon **KHORNE DAEMONS**.

Roll up to 3 dice – this is your summoning roll. You can summon one new unit with the Daemonic Ritual ability to the battlefield that has a Power Rating equal to or less than the total result so long as it has the same Chaos God keyword you chose at the start (in the case of units that have the choice of allegiance, such as Furies, the unit when summoned will have this keyword). This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is entirely within 12" of the character and is more than 9" from any enemy model. If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned.

If your summoning roll included any doubles, your character then suffers a mortal wound. If it contained any triples, it instead suffers D3 mortal wounds.



CHAOS DAEMONS PSYCHIC DISCIPLINES

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Nurgle, Slaanesh or Tzeentch disciplines using the tables below. You can either roll a D3 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

NURGLE DISCIPLINE

D3	PSYCHIC POWER
1	**Stream of Corruption** *Stream of Corruption* has a warp charge value of 5. If manifested, pick the closest enemy unit within 7" of the psyker. The unit suffers D3 mortal wounds if it has fewer than 10 models, and D6 mortal wounds if it has 10 models or more.
2	**Virulent Blessing** *Virulent Blessing* has a warp charge value of 6. If manifested, pick a **NURGLE DAEMON** unit within 18" of the psyker. ~~You can add 1 to all wound rolls made by that unit in the Fight phase. Furthermore, any wound rolls of 7+ made for that unit in the Fight phase inflict double damage.~~
3	**Fleshy Abundance** *Fleshy Abundance* has a warp charge value of 5. If manifested, select a friendly **NURGLE DAEMON** unit within 18" of the psyker. That unit recovers D3 wounds lost earlier in the battle.

SLAANESH DISCIPLINE

D3	PSYCHIC POWER
1	**Cacophonic Choir** *Cacophonic Choir* has a warp charge value of 7. If manifested, roll 2D6. The closest visible enemy unit within 18" of the psyker suffers a mortal wound for each point that the total exceeds their Leadership.
2	**Symphony of Pain** *Symphony of Pain* has a warp charge value of 6. If manifested, the nearest visible enemy unit within 18" of the psyker is struck by unbearable pain. Your opponent must subtract 1 from all hit rolls made for this unit until the start of your next Psychic phase.
3	**Hysterical Frenzy** *Hysterical Frenzy* has a warp charge value of 8. If manifested, select a single friendly **SLAANESH DAEMON** unit within 18" of the psyker that is within 1" of an enemy unit. That unit can pile in and attack as if it were the Fight phase.

TZEENTCH DISCIPLINE

D3	PSYCHIC POWER
1	**Boon of Change** *Boon of Change* has a warp charge value of 7. If manifested, select a visible friendly **TZEENTCH DAEMON** unit within 18" of the psyker and roll a D3. Consult the table below to discover what characteristic bonus all models in that unit receive until the start of your next Psychic phase. **D3 — EFFECT** 1 — **Extra Limb:** +1 Attack 2 — **Mystic Strength:** +1 Strength 3 — **Iron Skin:** +1 Toughness
2	**Bolt of Change** *Bolt of Change* has a warp charge value of 9. If manifested, select a unit within 18" of the psyker. That unit suffers D3 mortal wounds. If a **CHARACTER** is slain by this psychic power, you can add a Chaos Spawn model to your army, and set it up within 1" of the character before its model is removed.
3	**Treason of Tzeentch** *Treason of Tzeentch* has a warp charge value of 8. If manifested, select a visible enemy **CHARACTER** within 18" of the psyker, apart from the opponent's Warlord, and then roll 2D6. If the result is greater than the character's Leadership, you can treat the model as if it were a friendly model in your army in your Shooting, Charge and Fight phases. At the end of the Fight phase, the character reverts to being an enemy model.

DAEMONS OF KHORNE

The Daemons of Khorne flow across the battlefield like blood spilling from titanic wounds torn in the flesh of reality itself. They are hate and they are butchery, the distilled rage and murderlust of the Blood God made manifest in endless ranks of red-eyed, blade-wielding killers.

Khorne's Daemon legions are slaughter incarnate, and when loosed upon an enemy army they strike with the force of a blazing comet. Rank upon rank of howling Bloodletters hurl themselves into battle with eager fury. They hack and tear in a blood-maddened frenzy that is stoked to greater heights as the battle wears on and the ground becomes slick with gore. Flesh Hounds bound at their side, slavering boiling spittle as they bear fleeing mortals to the ground and tear them apart with razor-sharp fangs. Stampedes of Bloodcrushers charge the enemy flank, their Juggernaut war-mounts pounding through walls and barricades like unstoppable battering rams. Bones are shattered to dust and bodies crushed to gory paste as they strike home, their riders lashing out with hellblades to cleave heads from necks. In the wake of this ruination come Blood Thrones and Skull Cannons, nightmarish machines forged from brass and Daemon-flesh. These foul Daemon Engines shred the bodies of the fallen beneath grinding treads as they advance, and turn the very skulls of their victims into profane ammunition for their hell-forged cannons. Greater than all these assembled horrors are the Bloodthirsters; most exalted amongst Khorne's Daemons, and the fell generals that lead his hosts to war. These leather-winged monstrosities are creatures of single-minded destruction. They care only for slaughter, and embody that grim act in its purest form. With relentless ferocity they cleave with axe and flail, hewing scores of the enemy apart with every swing.

BLOOD FOR THE BLOOD GOD

Khorne is the Blood God, the Lord of Rage and the Taker of Skulls. He is the embodiment of a never-ending lust to dominate and destroy. It is his sole desire to drown the galaxy in a tide of slaughter, to kill and conquer until there is nothing left but spilled blood and shattered bone. Khorne cares not for subtlety, and scorns the cowardly plotting of his brother gods. His is the way of the axe. What he desires is taken by force, and those who stand against him are torn limb from limb in a frenzy of brutality, a stark warning to any who would deny his will. The code of the Blood God's faithful is similarly straightforward; the blood must flow, always. Every single life taken in anger fuels Khorne's power, and thus his followers have ensured that war has spread to all corners of the galaxy. To the Blood God it matters not at all who triumphs in these countless conflicts. The very act of defending a planet against his daemonic legions lends him strength, for every burst of violence, every roar of hatred and every knife driven into soft flesh, is an act of worship to the Blood God, whether it is intended as such or not. Human, Tyranid, T'au, Aeldari or Ork – all are mere playthings whose petty squabbles slake his endless thirst for slaughter.

From his throne of power within the Brass Citadel, Khorne orders his armies forth, demanding an ever greater tithe of skulls with each fresh conquest. The Blood God's daemonic legions have fought and killed for countless millennia, across both the roiling plains of the Realm of Chaos and the vulnerable worlds of realspace. This unending carnage has forged them into terrifying engines of destruction, and when such a force spills out from the immaterium and falls upon an inhabited world, mountains of skulls are raised in Khorne's name. Dread omens herald this apocalypse. Lakes and oceans fill with boiling blood, and entire populations fall into civil war overnight as visions of gruesome slaughter haunt their waking dreams. Comets shaped liked grinning skulls fall from the sky, crushing hab-blocks to rubble. As the Great Rift spills its hateful warplight across the galaxy, and the mortal races begin to tear themselves apart, these baleful signs are rapidly increasing in both volume and severity. Khorne's legions spill from the void in ever greater numbers, for the Blood God senses that the hour of his final, inevitable victory draws near.

CHAMPIONS OF CARNAGE

Only the strongest are worthy of Khorne's favour, and so the Blood God's legions are commanded by creatures of ancient and horrific power. Countless acts of atrocity and carnage mark these beings out even amongst their own hellish kind. The Bloodthirsters of the Eight Circles are Khorne's personal guard and his fell generals both, and each is deadly enough to cut a gore-soaked swathe across entire star systems. Ironically, the greatest Daemon lord ever to serve the Blood God is a traitor and exile. The entity known as Skarbrand was once the most exalted amongst his Greater Daemons, yet his pride blazed too fiercely. Cunning Tzeentch tricked Skarbrand into striking the Blood God, promising the Bloodthirster that even a god could not withstand him, such was his power. Attacking while Khorne was distracted, a single dent in the Blood God's brass armour was all that Skarbrand achieved with his mightiest blow, and in his rage Khorne hurled his betrayer across the immaterium. Exiled from the Blood God's realm and trapped forever in the moment of incandescent rage that led to his betrayal, Skarbrand has slaughtered his way across both the mortal and immortal planes, spilling oceans of blood and reaping an ever growing harvest of skulls. It is fitting that vengeful Khorne will never grant the fallen Bloodthirster mercy, for in his tortured banishment Skarbrand has served his lord more faithfully than ever.

Though Khorne is a demanding and unforgiving master, there are those who have long held his favour. Formerly a Bloodletter, the Daemon known as Skulltaker displayed such a talent for striking the heads from his enemies that the Blood God's eye swiftly fell upon him. The moment that he claimed his eight-hundred and eighty-eighth skull, Khorne anointed him as his sacred executioner, and gifted him free rein to travel the cosmos collecting worthy skulls to impale upon the walls of the Brass Citadel. Skulltaker is a duellist without peer, a master swordsman who likes to brutally maim his enemies, leaving them helpless before him. Profane fire swirls around his claws as he grasps his defeated opponent's head, and their screams reach a horrible pitch as the flesh is seared and melted from their skull. With a twist of his arm, Skulltaker snaps his trophy free from the spine, bearing it aloft in honour of his dark master.

Perhaps Khorne's most trusted servant is the fell creature that stalks the shadows of his throne room. Karanak, the three-headed Hound of Vengeance, is the Blood God's watchful guardian and the agent of his wrath. Karanak is dispatched to hunt down those who have insulted Khorne's raging pride, whether through insufficient tribute, cowardice, or the use of weakling magic. Relentless, tireless and full of cruel malice, the Hound of Vengeance will not cease his hunt until he tastes his quarry's flesh between his fangs.

KARANAK

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Karanak	10"	2+	-	5	5	6	4	8	6+

Karanak is a single model which attacks with soul-rending fangs. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Soul-rending fangs	Melee	Melee	User	-2	2	-

ABILITIES **Daemonic, Unstoppable Ferocity, Daemonic Ritual** (pg 68)

Brass Collar of Bloody Vengeance: Karanak can attempt to deny two psychic powers in each enemy Psychic phase.

Prey of the Blood God: When both armies have been set up, choose one enemy **CHARACTER** on the battlefield. You can add 1 to hit and wound rolls for Karanak's attacks when they target this character.

FACTION KEYWORDS CHAOS, KHORNE, DAEMON

KEYWORDS BEAST, CHARACTER, FLESH HOUND, KARANAK

SKARBRAND

19 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skarbrand	*	*	2+	7	7	16	*	9	3+

Skarbrand is a single model armed with two axes – Slaughter and Carnage – who unleashes head-crushing bellows of endless fury. Only one of this model may be included in your army.

DAMAGE

Some of Skarbrand's characteristics change as he suffers damage, as shown below:

REMAINING W	M	WS	A
9-16+	8"	2+	6
5-8	6"	3+	7
1-4	4"	4+	8

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bellow of endless fury	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Slaughter and Carnage	Melee	Melee	x2	-4	D6	You can re-roll failed hit rolls for this weapon.

ABILITIES **Daemonic, Unstoppable Ferocity, Daemonic Ritual** (pg 68)

Rage Embodied: All units, friend or foe, within 8" of Skarbrand do not take Morale tests, can't Fall Back, and add 1 to their Attacks characteristic.

FACTION KEYWORDS CHAOS, KHORNE, DAEMON

KEYWORDS CHARACTER, MONSTER, BLOODTHIRSTER, SKARBRAND

SKULLTAKER

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skulltaker	7"	2+	2+	5	4	4	4	8	3+

Skulltaker is a single model armed with the Slayer Sword. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Slayer Sword	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of D6 instead of 1.

ABILITIES **Daemonic, Unstoppable Ferocity, Daemonic Ritual** (pg 68)

Skulls for Khorne: You can re-roll failed hit and wound rolls for attacks made by Skulltaker that target a **CHARACTER**.

Locus of Decapitation: You can add 1 to hit rolls made for friendly **BLOODLETTER** units that are within 8" of Skulltaker in the Fight phase.

FACTION KEYWORDS CHAOS, KHORNE, DAEMON

KEYWORDS CHARACTER, INFANTRY, BLOODLETTER, HERALD OF KHORNE, SKULLTAKER

BLOODTHIRSTER OF INSENSATE RAGE

17 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Bloodthirster of Insensate Rage	*	*	2+	7	7	16	*	10	3+

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

REMAINING W	M	WS	A
9-16+	12"	2+	6
5-8	8"	3+	4
1-4	6"	4+	2

A Bloodthirster of Insensate Rage is a single model armed with a great axe of Khorne.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Great axe of Khorne	Melee	Melee	x2	-4	D6	Each time you roll to determine how much damage this weapon inflicts, roll two dice and discard the lowest result.

ABILITIES **Daemonic, Unstoppable Ferocity, Daemonic Ritual** (pg 68)

Greater Daemon: Friendly **KHORNE DAEMON** units within 6" of this model when they take a Morale test can use this model's Leadership instead of their own.

FACTION KEYWORDS CHAOS, KHORNE, DAEMON

KEYWORDS CHARACTER, MONSTER, BLOODTHIRSTER, FLY

BLOODTHIRSTER OF UNFETTERED FURY

17 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Bloodthirster of Unfettered Fury	*	2+	*	7	7	16	*	10	3+

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

REMAINING W	M	BS	A
9-16+	12"	2+	6
5-8	8"	3+	4
1-4	6"	4+	2

A Bloodthirster of Unfettered Fury is a single model armed with a lash of Khorne and an axe of Khorne.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lash of Khorne	8"	Assault D3	User	-3	D3	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
Axe of Khorne	Melee	Melee	+3	-4	D6	-

ABILITIES **Daemonic, Unstoppable Ferocity, Daemonic Ritual** (pg 68)

Greater Daemon: Friendly **KHORNE DAEMON** units within 6" of this model when they take a Morale test can use this model's Leadership instead of their own.

FACTION KEYWORDS CHAOS, KHORNE, DAEMON

KEYWORDS CHARACTER, MONSTER, BLOODTHIRSTER, FLY

WRATH OF KHORNE BLOODTHIRSTER

17 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wrath of Khorne Bloodthirster	*	2+	*	7	7	16	*	10	3+

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

REMAINING W	M	BS	A
9-16+	12"	2+	6
5-8	8"	4+	4
1-4	6"	6+	D6

A Wrath of Khorne Bloodthirster is a single model that breathes hellfire and is armed with a bloodflail and an axe of Khorne.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bloodflail	8"	Assault 1	+1	-3	3	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
Hellfire	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Axe of Khorne	Melee	Melee	+3	-4	D6	-

ABILITIES **Daemonic, Unstoppable Ferocity, Daemonic Ritual** (pg 68)

Greater Daemon: Friendly **KHORNE DAEMON** units within 6" of this model when they take a Morale test can use this model's Leadership instead of their own.

Relentless Hunter: You can re-roll any failed hit rolls for attacks made by this model against **CHARACTERS**.

FACTION KEYWORDS CHAOS, KHORNE, DAEMON

KEYWORDS CHARACTER, MONSTER, BLOODTHIRSTER, FLY

HERALD OF KHORNE

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Herald of Khorne	**6"**	**2+**	**2+**	**5**	**4**	**4**	**3**	**8**	**6+**

A Herald of Khorne is a single model armed with a hellblade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.

ABILITIES **Daemonic, Unstoppable Ferocity, Daemonic Ritual** (pg 68)

~~**Herald of Khorne:**~~ Add 1 to the Strength characteristic of friendly **KHORNE DAEMON** units within 6" of one or more models with this ability.

FACTION KEYWORDS CHAOS, KHORNE, DAEMON

KEYWORDS CHARACTER, INFANTRY, BLOODLETTER, HERALD OF KHORNE

HERALD OF KHORNE
ON BLOOD THRONE

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Herald of Khorne on Blood Throne	**6"**	**2+**	**2+**	**5**	**7**	**7**	**5**	**8**	**5+**

A Herald of Khorne on Blood Throne is a single model armed with a hellblade. It rides atop a Blood Throne and is attended by two Bloodletters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.

ABILITIES **Daemonic, Unstoppable Ferocity, Daemonic Ritual** (pg 68)

~~**Herald of Khorne:**~~ Add 1 to the Strength characteristic of friendly **KHORNE DAEMON** units within 6" of one or more models with this ability.

Crushing Impact: When a Blood Throne crashes into the foe, warriors are smashed to the ground and crushed to a paste. Each time this model finishes a charge move, roll a D6 for each enemy model within 1"; that model's unit suffers a mortal wound for each roll of 5+.

Gorefeast: If this model slays any models with its Crushing Impact ability, it recovers one wound lost earlier in the battle.

FACTION KEYWORDS CHAOS, KHORNE, DAEMON

KEYWORDS CHARACTER, CHARIOT, BLOODLETTER, HERALD OF KHORNE

FLESH HOUNDS

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Flesh Hound	**10"**	**3+**	**-**	**4**	**4**	**2**	**2**	**7**	**6+**

This unit contains 5 Flesh Hounds. It can include up to 5 additional Flesh Hounds **(Power Rating +5)**, up to 10 additional Flesh Hounds **(Power Rating +10)** or up to 15 additional Flesh Hounds **(Power Rating +15)**. Each model attacks with gore-drenched fangs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gore-drenched fangs	Melee	Melee	User	-1	1	-

ABILITIES **Daemonic, Unstoppable Ferocity, Daemonic Ritual** (pg 68)

Collar of Khorne: This unit can attempt to deny one psychic power in each enemy Psychic phase.

FACTION KEYWORDS CHAOS, KHORNE, DAEMON

KEYWORDS BEAST, FLESH HOUNDS

HERALD OF KHORNE
ON JUGGERNAUT

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Herald of Khorne on Juggernaut	**8"**	**2+**	**2+**	**5**	**5**	**5**	**3**	**8**	**4+**

A Herald of Khorne on Juggernaut is a single model armed with a hellblade, and rides atop a Juggernaut of Khorne which gores its enemies with its bladed horn.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Herald of Khorne						
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.
Juggernaut						
Bladed horn	Melee	Melee	5	-1	1	After this model makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.

ABILITIES

Daemonic, Unstoppable Ferocity, Daemonic Ritual (pg 68)

~~**Herald of Khorne:**~~ Add 1 to the Strength characteristic of friendly **KHORNE DAEMON** units within 6" of one or more models with this ability.

Devastating Charge: The sheer impact of a Juggernaut charge can crush enemies into a paste. Add 2 to the Strength of the Juggernaut's bladed horn attack if this model charged in the same turn.

FACTION KEYWORDS CHAOS, KHORNE, DAEMON

KEYWORDS CAVALRY, CHARACTER, BLOODLETTER, HERALD OF KHORNE

BLOODLETTERS

POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Bloodletter	**6"**	**3+**	**3+**	**4**	**3**	**1**	**1**	**7**	**6+**
Bloodreaper	**6"**	**3+**	**3+**	**4**	**3**	**1**	**2**	**7**	**6+**

This unit contains 1 Bloodreaper and 9 Bloodletters. ~~It can include up to 10 additional Bloodletters **(Power Rating +5)** or up to 20 additional Bloodletters **(Power Rating +10)**.~~ Each model is armed with a hellblade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.

WARGEAR OPTIONS

- For every ten models in the unit, one Bloodletter may take an Instrument of Chaos.
- For every ten models in the unit, one Bloodletter may take a Daemonic Icon.

ABILITIES

Daemonic, Unstoppable Ferocity, Daemonic Ritual (pg 68)

Murderous Tide: Bloodletters attacking en masse are a terrifying prospect, swarming forwards to eviscerate foes with their hellblades. You can add 1 to hit rolls made for a model in this unit whilst it contains 20 or more models.

Daemonic Icon: If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is bolstered. No models flee and D6 slain Bloodletters are instead added to the unit.

Instrument of Chaos: A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.

FACTION KEYWORDS CHAOS, KHORNE, DAEMON

KEYWORDS INFANTRY, BLOODLETTERS

BLOODCRUSHERS

8 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Bloodcrusher	8"	3+	3+	5	4	3	3	7	4+
Bloodhunter	8"	3+	3+	5	4	3	4	7	4+

This unit contains 1 Bloodhunter and 2 Bloodcrushers. It can include up to 3 additional Bloodcrushers **(Power Rating +7)**, up to 6 additional Bloodcrushers **(Power Rating +14)** or up to 9 additional Bloodcrushers **(Power Rating +21)**. Each model is armed with a hellblade and rides a snorting Juggernaut that gores the enemy with its bladed horn.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Rider						
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.
Juggernaut						
Bladed horn	Melee	Melee	5	-1	1	After a Bloodhunter or Bloodcrusher makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.

WARGEAR OPTIONS

- One Bloodcrusher may take an Instrument of Chaos.
- One Bloodcrusher may take a Daemonic Icon.

ABILITIES

Daemonic, Unstoppable Ferocity, Daemonic Ritual (pg 68)

Devastating Charge: The sheer impact of a Juggernaut charge can crush enemies into a paste. Add 2 to the Strength of the Juggernaut's bladed horn attack if the model charged in the same turn.

Daemonic Icon: If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is bolstered. No models flee and 1 slain Bloodcrusher is instead added to the unit.

Instrument of Chaos: A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.

FACTION KEYWORDS CHAOS, KHORNE, DAEMON

KEYWORDS CAVALRY, BLOODCRUSHERS

SKULL CANNON

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skull Cannon	6"	3+	3+	5	7	7	2	7	3+

A Skull Cannon is a single model equipped with a skull cannon and crewed by two Bloodletters that lash out with their hellblades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Skull cannon	36"	Heavy D3	8	-1	D3	When attacking units with 10 or more models, change this weapon's Type to Heavy D6. Units targeted by this weapon do not gain any bonus to their saving throws for being in cover.
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.

ABILITIES

Daemonic, Unstoppable Ferocity, Daemonic Ritual (pg 68)

Crushing Impact: When a Skull Cannon crashes into the foe, warriors are smashed to the ground and crushed to a paste. Each time this model finishes a charge move, roll a D6 for each enemy model within 1"; that model's unit suffers a mortal wound for each roll of 5+.

Gorefeast: If this model slays any models with its Crushing Impact ability, it recovers one wound lost earlier in the battle.

FACTION KEYWORDS CHAOS, KHORNE, DAEMON

KEYWORDS CHARIOT, BLOODLETTER, SKULL CANNON

The daemonic hosts of Khorne attack in a screaming, blood-mad horde. Those who witness them have only moments left to live.

DAEMONS OF TZEENTCH

Daemons of Tzeentch are insanity made manifest. Cackling like lunatics, singing and chanting, these impossible monsters turn the air to sorcery and flesh to glass, sand or flame. They can read the strands of fate, drive men insane with but a glance, and transform the very field of battle into a vision of the empyrean unbound.

The Daemons of Tzeentch spill into battle in a capering tide of kaleidoscopic madness. Pink Horrors tumble and whirl, jabbering incantations as they fling deadly spells at their enemies. Fungoid Flamers bound across the battlefield, their jetting warpflame bringing mutation and death to all that it touches. The sky fills with hurtling shoals of jagged shapes as predatory packs of Screamers and sky-borne Burning Chariots sweep overhead, lashing the enemy with razor-sharp fins, or raining fire down upon them. Through the madness lumber Tzeentchian Soul Grinders, empyric corposant dancing across their rune-etched armour as they vomit barrages of sorcerous power into the foe. All of these terrible beings are ruled over and directed by ancient and powerful daemonic overlords, be they Heralds of Tzeentch or the ineffable beings known as the Lords of Change. To battle the Daemons of Tzeentch is to make war upon madness incarnate, and it leaves even those who survive the battle twisted in mind and body for evermore.

THE COSMIC MANIPULATOR

Tzeentch is known by a hundred thousand titles across the galaxy, amongst them the Weaver of Destinies, the Great Conspirator, the Changer of the Ways and the Architect of Fate. In his mind, he listens to the hope of every sentient being from every planet in the universe. He watches over the plans of his playthings as they unfold into history, toying with fate and fortune – both for his own entertainment and to further his unfathomable schemes.

Tzeentch is not content to merely observe the fulfilment and disappointment brought by the passage of time. He has his own plans – schemes that are so complex and closely woven that they touch the lives of every living thing, whether they realise it or not. The Change God's masterly comprehension of time, history and intrigue allows his ploys to intertwine seamlessly, forming a web of causality that spans the stars.

The Changer of the Ways is aware of the visions and plans of all mortals. He takes great delight in the plotting and politicking of others and favours the cunning over the strong. None can truly know Tzeentch's aims, whether he seeks to overthrow his brothers, dominate the mortal empires of realspace, manipulate some single, grand confluence of fates, or achieve some other, less comprehensible aim. Whatever his ultimate goal, Tzeentch seeks to achieve it by manipulating the deeds of men and xenos alike. By offering power and magic, he recruits influential warlords and magi to his cause and unleashes their armies in his name.

Cunning does not always suffice to achieve conquest, however. At certain junctures, fate must be given more than a gentle nudge. It is most often at these pivotal moments that the Daemon legions of Tzeentch are unleashed. Whether called forth by mortals who know not what they conjure, or surging from roiling warp storms at the behest of Daemon lords, Tzeentch's hosts fall upon their victims to wreak havoc. Sometimes their goal is outright destruction, laying waste to the fortress of a mighty enemy or ensuring the demise of one who – at some hour yet to come – would somehow disrupt Tzeentch's grand plan. Often, though, the Daemons of Tzeentch behave in far stranger and more capricious ways. Perhaps they will transform every living soldier on a world to crystalline statues, only to leave the civilian populace terrified but unharmed. Perhaps they will work some strange and sorcerous ritual that plunges a world into perpetual night, or mutate the metal of their enemy's war engines so that it flows into vast, blazing runes visible from space. Many of the atrocities perpetrated by the Daemons of Tzeentch appear random – even insane – to mortals, but all form part of a cosmic web of cause and effect that will one day see the Changer of the Ways claim ultimate power over all.

MASTERS OF FATE

Many and strange are the Daemons of Tzeentch, their aspects as inconstant and scattered as firelight reflected in shattering crystal. Many of these beings wax and wane at the whim of the god that gave them form, rising from the formless madness of the warp and fading back just as swiftly. Some are creatures of true power, however, and have carved out roles for themselves that make them invaluable in Tzeentch's schemes. Kairos Fateweaver is one such being. A Lord of Change cast into the Well of Eternity by Tzeentch, Kairos has seen all of eternity laid out before him. He emerged from his ordeal physically ravaged and possessed of an additional head, and now one of Kairos' heads sees only the past and the other only the future. The Oracle of Tzeentch provides his master with impossible revelations that even the Changer of the Ways could not otherwise discover, and in return he is rewarded with prodigious responsibilities and power.

Another such being is the Changeling, an amorphous trickster-Daemon that can perfectly impersonate any other being in the galaxy save only the Gods of Chaos themselves. The Changeling excels in spreading mayhem and misery, often replacing powerful individuals such as planetary governors and lord commanders in order to trigger senseless wars that benefit Tzeentch's agenda in some incomprehensible fashion or other.

Strangest of all the Daemons of Tzeentch are the Blue Scribes, P'tarix and Xirat'p. Legend tells how, long ago, countless shards of Tzeentch's animus were scattered across the galaxy in the form of words of power and sorcerous formulae. It is the task of the Blue Scribes to gather every last fragment that was lost and return them to their master, that he might increase his powers exponentially. In the course of their madcap search, these two strange beings have learned an endless array of deadly incantations that they are ever delighted to unleash upon any who stand in their way.

KAIROS FATEWEAVER

20 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kairos Fateweaver	*	3+	2+	6	7	16	*	10	6+

Kairos Fateweaver is a single model armed with the Staff of Tomorrow. Your army can only include one Kairos Fateweaver.

DAMAGE

Some of Kairos Fateweaver's characteristics change as he suffers damage, as shown below:

REMAINING W	M	A	PSYCHIC TEST BONUS
9-16+	12"	5	+2
5-8	8"	3	+1
1-4	6"	1	0

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of Tomorrow	Melee	Melee	+2	-3	D6	Each time a **CHARACTER** is slain by this weapon, you can add a Chaos Spawn model to your army. Set up the Chaos Spawn within 1" of the character before it is removed.

ABILITIES **Daemonic, Daemonic Ritual** (pg 68)

Greater Daemon: Friendly **TZEENTCH DAEMON** units within 6" of this model when they take a Morale test can use this model's Leadership instead of their own.

Foretell: If your army is Battle-forged, you receive an additional D3 Command Points if Kairos Fateweaver is your Warlord.

PSYKER Kairos Fateweaver can attempt to manifest three psychic powers in each friendly Psychic phase, and attempt to deny three psychic powers in each enemy Psychic phase. It knows the *Smite* power and all psychic powers from the Tzeentch discipline (pg 69). Whenever Kairos Fateweaver attempts to manifest or deny a psychic power, add the bonus shown in its Damage table. In addition, increase the range of the *Smite* power from 18" to 36" for this model.

FACTION KEYWORDS **CHAOS, TZEENTCH, DAEMON**

KEYWORDS **CHARACTER, MONSTER, FLY, PSYKER, LORD OF CHANGE, KAIROS FATEWEAVER**

THE CHANGELING

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
The Changeling	6"	4+	3+	3	3	4	2	8	6+

The Changeling is a single model armed with the Trickster's Staff. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Trickster's Staff	Melee	Melee	*	*	*	When the Changeling fights, choose a melee weapon carried by any enemy **INFANTRY** model within 1" of the Changeling. The Trickster's Staff uses that weapon's profile until the end of the phase.

ABILITIES **Daemonic, Ephemeral Form, Daemonic Ritual** (pg 68)

Formless Horror: When the Changeling fights, you can choose an enemy **INFANTRY** model within 1" of the Changeling. The Changeling has that model's Weapon Skill, Strength, Toughness and Attacks characteristics until the end of the phase.

Locus of Transmogrification: Friendly **TZEENTCH DAEMON** units within 9" of this model when they are attacked are surrounded by a twisting aura of change; your opponent must subtract 1 from the hit rolls for attacks on the unit.

PSYKER The Changeling can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* power and one psychic power from the Tzeentch discipline (pg 69).

FACTION KEYWORDS **CHAOS, TZEENTCH, DAEMON**

KEYWORDS **CHARACTER, INFANTRY, PSYKER, HERALD OF TZEENTCH, HORROR, THE CHANGELING**

THE BLUE SCRIBES

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
The Blue Scribes	**12"**	**4+**	**4+**	**3**	**3**	**4**	**2**	**8**	**6+**

The Blue Scribes are a single model armed with sharp quills and are borne aloft by a Disc of Tzeentch that rends its enemies with its blades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blue Scribes						
Sharp quills	Melee	Melee	User	0	1	-
Disc of Tzeentch						
Blades	Melee	Melee	4	0	1	After this model makes its close combat attacks, you can attack with its mount. Make 1 additional attack, using this weapon profile.

ABILITIES

Daemonic, Ephemeral Form, Daemonic Ritual (pg 68)

P'tarix's Sorcerous Syphon: Enemy **PSYKERS** within 12" of this model subtract 1 from their Psychic tests. If an enemy **PSYKER** within 12" fails a Psychic test, they cannot attempt to manifest that psychic power again in this battle, and the Blue Scribes can use that psychic power in their next Psychic phase (see below).

Xirat'p's Sorcerous Barrage: Though not a **PSYKER**, the Blue Scribes automatically manifest one randomly selected psychic power from the Tzeentch discipline (pg 69) each Psychic phase, plus any psychic powers they syphoned in the last enemy Psychic phase. No Psychic test is taken to use any of these powers, and they cannot be denied. Where the result of the Psychic test matters, the psychic power is treated as having been manifested with the minimum roll possible and without rolling a double.

FACTION KEYWORDS CHAOS, TZEENTCH, DAEMON

KEYWORDS CAVALRY, CHARACTER, HORROR, FLY, THE BLUE SCRIBES

LORD OF CHANGE

17 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lord of Change	*	**2+**	**2+**	**6**	**7**	**16**	*	**10**	**6+**

A Lord of Change is a single model armed with a staff of Tzeentch.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Baleful sword	Melee	Melee	+1	-3	D6	When attacking with this weapon, you must subtract 1 from the hit roll.
Staff of Tzeentch	Melee	Melee	User	-2	3	Each time a **CHARACTER** is slain by this weapon, you can add a Chaos Spawn model to your army. Set up the Chaos Spawn within 1" of the character before it is removed.

DAMAGE

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

REMAINING W	M	A	PSYCHIC TEST BONUS
9-16+	12"	5	+2
5-8	8"	4	+1
1-4	6"	3	0

WARGEAR OPTIONS

- May take a baleful sword or a rod of sorcery.

ABILITIES

Daemonic, Ephemeral Form, Daemonic Ritual (pg 68)

Greater Daemon: Friendly **TZEENTCH DAEMON** units within 6" of this model when they take a Morale test can use this model's Leadership instead of their own.

Rod of Sorcery: Increase the range of this model's *Smite* power from 18"to 30" if it has a rod of sorcery.

PSYKER

This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. It knows the *Smite* power and three psychic powers from the Tzeentch discipline (pg 69). Whenever a Lord of Change attempts to manifest or deny a psychic power, add the bonus shown in its Damage table.

FACTION KEYWORDS CHAOS, TZEENTCH, DAEMON

KEYWORDS CHARACTER, MONSTER, FLY, PSYKER, LORD OF CHANGE

HERALD OF TZEENTCH

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Herald of Tzeentch	6"	4+	3+	3	3	4	2	8	6+

A Herald of Tzeentch is a single model armed with a ritual dagger.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ritual dagger	Melee	Melee	User	-1	1	Each time this weapon slays an enemy model, the bearer recovers 1 wound lost earlier in the battle.

WARGEAR OPTIONS
- This model may take a staff of change.

ABILITIES

Daemonic, Ephemeral Form, Daemonic Ritual (pg 68)

~~**Herald of Tzeentch:**~~ Add 1 to the Strength characteristic of friendly **TZEENTCH DAEMON** units within 6" of one or more models with this ability.

Staff of Change: Increase the range of this model's *Smite* power from 18" to 24" if it has a staff of change.

PSYKER

This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* power and two psychic powers from the Tzeentch discipline (pg 69).

FACTION KEYWORDS

CHAOS, TZEENTCH, DAEMON

KEYWORDS

CHARACTER, INFANTRY, HORROR, PSYKER, HERALD OF TZEENTCH

HERALD OF TZEENTCH
ON DISC

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Herald of Tzeentch on Disc	12"	4+	3+	3	3	4	2	8	6+

A Herald of Tzeentch on Disc is a single model armed with a ritual dagger and borne aloft by a Disc of Tzeentch that rends its enemies with its curving blades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Herald of Tzeentch						
Ritual dagger	Melee	Melee	User	-1	1	Each time this weapon slays an enemy model, the bearer recovers 1 wound lost earlier in the battle.
Disc of Tzeentch						
Blades	Melee	Melee	4	0	1	After this model makes its close combat attacks, you can attack with its mount. Make 1 additional attack, using this weapon profile.

WARGEAR OPTIONS
- This model may take a staff of change.

ABILITIES

Daemonic, Ephemeral Form, Daemonic Ritual (pg 68)

~~**Herald of Tzeentch:**~~ Add 1 to the Strength characteristic of friendly **TZEENTCH DAEMON** units within 6" of one or more models with this ability.

Staff of Change: Increase the range of this model's *Smite* power from 18" to 24" if it has a staff of change.

PSYKER

This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* power and two psychic powers from the Tzeentch discipline (pg 69).

FACTION KEYWORDS

CHAOS, TZEENTCH, DAEMON

KEYWORDS

CAVALRY, CHARACTER, HORROR, FLY, PSYKER, HERALD OF TZEENTCH

HERALD OF TZEENTCH

ON BURNING CHARIOT

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Herald of Tzeentch on Burning Chariot	**14"**	**4+**	**3+**	**3**	**5**	**8**	**3**	**8**	**5+**

A Herald of Tzeentch on Burning Chariot is a single model armed with a ritual dagger and borne aloft on a Burning Chariot drawn by Screamers that attack with their slashing talons and lamprey bite.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Herald of Tzeentch						
Ritual dagger	Melee	Melee	User	-1	1	Each time this weapon slays an enemy model, the wielder recovers 1 wound lost earlier in the battle.
Screamers						
Lamprey bite	Melee	Melee	6	-3	2	After the Herald of Tzeentch makes its close combat attacks, you can attack with the Screamers. Make 2 additional attacks, using this weapon profile.
Slashing talons	Melee	Melee	4	0	1	After the Herald of Tzeentch makes its close combat attacks, you can attack with the Screamers. Make 4 additional attacks, using this weapon profile.

WARGEAR OPTIONS

- This model may take a staff of change.
- This model may be accompanied by three Blue Horrors.

ABILITIES

Daemonic, Ephemeral Form, Daemonic Ritual (pg 68)

~~**Herald of Tzeentch:**~~ Add 1 to the Strength characteristic of friendly **TZEENTCH DAEMON** units within 6" of one or more models with this ability.

Irritating Chant: If a Burning Chariot is accompanied by Blue Horrors, your opponent must subtract 1 from Psychic tests made for enemy units within 9" of any such models.

Staff of Change: Increase the range of this model's *Smite* power from 18" to 24" if it has a staff of change.

PSYKER

This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* power and two psychic powers from the Tzeentch discipline (pg 69).

FACTION KEYWORDS

CHAOS, TZEENTCH, DAEMON

KEYWORDS

CHARACTER, CHARIOT, HORROR, FLY, PSYKER, HERALD OF TZEENTCH

All Heralds of Tzeentch appear bizarre in the extreme, but only a fool underestimates their sorcerous prowess.

HORRORS

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Pink Horror	**6"**	**4+**	**4+**	**3**	**3**	**1**	**1**	**7**	**6+**
Blue Horror	**6"**	**5+**	**-**	**2**	**3**	**1**	**1**	**7**	**6+**
Pair of Brimstone Horrors	**6"**	**5+**	**-**	**1**	**3**	**1**	**2**	**7**	**6+**

This unit contains 10 Pink, Blue or pairs of Brimstone Horrors, in any combination. It can include up to 10 additional Horrors **(Power Rating +5)** or up to 20 additional Horrors **(Power Rating +10)**.

- Pink Horrors are armed with coruscating flames. Blue Horrors and Brimstone Horrors simply scrabble at anyone who comes too close.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Coruscating flames	18"	Assault 2	3	0	1	-

WARGEAR OPTIONS

- For every ten models in the unit, one Pink Horror may take an Instrument of Chaos.
- For every ten models in the unit, one Pink Horror may take a Daemonic Icon.

ABILITIES

Daemonic, Ephemeral Form, Daemonic Ritual (pg 68)

Iridescent Horror: When you set up this unit for the first time, you may select a single Pink Horror in the unit – that model has an Attacks characteristic of 2, instead of 1.

~~**Magic Made Manifest:** A unit of Horrors can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. However, when you do so, only roll a single D6 for the Psychic test or Deny the Witch test, and use the result of the single dice roll to determine the outcome. Note that this means that Horrors will never suffer Perils of the Warp.~~

Split: Each time a Pink Horror is slain, you can add up to two Blue Horrors to this unit before you remove the slain Pink Horror. Each time a Blue Horror is slain, you can add one pair of Brimstone Horrors to this unit before you remove the slain Blue Horror. The replacement models cannot be placed within 1" of an enemy model. Note that Horrors that flee do not generate any extra models for their unit.

Matched Play: In matched play you must pay reinforcement points for each and every Blue and Brimstone Horror model that you add to a unit of Horrors, but the additional models can take the unit above its starting strength.

Daemonic Icon: If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is bolstered. No models flee and D6 slain Pink Horrors are instead added to the unit.

Instrument of Chaos: A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.

PSYKER

This unit can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* power. When manifesting or denying a psychic power, first select a model in the unit – measure range, visibility etc. from this model. If a Brimstone Horror is selected, it is slain after the psychic power has been used.

FACTION KEYWORDS CHAOS, TZEENTCH, DAEMON

KEYWORDS INFANTRY, PSYKER, HORRORS

FLAMERS

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Flamer	**12"**	**5+**	**3+**	**4**	**4**	**2**	**2**	**7**	**6+**
Pyrocaster	**12"**	**5+**	**3+**	**4**	**4**	**2**	**3**	**7**	**6+**

This unit contains 1 Pyrocaster and 2 Flamers. It can include up to 3 additional Flamers **(Power Rating +4)** or up to 6 additional Flamers **(Power Rating +8)**. All models attack with flickering flames.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flickering flames	8"	Pistol D6	4	-1	1	This weapon automatically hits its target.

ABILITIES **Daemonic, Ephemeral Form, Daemonic Ritual** (pg 68)

FACTION KEYWORDS CHAOS, TZEENTCH, DAEMON

KEYWORDS INFANTRY, FLY, FLAMERS

EXALTED FLAMER

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Exalted Flamer	**10"**	**3+**	**3+**	**4**	**4**	**4**	**3**	**8**	**6+**

An Exalted Flamer is a single model which attacks with the pink and blue fires of Tzeentch and tongues of flame.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fire of Tzeentch	When attacking with this weapon, choose one of the profiles below.					
- Blue	18"	Heavy D3	9	-4	D3	-
- Pink	8"	Pistol D6	5	-2	1	This weapon automatically hits its target.
Tongues of flame	Melee	Melee	User	-1	1	-

ABILITIES **Daemonic, Ephemeral Form, Daemonic Ritual** (pg 68)

FACTION KEYWORDS **CHAOS, TZEENTCH, DAEMON**

KEYWORDS **CHARACTER, INFANTRY, FLAMER, FLY, EXALTED FLAMER**

SCREAMERS

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Screamer	**16"**	**4+**	**-**	**4**	**4**	**2**	**3**	**7**	**6+**

This unit contains 3 Screamers. It can include up to 3 additional Screamers **(Power Rating +4)** or up to 6 additional Screamers **(Power Rating +8)**. Each model attacks with a lamprey bite and slashing talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lamprey bite	Melee	Melee	+2	-3	2	A model can only make a single attack with this weapon each time it fights.
Slashing talons	Melee	Melee	User	0	1	-

ABILITIES **Daemonic, Ephemeral Form, Daemonic Ritual** (pg 68)

Slashing Attack: If this unit Advances, and that move takes it over any enemy units, you can choose one of those units and roll a D6 for each Screamer in the unit. Any rolls of 6 inflict a mortal wound on the enemy unit.

FACTION KEYWORDS **CHAOS, TZEENTCH, DAEMON**

KEYWORDS **CAVALRY, FLY, SCREAMERS**

Screamers ride upon the aether, slashing through their mortal foes with bladed wings as their deadly hunt goes ever on.

BURNING CHARIOT

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Burning Chariot	**14"**	**4+**	**3+**	**4**	**5**	**8**	**3**	**8**	**5+**

A Burning Chariot is a single model. It is steered by an Exalted Flamer that attacks with the pink and blue fires of Tzeentch and lashes its enemies with tongues of flame, and it is drawn by Screamers that attack with slashing talons and lamprey bites.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Exalted Flamer						
Fire of Tzeentch	When attacking with this weapon, choose one of the profiles below.					
- Blue	18"	Heavy D3	9	-4	D3	-
- Pink	8"	Pistol D6	5	-2	1	This weapon automatically hits its target.
Tongues of Flame	Melee	Melee	User	-1	1	-
Screamers						
Lamprey bite	Melee	Melee	6	-3	2	After the Exalted Flamer makes its close combat attacks, you can attack with the Screamers. Make 2 additional attacks, using this weapon profile.
Slashing talons	Melee	Melee	4	0	1	After the Exalted Flamer makes its close combat attacks, you can attack with the Screamers. Make 4 additional attacks, using this weapon profile.

WARGEAR OPTIONS

- This model may be accompanied by three Blue Horrors.

ABILITIES

Daemonic, Ephemeral Form, Daemonic Ritual (pg 68)

Irritating Chant: If a Burning Chariot is accompanied by Blue Horrors, your opponent must subtract 1 from Psychic tests made for enemy units within 9" of any such models.

FACTION KEYWORDS

CHAOS, TZEENTCH, DAEMON

KEYWORDS

CHARIOT, EXALTED FLAMER, FLAMER, FLY, BURNING CHARIOT

The magical flame hurled by the Daemons of Tzeentch wreaks fatal mutation upon its victims – a horrifying death indeed.

Presiding over the kaleidoscopic hordes of Tzeentch are the Lords of Change, vast avian sorcerers that are magic given form.

DAEMONS OF NURGLE

The sky darkens with noxious clouds and the land sickens and withers as the Daemons of Nurgle lumber into battle. Unnatural plagues billow about them. Slime and toxins drip from their blades and claws. Warped bells toll and bloated flies buzz, filling the air with a droning din as the hideous slaughter begins…

Nurgle's Daemons spill into realspace in thronging masses, surrounded by swirling clouds of bloated plague flies. The endless droning of these insects provides a fitting accompaniment to the constant muttering of thousands of Plaguebearers, as they attempt to catalogue the full breadth of the Lord of Decay's manifold concoctions. Unhurried and uncaring of the enemy fire that splatters off their corpulent forms, they march towards the foe with implacable menace. Cackling Nurglings caper about the ankles of their larger fellows – once battle is joined these diminutive Daemons spill over the enemy in an irrepressible tide, giggling and chortling to each other as they bite and scratch at mortal flesh, before dribbling their infectious toxins into open wounds. Grossly malformed creatures covered in caustic slime and rippling with virulent poxes, Beasts of Nurgle bound playfully alongside the plague-ridden Tallybands, while Plague Drones wheel overhead, mounted upon their monstrous Rot Flies. In the midst of this pox-ridden tide lumbers the colossal, bloated bulk of a Great Unclean One, its flyblown, pus-dripping body an embodiment of the Plague God's fearsome constitution. The slug-like tongue of this Greater Daemon lolls from its gaping maw as it chortles in delight, urging its children onwards to spread Nurgle's bountiful maladies amongst the unenlightened masses.

THE PLAGUE GOD

Nurgle is the Great Lord of Decay and the Master of Plague and Pestilence. All things, no matter how solid and permanent they seem, are liable to eventual corruption, and Grandfather Nurgle sows the seeds of that entropy with carefully brewed infections and epidemics. Yet despite this grim work he is not a morose or dolorous god. Life begets death, and in turn death gives birth to new life, in the form of pallid, wriggling things that crawl free from mouldering corpses. Thus, the Plague God sees himself as a benevolent fellow, and goes about his business with laughter and honest joy. He sees mortal souls not as things to be dominated and destroyed, but naïve children to be plied with flesh-rotting gifts, and thus enlightened as to the true wonder of disease and decay.

Amongst the foetid boughs of Nurgle's Garden – the Lord of Decay's pestilential domain within the Realm of Chaos – billions upon billions of Daemons dance amongst fields of spore-spewing vines and wallow in mires of pestilent filth. They await the chance to slither out of the immaterium and into the realm of mortals, upon whom they can inflict their most delightful concoctions. Epidemius, the Tallyman of Nurgle, works tirelessly to catalogue all of the varied afflictions and maladies thus unleashed into the universe, going about this prestigious task with a grim seriousness. His corpulent frame can often be witnessed upon mortal battlefields, as he surveys infected injuries and putrefying corpses, noting carefully every swelling, sore and buboe with the aid of his Nurgling assistants. To witness mortal flesh bubble and warp with the gift of corruption is the greatest desire of all Nurgle's children. This ebullient eagerness delights the Plague God, who takes a father's pride in his creations' ingenuity and hard work.

Most exalted amongst Nurgle's ranks are the Great Unclean Ones, horrifically repulsive creatures whose maggot-ridden flesh is rife with sores and pus-dripping lesions, and whose entrails protrude obscenely from swollen bellies. Possessed of rusted blades encrusted with putrid blood, and able to summon pestilential winds and tides of filth and mucus, the Great Unclean Ones lead Nurgle's children in their grand task of spreading disease and decay across the galaxy.

A Nurgle Daemon infestation often begins with a single, luckless victim becoming infected with a mysterious ailment. The exact horrors wrought upon the bearer's body differ depending on the strain that was contracted, but in all cases the results are as excruciating as they are deadly. Every cough and pus-choked scream sends clouds of Daemon-spores swirling into the air. With horrifying speed the disease begins to spread amongst the populace, mutating and evolving into ever more horrific strains as it does so. Before long the streets are piled high with swollen corpses, and clouds of flies blot out the sun. It is then that the bells begin to toll, and the Tallybands of Nurgle erupt from the gas-blown carcasses of the dead. Those ragged survivors still capable of bearing arms against these putrid invaders are swiftly overcome, and the least fortunate of all are taken alive for experimentation. Gleeful Nurglings chortle and applaud as these fresh subjects are dunked into foetid pools of caustic slime, or hurled into the slavering maws of slime-covered beasts.

NURGLE'S BOUNTY

Even if they are driven from the battlefield with explosive barrages and firestorms of promethium, the profane gifts of Nurgle's children still linger. These include the disease known as Nurgle's Rot, a slow-acting but utterly fatal malady that agonisingly transforms the victim into a Plaguebearer, as well as the many strains of the dreaded zombie plague. The latter is a particular favourite amongst followers of the Lord of Decay, especially the hated Death Guard warbands. There are countless variations of this disease. Some are delivered by skyburst mortars into the upper atmosphere, while others are poured into a planet's water reserves or summoned in a pestilential monsoon by a pox-sorcerer's ritual. The most common strain deployed by the Death Guard keeps its victims alive and coherent even as it agonisingly reshapes their flesh. They become the shambling, rotting monsters known as Poxwalkers, whose role it is to soak up enemy fire before the advance of the Heretic Astartes, spreading their hideous infection amongst the foe even as las-fire and explosions blast them apart in gouts of pus and gore. The victim's mortal soul is trapped within this horrifying shell, unable to act or do anything but scream and beg for the blissful release of obliteration.

EPIDEMIUS

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Epidemius	5"	2+	2+	5	5	8	4	8	6+

Epidemius is a single model armed with a plaguesword and borne into battle on a magnificent palanquin of Nurglings that rip and tear at the enemy with their claws and teeth. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Epidemius						
Plaguesword	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.
Palanquin of Nurgle						
Nurglings' claws and teeth	Melee	Melee	2	0	1	After this model makes its close combat attacks, you can attack with its mount. Make D6 additional attacks, using this weapon profile. You can re-roll wound rolls of 1 for these attacks.

ABILITIES

Daemonic, Disgustingly Resilient, Daemonic Ritual (pg 68)

Tally of Pestilence: The Tally of Pestilence starts the battle at 0. Add 1 to the Tally whenever an enemy unit is destroyed by a **NURGLE DAEMON** unit (friend or foe), and look up the result on the chart below. The results are cumulative.

Tally	Effect
0-1	No effect.
2	Re-roll hit rolls of 1 for all friendly **NURGLE DAEMONS**.
3	Increase the Move characteristics of friendly **NURGLE DAEMONS** by 1.
4	Increase the Strength characteristics of friendly **NURGLE DAEMONS** by 1.
5	Increase the Toughness characteristics of friendly **NURGLE DAEMONS** by 1.
6	Increase the Attacks characteristics of friendly **NURGLE DAEMONS** by 1.
7 or more	Re-roll rolls of 1 for friendly **NURGLE DAEMONS**' Disgustingly Resilient ability (pg 68).

FACTION KEYWORDS CHAOS, NURGLE, DAEMON

KEYWORDS CHARACTER, CAVALRY, HERALD OF NURGLE, PLAGUEBEARER, EPIDEMIUS

GREAT UNCLEAN ONE

12 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Great Unclean One	*	2+	*	6	7	12	*	10	6+

A Great Unclean One is a single model armed with a plague flail and a bilesword, and accompanied by giggling Nurglings that rip at the enemy with their claws and teeth.

DAMAGE

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

REMAINING W	M	BS	A
7-12+	7"	2+	5
4-6	5"	4+	4
1-3	3"	6+	3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Great Unclean One						
Plague flail	7"	Assault 2	User	-3	2	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
Bilesword	Melee	Melee	+1	-3	D6	You can re-roll failed wound rolls for this weapon.
Nurglings						
Claws and teeth	Melee	Melee	2	0	1	After a model accompanied by Nurglings makes its close combat attacks, you can attack with the Nurglings. Make D6 additional attacks, using this weapon profile. You can re-roll wound rolls of 1 for these attacks.

ABILITIES

Daemonic, Disgustingly Resilient, Daemonic Ritual (pg 68)

Greater Daemon: Friendly **NURGLE DAEMON** units within 6" of this model when they take a Morale test can use this model's Leadership instead of their own.

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 *Smite* psychic power and two psychic powers from the Nurgle discipline (pg 69).

FACTION KEYWORDS CHAOS, NURGLE, DAEMON

KEYWORDS CHARACTER, MONSTER, PSYKER, GREAT UNCLEAN ONE

HERALD OF NURGLE

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Herald of Nurgle	**5"**	**2+**	**2+**	**5**	**5**	**4**	**3**	**8**	**6+**

A Herald of Nurgle is a single model armed with a plaguesword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plaguesword	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.

ABILITIES

Daemonic, Disgustingly Resilient, Daemonic Ritual (pg 68)

~~**Herald of Nurgle:**~~ Add 1 to the Strength characteristic of friendly **NURGLE DAEMON** units within 6" of one or more models with this ability.

PSYKER

This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the Nurgle discipline (pg 69).

FACTION KEYWORDS

CHAOS, NURGLE, DAEMON

KEYWORDS

CHARACTER, INFANTRY, PLAGUEBEARER, PSYKER, HERALD OF NURGLE

PLAGUEBEARERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plaguebearer	**5"**	**4+**	**4+**	**4**	**4**	**1**	**1**	**7**	**6+**
Plagueridden	**5"**	**4+**	**4+**	**4**	**4**	**1**	**2**	**7**	**6+**

This unit contains 1 Plagueridden and 9 Plaguebearers. ~~It can include up to 10 additional Plaguebearers **(Power Rating +5)** or up to 20 additional Plaguebearers **(Power Rating +10)**.~~ Each model is armed with a plaguesword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plaguesword	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.

WARGEAR OPTIONS

- For every ten models in the unit, one Plaguebearer may take an Instrument of Chaos.
- For every ten models in the unit, one Plaguebearer may take a Daemonic Icon.

ABILITIES

Daemonic, Disgustingly Resilient, Daemonic Ritual (pg 68)

Cloud of Flies: Large groups of Plaguebearers attract great clouds of flies that buzz about them, obscuring them from view. If this unit contains 20 or more models at the start of a phase, your opponent must subtract 1 from all hit rolls for attacks that target them.

Daemonic Icon: If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is bolstered. No models flee and D6 slain Plaguebearers are instead added to the unit.

Instrument of Chaos: A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.

FACTION KEYWORDS

CHAOS, NURGLE, DAEMON

KEYWORDS

INFANTRY, PLAGUEBEARERS

NURGLINGS

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Nurgling Swarm	**5"**	**4+**	**4+**	**2**	**2**	**4**	**4**	**7**	**6+**

This unit contains 3 Nurgling Swarms. It can include up to 3 additional Nurgling Swarms **(Power Rating +3)** or up to 6 additional Nurgling Swarms **(Power Rating +6)**. Each model attacks with diseased claws and teeth.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Diseased claws and teeth	Melee	Melee	User	0	1	You can re-roll wound rolls of 1 for this weapon.

ABILITIES **Daemonic, Disgustingly Resilient, Daemonic Ritual** (pg 68)

Mischief Makers: When you set up a unit of Nurglings during deployment, they can either be set up in their deployment zone, or anywhere on the battlefield that is more than 9" from the enemy deployment zone.

Squishable: Because of their diminutive size, Nurglings only receive the benefits of their Disgustingly Resilient ability against attacks with a Damage characteristic of 1.

FACTION KEYWORDS **CHAOS, NURGLE, DAEMON**

KEYWORDS **SWARM, NURGLINGS**

BEASTS OF NURGLE

2 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Beast of Nurgle	**6"**	**4+**	**-**	**4**	**5**	**4**	**D6**	**7**	**6+**

This unit contains 1 Beast of Nurgle. It can include up to 8 additional Beasts of Nurgle (**Power Rating +2 per model**). Each model attacks with putrid appendages.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Putrid appendages	Melee	Melee	User	0	2	You can re-roll failed wound rolls for this weapon.

ABILITIES **Daemonic, Disgustingly Resilient, Daemonic Ritual** (pg 68)

Attention Seeker: Beasts of Nurgle sometimes feel left out of the fun, and so bound forth to join in whenever they can. This unit can perform Heroic Interventions as if they were **CHARACTERS**.

FACTION KEYWORDS **CHAOS, NURGLE, DAEMON**

KEYWORDS **BEAST, BEASTS OF NURGLE**

Plaguebearers spread lethal diseases in a dozen different ways, sombrely tallying their number and studying their effects.

PLAGUE DRONES

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plague Drone	**10"**	**4+**	**4+**	**4**	**5**	**3**	**1**	**7**	**6+**
Plaguebringer	**10"**	**4+**	**4+**	**4**	**5**	**3**	**2**	**7**	**6+**

This unit contains 1 Plaguebringer and 2 Plague Drones. It can include up to 3 additional Plague Drones (**Power Rating +7**) or up to 6 additional Plague Drones (**Power Rating +14**). Each model is each armed with death's heads and a plaguesword. They fly into battle on Rot Flies that attack with prehensile proboscises.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Rider						
Plaguesword	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.
Death's heads	12"	Assault 2	4	0	1	You can re-roll wound rolls of 1 for this weapon.
Rot Fly						
Prehensile proboscis	Melee	Melee	4	0	2	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 4 additional attacks, using this weapon profile. You can re-roll failed wound rolls for these attacks.

WARGEAR OPTIONS

- One Plague Drone may take an Instrument of Chaos.
- One Plague Drone may take a Daemonic Icon.

ABILITIES

Daemonic, Disgustingly Resilient, Daemonic Ritual (pg 68)

Daemonic Icon: If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is bolstered. No models flee and 1 slain Plague Drone is instead added to the unit.

Instrument of Chaos: A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.

FACTION KEYWORDS CHAOS, NURGLE, DAEMON

KEYWORDS CAVALRY, FLY, PLAGUE DRONES

The putrescent hordes of Nurgle are led to battle by mountainous Great Unclean Ones, creatures strong enough to crush a tank.

DAEMONS OF SLAANESH

The Daemons of Slaanesh are creatures of hedonism, obsession and excess. They fall upon their enemies with nerve-shredding cries of delight, hunting mortal souls like prey animals and inflicting such horrors upon them that the worst nightmares of madmen cannot hold a candle to their obscenity.

Alluring scents and trilling shrieks drift upon the air, the first warning to mortals that a terrible threat is upon them. Soporific musks and strange perfumes coil around them, borne upon warm breezes heavy with the promise of forbidden pleasure. Guns and blades hang forgotten in nerveless hands as visions of hedonism and debauchery writhe through the minds of the beguiled. Only then do the Daemons of Slaanesh strike with the speed of a fencer's blade, thrusting into the enemy ranks with squeals of hungry delight. Blood jets and bone splinters as the Daemons caress their victims with grotesque talons. Ranks of warriors vanish beneath the threshing wheels of Seeker Chariots, their blood falling in a fine mist upon comrades so lost to blissful agony that they can do little but writhe and sob. With every suffering inflicted, every temptation given in to and every soul peeled screaming from its mortal form, the Daemons of Slaanesh honour the Dark Prince with fitting sacrifice.

BANE OF THE AELDARI

Slaanesh is the Lord of Pleasure, the Dark God dedicated to the pursuit of earthly gratification and the overthrow of all civilisation and morality. He is a God of Obsession, the Master of Excess in All Things, from gluttony to lust to megalomania. Wherever mortals are ruled by their own unquenchable desires, the Dark Prince is there in the shadows, whispering, tempting, and feasting upon the banquet of souls. All mortals are threatened by the temptations that lurk within them, and as the galaxy becomes an ever darker and more desperate place, so the power of Slaanesh grows as ever more beings seek any sliver of escape or relief from the horrors around them. Yet the Dark Prince still stands in the shadow of his infernal brothers; though time does not flow in a linear fashion in the warp, he is perceived as the youngest of their number, birthed from the catastrophic moral collapse of the ancient Aeldari.

As their empire reached its zenith, the Aeldari became lost in their own decadence, for they experienced sensation to a far greater degree than any other species. The capabilities of their highly advanced technology meant that the Aeldari did not need to labour or wage war. Instead, they were able to dedicate their lives to whatever idle pursuits took their fancy. Over generations, indolence and debauchery came to rule their spirits. In the immaterium, the reflections of their excesses caused a new Chaos power to stir. Created by pure indulgence, the first motes of Slaanesh coalesced. The Dark Prince grew strong upon the lust, passion, ambition and artistry of the Aeldari, while his twisted dreams leaked into theirs, driving their once noble civilisation ever further down a path of deranged hedonism.

The Fall of the Aeldari was signalled by the birth-scream of Slaanesh, a tsunami of emotion that signalled the Prince of Pleasure's arrival in the Realm of Chaos. The psychic implosion caused by Slaanesh's birth swallowed hundreds of worlds at the heart of the Aeldari civilisation. Billions were killed in an instant, their souls devoured by the newborn god.

PROMENADE OF EXCESS

As living expressions of their master's will, the Daemons of Slaanesh delight in every form of temptation, often manifesting as whispering voices and tantalising visions to lead mortals into self-destruction. When the veil of reality is torn aside, however, it is a rare Slaaneshi Daemon that can resist the opportunity to indulge in unrestrained slaughter. Viewing most mortals as little more than amusing prey to be toyed with and hunted, the Daemons of Slaanesh pour into realspace in fast-moving cavalcades, Promenades of Excess led by towering Keepers of Secrets and lithe Heralds of Slaanesh. Daemonette handmaidens whirl and dance into battle, forming the core of the swift and deadly army. The true strength of the Promenades of Excess lies in their lightning-fast cavalry elements, however. Seekers streak across the battlefield upon fleet-clawed Steeds of Slaanesh, so swift that they appear as little more than lurid blurs. Seeker Chariots race behind them, horrific arrangements of elegant blades and whirling spikes that plough through the enemy as though they were crops to be reaped. Alongside them lope packs of Fiends, freakish creatures whose appearance is somewhere between an impossibly lithe animal and a hideous insect.

With the exception of swift-scuttling Soul Grinders, the Daemon armies of Slaanesh eschew the use of heavy war engines. They scorn such lumbering constructs, instead relying upon breathtaking speed and their corrupting presence to bewilder and swiftly cut apart their victims. It is a tactic that has brought victory to the forces of Slaanesh time and again, each conquest of excess glutting the Dark Prince with a fresh banquet of souls.

THE MASQUE OF SLAANESH

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
The Masque of Slaanesh	8"	2+	2+	4	3	4	5	8	6+

The Masque of Slaanesh is a single model armed with piercing claws. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Piercing claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.

ABILITIES **Daemonic, Quicksilver Swiftness, Daemonic Ritual** (pg 68)

Dazzling Acrobatics: The Masque of Slaanesh can Advance and/or Fall Back and still charge in the same turn.

Locus of Beguilement: Your opponent must subtract 1 from any hit rolls that target a **DAEMONETTE** unit within 6" of this model in the Fight phase.

The Eternal Dance: At the beginning of each Fight phase, choose an enemy unit within 1" of this model. For the rest of the phase, add 1 to any hit rolls that target the chosen unit.

FACTION KEYWORDS CHAOS, SLAANESH, DAEMON

KEYWORDS CHARACTER, INFANTRY, DAEMONETTE, HERALD OF SLAANESH, THE MASQUE OF SLAANESH

KEEPER OF SECRETS

11 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Keeper of Secrets	*	2+	3+	*	7	12	*	10	6+

A Keeper of Secrets is a single model armed with a witstealer sword and snapping claws.

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

REMAINING W	M	S	A
7-12+	12"	6	6
4-6	9"	5	5
1-3	6"	4	4

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Snapping claws	Melee	Melee	User	-2	3	Each time the model fights, it can make D3 additional attacks with this weapon. Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Witstealer sword	Melee	Melee	+1	-3	3	Subtract 1 from hit rolls made for a model that has suffered any wounds from this weapon without being slain.

ABILITIES **Daemonic, Quicksilver Swiftness, Daemonic Ritual** (pg 68)

Greater Daemon: Friendly **SLAANESH DAEMON** units within 6" of this model when they take a Morale test can use this model's Leadership instead of their own.

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 *Smite* psychic power and two psychic powers from the Slaanesh discipline (pg 69).

FACTION KEYWORDS CHAOS, SLAANESH, DAEMON

KEYWORDS CHARACTER, MONSTER, PSYKER, KEEPER OF SECRETS

HERALD OF SLAANESH

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Herald of Slaanesh	**7"**	**2+**	**2+**	**4**	**3**	**4**	**4**	**8**	**6+**

A Herald of Slaanesh is a single model armed with piercing claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Piercing claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.

ABILITIES

Daemonic, Quicksilver Swiftness, Daemonic Ritual (pg 68)

~~**Herald of Slaanesh**~~**:** Add 1 to the Strength characteristic of friendly **SLAANESH DAEMON** units within 6" of one or more models with this ability.

PSYKER

This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the Slaanesh discipline (pg 69).

FACTION KEYWORDS

CHAOS, SLAANESH, DAEMON

KEYWORDS

CHARACTER, INFANTRY, PSYKER, HERALD OF SLAANESH

HERALD OF SLAANESH
ON STEED

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Herald of Slaanesh on Steed	**14"**	**2+**	**2+**	**4**	**3**	**5**	**4**	**8**	**6+**

A Herald of Slaanesh on Steed is a single model armed with piercing claws riding atop a sinuous Steed of Slaanesh that attacks with its lashing tongue.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Herald of Slaanesh						
Piercing claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Steed of Slaanesh						
Lashing tongue	Melee	Melee	4	0	1	After this model makes its close combat attacks, you can attack with its mount. Make 2 additional attacks, using this weapon profile.

ABILITIES

Daemonic, Quicksilver Swiftness, Daemonic Ritual (pg 68)

~~**Herald of Slaanesh**~~**:** Add 1 to the Strength characteristic of friendly **SLAANESH DAEMON** units within 6" of one or more models with this ability.

Unholy Speed: This model can Advance and charge in the same turn.

PSYKER

This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the Slaanesh discipline (pg 69).

FACTION KEYWORDS

CHAOS, SLAANESH, DAEMON

KEYWORDS

CAVALRY, CHARACTER, PSYKER, HERALD OF SLAANESH

HERALD OF SLAANESH

ON SEEKER CHARIOT

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Herald of Slaanesh on Seeker Chariot	12"	2+	2+	4	5	7	6	8	4+

A Herald of Slaanesh on Seeker Chariot is a single model armed with piercing claws and accompanied by a Daemonette Charioteer. They ride into battle on a Seeker Chariot drawn by Steeds of Slaanesh that attack with their lashing tongues.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chariot Riders						
Lashes of torment	6"	Assault D6	4	0	1	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
Piercing claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Steeds of Slaanesh						
Lashing tongues	Melee	Melee	4	0	1	After a Herald of Slaanesh on Seeker Chariot makes its close combat attacks, you can attack with the Steeds of Slaanesh. Make 4 additional attacks, using this weapon profile.

WARGEAR OPTIONS

- ~~This model may replace its piercing claws with lashes of torment. If it does, reduce its Attacks characteristic from 6 to 4.~~

ABILITIES

Daemonic, Quicksilver Swiftness, Daemonic Ritual (pg 68)

~~**Herald of Slaanesh:**~~ Add 1 to the Strength characteristic of friendly **SLAANESH DAEMON** units within 6" of one or more models with this ability.

Scything Impact: When a Seeker Chariot crashes into the foe, warriors are scythed down and dismembered. Each time a Herald of Slaanesh on Seeker Chariot finishes a charge move, roll a D6 for each enemy model within 1"; that model's unit suffers a mortal wound for each roll of 6.

PSYKER

This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the Slaanesh discipline (pg 69).

FACTION KEYWORDS

CHAOS, SLAANESH, DAEMON

KEYWORDS

CHARACTER, CHARIOT, PSYKER, HERALD OF SLAANESH

The hedonistic hosts of Slaanesh love violent displays of excess. Their Heralds and Keepers of Secrets lead each gory revel.

HERALD OF SLAANESH
ON EXALTED SEEKER CHARIOT

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Herald of Slaanesh on Exalted Seeker Chariot	*	*	**2+**	**4**	**5**	**12**	*	**8**	**4+**

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

REMAINING W	M	WS	A
7-12+	12"	2+	8
4-6	10"	4+	6
1-3	8"	6+	4

A Herald of Slaanesh on Exalted Seeker Chariot is a single model armed with piercing claws and accompanied by three Daemonette Charioteers. They ride on Steeds of Slaanesh that draw the Exalted Seeker Chariot and attack with their lashing tongues.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chariot Riders						
Lashes of torment	6"	Assault D6	4	0	1	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
Piercing claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Steeds of Slaanesh						
Lashing tongues	Melee	Melee	4	0	1	After a Herald of Slaanesh on Exalted Seeker Chariot makes its close combat attacks, you can attack with the Steeds of Slaanesh. Make 8 additional attacks, using this weapon profile.

WARGEAR OPTIONS
- ~~This model may replace its piercing claws with lashes of torment.~~

ABILITIES
Daemonic, Quicksilver Swiftness, Daemonic Ritual (pg 68)

~~**Herald of Slaanesh:**~~ Add 1 to the Strength characteristic of friendly **SLAANESH DAEMON** units within 6" of one or more models with this ability.

Scything Impact: When an Exalted Seeker Chariot crashes into the foe, warriors are scythed down and dismembered. Each time a Herald of Slaanesh on Exalted Seeker Chariot finishes a charge move, roll a D6 for each enemy model within 1"; that model's unit suffers a mortal wound for each roll of 5+.

PSYKER
This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the Slaanesh discipline (pg 69).

FACTION KEYWORDS
CHAOS, SLAANESH, DAEMON

KEYWORDS
CHARACTER, CHARIOT, PSYKER, HERALD OF SLAANESH

DAEMONETTES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Daemonette	**7"**	**3+**	**3+**	**3**	**3**	**1**	**2**	**7**	**6+**
Alluress	**7"**	**3+**	**3+**	**3**	**3**	**1**	**3**	**7**	**6+**

This unit contains 1 Alluress and 9 Daemonettes. ~~It can include up to 10 additional Daemonettes **(Power Rating +5)** or up to 20 additional Daemonettes **(Power Rating +10)**.~~ Each model attacks with piercing claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Piercing claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.

WARGEAR OPTIONS
- For every ten models in the unit, one Daemonette may take an Instrument of Chaos.
- For every ten models in the unit, one Daemonette may take a Daemonic Icon.

ABILITIES
Daemonic, Quicksilver Swiftness, Daemonic Ritual (pg 68)

Graceful Killers: Increase the Attacks characteristic of each model in this unit by 1 whilst it contains 20 or more models.

Daemonic Icon: If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is bolstered. No models flee and D6 slain Daemonettes are instead added to the unit.

Instrument of Chaos: A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.

FACTION KEYWORDS
CHAOS, SLAANESH, DAEMON

KEYWORDS
INFANTRY, DAEMONETTES

FIENDS OF SLAANESH

2 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fiend of Slaanesh	**14"**	**3+**	**-**	**4**	**4**	**3**	**4**	**7**	**6+**

This unit contains 1 Fiend of Slaanesh. It can include up to 8 additional Fiends of Slaanesh (**Power Rating +2 per model**). Each model is armed with dissecting claws and a vicious barbed tail.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dissecting claws	Melee	Melee	User	-1	2	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Vicious barbed tail	Melee	Melee	User	-3	D3	A model can only make a single attack with this weapon each time it fights.

ABILITIES **Daemonic, Quicksilver Swiftness, Daemonic Ritual** (pg 68)

Disruptive Song: Enemy **PSYKERS** within 12" of any Fiends of Slaanesh must subtract 1 from the result of any Psychic tests they take.

Soporific Musk: Enemy units within 1" of any Fiends of Slaanesh cannot Fall Back unless they can **FLY**.

FACTION KEYWORDS **CHAOS, SLAANESH, DAEMON**

KEYWORDS **BEAST, FIENDS OF SLAANESH**

HELLFLAYER

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellflayer Chariot	**12"**	**3+**	**3+**	**4**	**5**	**6**	**4**	**8**	**4+**

A Hellflayer Chariot is a single model which carves through the enemy with its bladed axle. It is crewed by an Exalted Alluress which attacks with its piercing claws and drawn by two Steeds of Slaanesh that whip the foe with their lashing tongues. Each steed is ridden by Seekers that attack with their piercing claws and lashes of torment.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Riders						
Lashes of torment	6"	Assault D6	4	0	1	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
Piercing claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Hellflayer Chariot						
Bladed axle	Melee	Melee	x2	-1	2	After the riders make their close combat attacks, you can attack with the bladed axle of the Hellflayer Chariot. Make D6 additional attacks, using this weapon profile.
Steeds of Slaanesh						
Lashing tongues	Melee	Melee	4	0	1	After a Hellflayer makes its close combat attacks, you can attack with the Steeds of Slaanesh. Make 4 additional attacks, using this weapon profile.

ABILITIES **Daemonic, Quicksilver Swiftness, Daemonic Ritual** (pg 68)

FACTION KEYWORDS **CHAOS, SLAANESH, DAEMON**

KEYWORDS **CHARIOT, HELLFLAYER**

SEEKERS

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Seeker	14"	3+	3+	3	3	2	2	7	6+
Heartseeker	14"	3+	3+	3	3	2	3	7	6+

This unit contains 1 Heartseeker and 4 Seekers. It can include up to 5 additional Seekers **(Power Rating +4)**, up to 10 additional Seekers **(Power Rating +8)** or up to 15 additional Seekers **(Power Rating +12)**. Each model is armed with piercing claws and rides a Steed of Slaanesh that attacks with its lashing tongue.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Rider						
Piercing claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Steed of Slaanesh						
Lashing tongue	Melee	Melee	4	0	1	After a Heartseeker or Seeker makes its close combat attacks, you can attack with its mount. Make 2 additional attacks, using this weapon profile.

WARGEAR OPTIONS
- One Seeker may take an Instrument of Chaos.
- One Seeker may take a Daemonic Icon.

ABILITIES

Daemonic, Quicksilver Swiftness, Daemonic Ritual (pg 68)

Unholy Speed: This unit can Advance and charge in the same turn.

Daemonic Icon: If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is bolstered. No models flee and D3 slain Seekers are instead added to the unit.

Instrument of Chaos: A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.

FACTION KEYWORDS CHAOS, SLAANESH, DAEMON

KEYWORDS CAVALRY, SEEKERS

SEEKER CHARIOT

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Seeker Chariot	12"	3+	3+	4	5	6	4	8	4+

A Seeker Chariot is a single model ridden by an Exalted Alluress and a Daemonette Charioteer armed with lashes of torment and piercing claws. It is drawn by Steeds of Slaanesh that whip the foe with their lashing tongues.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chariot Riders						
Lashes of torment	6"	Assault D6	4	0	1	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
Piercing claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Steeds of Slaanesh						
Lashing tongues	Melee	Melee	4	0	1	After a Seeker Chariot makes its close combat attacks, you can attack with the Steeds of Slaanesh. Make 4 additional attacks, using this weapon profile.

ABILITIES

Daemonic, Quicksilver Swiftness, Daemonic Ritual (pg 68)

Scything Impact: When a Seeker Chariot crashes into the foe, warriors are scythed down and dismembered. Each time a Seeker Chariot finishes a charge move, roll a D6 for each enemy model within 1"; that model's unit suffers a mortal wound for each roll of 6.

FACTION KEYWORDS CHAOS, SLAANESH, DAEMON

KEYWORDS CHARIOT, DAEMONETTE, SEEKER CHARIOT

EXALTED SEEKER CHARIOT

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Exalted Seeker Chariot	*	*	3+	4	5	10	*	8	4+

An Exalted Seeker Chariot is a single model crewed by an Exalted Alluress who attacks with lashes of torment, accompanied by three Daemonette Charioteers who attack with their piercing claws. It is drawn into battle by Steeds of Slaanesh that whip the foe with their lashing tongues.

DAMAGE

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

REMAINING W	M	WS	A
6-10+	12"	2+	8
3-5	10"	4+	6
1-2	8"	6+	4

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chariot Riders						
Lashes of torment	6"	Assault D6	4	0	1	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
Piercing claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Steeds of Slaanesh						
Lashing tongues	Melee	Melee	4	0	1	After the chariot riders make their close combat attacks, you can attack with the Steeds of Slaanesh. Make 8 additional attacks, using this weapon profile.

ABILITIES **Daemonic, Quicksilver Swiftness, Daemonic Ritual** (pg 68)

Scything Impact: When an Exalted Seeker Chariot crashes into the foe, warriors are scythed down and dismembered. Each time an Exalted Seeker Chariot finishes a charge move, roll a D6 for each enemy model within 1"; that model's unit suffers a mortal wound for each roll of 5+.

FACTION KEYWORDS CHAOS, SLAANESH, DAEMON

KEYWORDS CHARIOT, DAEMONETTE, EXALTED SEEKER CHARIOT

The bladed Chariots of Slaanesh hurtle and careen through the ranks of the foe, scything them limb from limb.

Fast-moving and vicious, the forces of Slaanesh run down their quarry in spectacular orgies of destruction.

CHAOS DAEMONS

Chaos is, by its very nature, a thing of infinite variety and strangeness. Hideous entities beyond count or comprehension press against the thinning skin of reality, baying to be released upon the galaxy, to slaughter and devour at will. From dark lords to squirming scavengers, the Daemons of the warp are to be universally feared.

The warp is a realm of infinite madness, an ocean of mutable energies without end. Its churning depths swarm with malefic entities, from immense leviathans to scavengers that are little more than squirming scraps of animus, given fleeting form before vanishing again into the roiling morass.

The greatest entities in the warp are, of course, the Gods of Chaos, and their daemonic servants are legion. Yet other things dwell there also. Such entities do not form armies, for they are too varied and anarchic. Instead, they find their way into the Daemon legions of the Chaos Gods, through usefulness, allegiance or manipulation. These Daemons are difficult to categorise, for some are mighty while others are petty and vile, or else elusive entities that none has ever conjured from the warp. Doubtless there are Daemons that have avoided the pages of even the most esoteric of forbidden grimoires…

THE REVILED AND THE ENSLAVED

Some Chaos Daemons are little more than thralls, bound to the will of whatever empyric overlord takes up their leash. Chaos Furies are the most common Daemons of this sort, bestial amalgams of energy and emotion that coalesce for a time before scattering apart again. They are easily subjugated to the whims of the Dark Gods and quick to take on the aspect of whichever power deigns to claim them. Furies in the thrall of Khorne, for example, tend towards crimson flesh and froth-jawed rage, while those that serve Nurgle crawl with pestilence and disease. On the battlefield, flocks of Furies circle like vultures, waiting on any hint of weakness before falling upon their prey and tearing them apart.

By comparison, the towering Daemon Engines known as Soul Grinders are incredibly powerful, diabolic fusions of Daemon and war machine that dwarf even some Greater Daemons in stature. For all their vast strength and infernal firepower, however, the Soul Grinders are just as much the slaves of their masters as are the Furies; perhaps more so. According to legend, Soul Grinders are created within the limbo realm known as the Forge of Souls. Whilst Daemons can never truly be destroyed, their essence can languish for countless centuries before reforming. Such a non-existence is intolerable to Daemons, and the most desperate amongst them turn to the Soul Forge as a way to circumvent their purgatorial exile. The Daemon's essence is bound into a metallic frame capable of terrific destruction. Yet the price of such power is high, the forge demanding a cost in souls reaped before the Daemon's debt is considered paid. Those entities that bind themselves into Soul Grinders soon realise that their mighty new body is as much a curse as a boon, a metallic prison that they cannot escape until their debt is cleared. Even as the Daemon slaughters his way across the galaxy, the price demanded rises erratically, sometimes remaining forever out of reach. Worse still, should the Soul Grinder be destroyed before the debt is paid, the Daemon's debt rises exorbitantly, its possessing essence trapped in a never-ending cycle that it cannot escape. It is for this reason that Soul Grinders wreak such indiscriminate slaughter upon the field of battle – every soul claimed is a minute step in the road towards a distant freedom that the Daemon craves above all else, and that only a mountain of the dead can earn.

DARK MASTERS

Not all the Daemons of Chaos are victims; Daemon Princes are transcendent beings, formerly mortal champions that have earned the ultimate reward of Daemonhood. Inevitably these beings are patronised by one or other of the Chaos Gods, whose mark and nature lays heavy upon them. Yet they are creatures that retain their otherness from the true scions of the warp, and so they are viewed askance by the entities that they lead into battle. Many Daemon Princes retain at least an echo of their former autonomy, serving their god because they wish to rather than because it is utterly intrinsic to their existence.

One amongst this dark brotherhood is different to the rest, an aberration so powerful that he has no single master. Be'lakor, this ancient horror is named, and he has been the dark god of a thousand fallen civilisations scattered across space and time. Those who know his name speak it only in whispers, telling that he was the first mortal ever to become a Daemon Prince, and that he shall have some great part to play before the galaxy's final ending…

BE'LAKOR

12 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Be'lakor	**14"**	**2+**	**2+**	**6**	**6**	**8**	**6**	**9**	**4+**

Be'lakor is a single model armed with the Blade of Shadows and a set of malefic talons. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Blade of Shadows	Melee	Melee	+1	-5	3	-
Malefic talons	Melee	Melee	User	-2	2	Each time this model fights, it can make 1 additional attack with this weapon.

ABILITIES

Daemonic, Daemonic Ritual (pg 68)

Lord of Torment: Subtract 1 from the Leadership of enemy units that are within 12" of Be'lakor in the Morale phase.

Prince of Chaos: You can re-roll any failed hit rolls of 1 made for friendly **DAEMON** units within 6" of Be'lakor.

Shadow Form: You can re-roll failed saving throws for Be'lakor.

PSYKER

Be'lakor can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the *Smite* power and two psychic powers from the Dark Hereticus discipline (pg 11).

FACTION KEYWORDS

CHAOS, DAEMON

KEYWORDS

CHARACTER, MONSTER, DAEMON PRINCE, FLY, PSYKER, BE'LAKOR

DAEMON PRINCE OF CHAOS

11 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Daemon Prince of Chaos	**8"**	**2+**	**2+**	**7**	**6**	**~~10~~ 1**	**4**	**9**	**3+**

A Daemon Prince of Chaos is a single model armed with a hellforged sword and a set of malefic talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Warp bolter	24"	Assault 2	4	-1	2	-
Daemonic axe	Melee	Melee	+1	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Hellforged sword	Melee	Melee	User	-2	3	-
Malefic talons	Melee	Melee	User	-2	2	Each time the model fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.

WARGEAR OPTIONS

- This model may replace its hellforged sword with a daemonic axe or second set of malefic talons.
- This model may take a warp bolter.
- This model may have wings. If it does, its Move characteristic is increased to 12" and it gains the **FLY** keyword.

ABILITIES

Daemonic, Daemonic Ritual (pg 68)

Daemonic Allegiance: When you include this model in your army, you must choose which of the four Chaos Gods it owes its allegiance to: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**. It then gains the appropriate keyword. **KHORNE** Daemon Princes have the Unstoppable Ferocity ability (pg 68). **TZEENTCH** Daemon Princes gain the Ephemeral Form ability (pg 68). **NURGLE** Daemon Princes gain the Disgustingly Resilient ability (pg 68). **SLAANESH** Daemon Princes gain the Quicksilver Swiftness ability (pg 68).

Prince of Chaos: You can re-roll hit rolls of 1 made for friendly **DAEMON** units within 6", but only if they owe their allegiance to the same Chaos God e.g. **KHORNE DAEMON** units are only affected by **KHORNE** Daemon Princes.

Might over Magic: A **KHORNE** Daemon Prince increases its Attacks characteristic by 1.

PSYKER

A Daemon Prince of **TZEENTCH**, **NURGLE** or **SLAANESH** gains the **PSYKER** keyword. It can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* power and one psychic power from the appropriate Chaos Daemon discipline (pg 69).

FACTION KEYWORDS

CHAOS, DAEMON

KEYWORDS

CHARACTER, MONSTER, DAEMON PRINCE OF CHAOS

CHAOS FURIES

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Fury	12"	4+	-	4	3	1	2	6	6+

This unit contains 5 Chaos Furies. It can include up to 5 additional Chaos Furies **(Power Rating +3)**, up to 10 additional Chaos Furies **(Power Rating +6)** or up to 15 additional Chaos Furies **(Power Rating +9)**. Each model is armed with daemonic claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Daemonic claws	Melee	Melee	User	0	1	-

ABILITIES

Daemonic, Daemonic Ritual (pg 68)

Daemonic Allegiance: When you include this model in your army, you must choose which of the four Chaos Gods it owes its allegiance to: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**. It then gains the appropriate keyword. **KHORNE** Furies have the Unstoppable Ferocity ability (pg 68). **TZEENTCH** Furies gain the Ephemeral Form ability (pg 68). **NURGLE** Furies gain the Disgustingly Resilient ability (pg 68). **SLAANESH** Furies gain the Quicksilver Swiftness ability (pg 68).

Prey on the Weak: Roll a D6 each time an enemy unit fails a Morale test within 12" of any Chaos Furies. On a 4+ an additional model from the same unit is slain.

FACTION KEYWORDS CHAOS, DAEMON

KEYWORDS INFANTRY, FLY, CHAOS FURIES

SOUL GRINDER

11 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Soul Grinder	*	4+	*	8	7	14	*	7	3+

A Soul Grinder is a single mode which attacks with a harvester cannon, phlegm bombardment, an iron claw and a warpsword.

DAMAGE

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

REMAINING W	M	BS	A
8-14+	8"	4+	3
4-7	6"	5+	3
1-3	4"	5+	D3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Harvester cannon	48"	Heavy 3	7	-1	D3	-
Phlegm bombardment	36"	Heavy D3	8	-2	3	-
Iron claw	Melee	Melee	x2	-3	D6	-
Warpclaw	Melee	Melee	User	-2	D3	Make 2 hit rolls for each attack made with this weapon, instead of 1.
Warpsword	Melee	Melee	User	-3	3	You can re-roll failed hit rolls for this weapon.

WARGEAR OPTIONS

- This model may replace its warpsword with a warpclaw.

ABILITIES

Daemonic, Daemonic Ritual (pg 68)

Daemonic Allegiance: When you include this model in your army, you must choose which of the four Chaos Gods it owes its allegiance to: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**. It then gains the appropriate keyword. **KHORNE** Soul Grinders have the Unstoppable Ferocity ability (pg 68). **TZEENTCH** Soul Grinders gain the Ephemeral Form ability (pg 68). **NURGLE** Soul Grinders gain the Disgustingly Resilient ability (pg 68). **SLAANESH** Soul Grinders gain the Quicksilver Swiftness ability (pg 68).

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS CHAOS, DAEMON

KEYWORDS VEHICLE, SOUL GRINDER

A raging Daemon bound into a body of metal and sinuous flesh, the Soul Grinder is a truly monstrous foe.

QUESTOR TRAITORIS

Humanoid war engines that tower over their foes, each Renegade Knight carries an army's worth of firepower upon its weaponised limbs and hulking carapace. At close quarters, their roaring chainswords and crushing thunderstrike gauntlets destroy what their trampling feet cannot, scattering terrified survivors before their unstoppable advance.

The ground shudders beneath the godlike tread of the Renegade Knights. Even one such looming war engine possesses the firepower to annihilate entire regiments of enemy warriors, pick apart armoured columns, and swat squadrons of aircraft from the skies. Chaos Lords and rebellious demagogues will go to great lengths to secure the services of such a lone warrior, sacrificing whatever they must to ensure that this god of destruction fights at their side.

Deployed in great number, the Questor Traitoris are more fearsome still, and have been known to bring entire worlds to heel, scourging them by blade and by flame in the name of the Dark Gods.

CORRUPTING THE INCORRUPTIBLE

Those who pilot Imperial Knights are brave and noble warriors, drawn from ancestral knightly houses. In their eighteenth year, aspirants face the Ritual of Becoming, a strange rite where the mind of the Noble is fused with the Knight's machine spirit, allowing the pilot to occupy the machine's Throne Mechanicum and control it with their thoughts alone. This rite – coupled with psychosuggestive subroutines fed through the Knight's neural jacks – is intended to weed out those who are weak in mind or soul, reinforcing notions of honour and selflessness so that few Knights risk falling to the temptations of Chaos.

No man is beyond the reach of the Dark Gods, however. To believe otherwise is dangerous arrogance. There are many ways that a Knight may stray from the true path laid out in the Code Chivalric, or else be driven from it by force. Most common are those times when Freeblade Knights – those who have already forsworn their knightly houses due to some shame or tragedy – find themselves driven to commit ignoble acts to survive. The ghosts of the Thrones Mechanicum are uncompromising and unforgiving, and the judgemental voices of ancestors long passed will lambaste such a fallen Knight mercilessly. Some pilots take their own lives, or abandon the throne forever – to a Noble pilot, there is little difference between these two terrible ends. Those who do not, or worse, cannot, are driven swiftly mad. It is this insanity that the Dark Gods prey upon, claiming the Nobles' lost souls and twisting the machine spirits of their steeds into ravening beasts. In recent years, covens of Warpsmiths have taken to capturing lone Knights and giving them over for torture until this horrible end is achieved. There are even whispered rumours that some Renegade Knights no longer contain living pilots at all, but are instead the unwilling hosts to parasitic possessor Daemons who clad themselves in the war engine's adamantium plates as a mortal warrior might don a suit of armour.

Rarer and more terrible are those instances when an entire lance, or even a whole knightly house falls into damnation. During the dark days of the Horus Heresy, this was a tragedy that played out many times, most famously with the once glorious House Devine who fell to the temptations of Slaanesh. With the Cicatrix Maledictum splitting the galaxy, such wholesale corruption has become a hazard once again. Here, a compromised Sacristan creeps from one Throne Mechanicum to the next, tainting them with daemonic ichor brewed to drive the Knights to madness and mutation. There a Baron leads a noble crusade to purge a world of Chaos taint, only to become so immersed in blood that he and his followers degenerate into the very berserk beasts they strode out to slay. The Inquisition have gone to great pains in their efforts to suppress reports of traitorous knightly houses, for the mere notion of such loyal warriors turning traitor is every bit as horrifying as the concept of Renegade Space Marines. Yet more Knights fall with every passing year, and their devastating rampages have become difficult to conceal.

INFERNAL QUESTS

When Renegade Knights gather in great number they are compelled to swear grim oaths to the Dark Gods. In a twisted parody of their former nobility, they vow to complete mighty tasks on pain of death and dishonour. Such deeds may include the burning of a cardinal world or other great place of faith, the hunting of some feted Imperial hero, or the wholesale butchery of a star system whose defenders have offended the Dark Gods with their resistance. Once they have set themselves to such an Infernal Quest, Renegade Knights will not relent until either they emerge victorious, or they are slain to the last.

RENEGADE KNIGHT

23 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Knight	*	*	*	8	8	24	4	9	3+

A Renegade Knight is a single model equipped with a reaper chainsword, a thunderstrike gauntlet, a heavy stubber and titanic feet.

DAMAGE

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

REMAINING W	M	WS	BS
13-24+	12"	3+	3+
7-12	9"	4+	4+
1-6	6"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Avenger gatling cannon	36"	Heavy 12	6	-2	2	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Ironstorm missile pod	72"	Heavy D6	5	-1	2	This weapon can target units that are not visible to the bearer.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Rapid-fire battle cannon	72"	Heavy 2D6	8	-2	D3	-
Stormspear rocket pod	48"	Heavy 3	8	-2	D6	-
Thermal cannon	36"	~~Heavy D3~~	9	-4	D6	~~When attacking units with 5 or more models, change this weapon's Type to Heavy D6. If the target is within half range, roll two dice when inflicting damage and discard the lowest result.~~
Twin Icarus autocannon	48"	~~Heavy 2~~	7	-1	2	Add 1 to hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from hit rolls made against all other targets.
Reaper chainsword	Melee	Melee	+4	-3	6	-
Thunderstrike gauntlet	Melee	Melee	x2	-4	6	Subtract 1 from hit rolls for attacks made with this weapon. If you slay a **VEHICLE** or **MONSTER** with a thunderstrike gauntlet, select an enemy unit within 9" and roll a D6: on a 4+ that unit suffers D3 mortal wounds as the dead body or debris is thrown at it.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.

WARGEAR OPTIONS

- This model may take one item from the *Carapace Weapons* list.
- This model may replace its thunderstrike gauntlet with one item from the *Knight Weapons* list.
- This model may replace its reaper chainsword with one item from the *Knight Weapons* list.
- This model may replace its heavy stubber with a meltagun.

ABILITIES

Ion Shield: This model has a 5+ invulnerable save against shooting attacks.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Knight Titan: A Renegade Knight can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Renegade Knight Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. In addition, a Renegade Knight can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, a Renegade Knight only gains a bonus to its save in cover if at least half of the model is obscured from the firer.

FACTION KEYWORDS CHAOS, QUESTOR TRAITORIS

KEYWORDS TITANIC, VEHICLE, RENEGADE KNIGHT

QUESTOR TRAITORIS WEAPON LIST

Carapace Weapons
- Ironstorm missile pod
- Stormspear rocket pod
- Twin Icarus autocannons

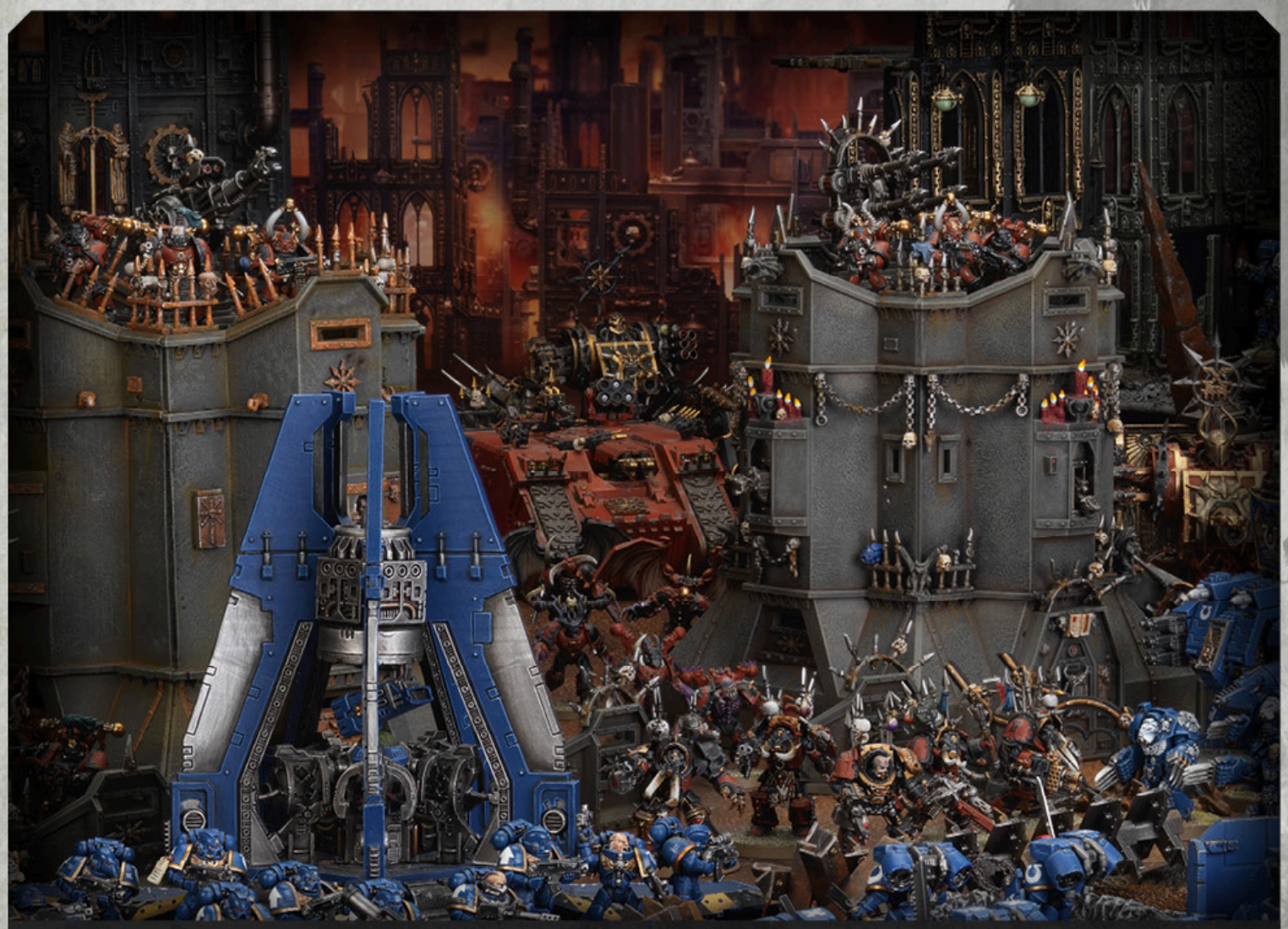
Knight Weapons
- Avenger gatling cannon and heavy flamer
- Rapid-fire battle cannon and heavy stubber
- Thermal cannon

CHAOS BASTIONS

When the gathered regiments of the Imperium or hordes of xenos raiders launch their forays into Chaos-held territory, warriors of the Dark Powers rush to man their bastions and fortifications. They stand tall upon the ramparts of these mighty redoubts, weapons blazing white-hot fire at the swarming attackers below. Many Chaos Bastions were erected in worship of the Chaos Gods, consecrated with rivers of innocent blood and bedecked with hateful iconography. Others were originally raised by loyal Imperial troops, only to be corrupted when the forces of darkness swept across their worlds, butchering the inhabitants and defiling the once glorious strongholds.

Chaos Bastions are as varied as they are formidable. They may be mere fragments of a network of walls and kill-towers criss-crossing a fortress planet, or lonely spires reaching out of the irradiated mires of a once bountiful agri world. They may hang suspended in the air above a crystal forest, or stand draped by flayed-skin banners amidst the charnel-halls of decadent cultists. Regardless, they stand as hateful testament to the far-reaching influence of the Chaos Gods, and provide a deadly obstacle for any invading army. High walls offer plentiful cover for defenders on the battlements, and murder-holes and gun emplacements spit punishing volleys at besieging armies. Even a small contingent can hold such a stronghold against a larger force for many weeks, turning the fields outside the Bastion into a butcher's yard of ruptured corpses and charred, gore-soaked earth.

Depending on the allegiance of its occupiers, the appearance of a Chaos Bastion can differ wildly. Khornate armies bedeck the walls of their fortresses with brass sigils and rune-symbols of the Blood God. The flensed skulls of slain attackers are impaled upon the battlements, alongside the ruined forms of those unlucky enough to be captured alive. Bastions dedicated to the Plague God are wretched, putrescent places, often circled by moats of bubbling effluent in which decomposing corpses float. Great black flies swirl above the ramparts, and pus-like secretions drip from the mouths of leering gargoyles. Spirals of warpflame and crackling arcs of corposant light ripple along the shimmering surface of Tzeentchian redoubts, and the very walls seem to roil and shift in constant motion. Slaaneshi cultists often hang censers filled with insidious perfumes from the walls of their lairs, alongside great banners of flayed skin. Amidst the beguiling fog of vapour, wide-eyed, screaming faces can be seen staring forth from these grim adornments.



The Heretic Astartes employ a line of debased Bastions to stymie the Ultramarines attack.

CHAOS BASTION

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Bastion	**0**	**-**	**5+**	**0**	**10**	**20**	**0**	**6**	**4+**

A Chaos Bastion is a single model equipped with four heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Icarus lascannon	96"	Heavy 1	9	-3	D6	Add 1 to hit rolls made for the Icarus lascannon and quad-gun against targets that can **FLY**. Subtract 1 from hit rolls made for these weapons against all other targets.
Quad-gun	48"	Heavy 8	7	-1	1	

WARGEAR OPTIONS

- This model may take an Icarus lascannon or a quad-gun.

ABILITIES

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if there are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model.

Automated Weapons: Unless a friendly unit is embarked inside this model, each of its weapons can only target the nearest visible enemy. If two units are equally close, you may choose which is targeted.

Fire Points: 10 models embarked in this model can shoot in their Shooting phase, measuring and drawing line of sight from any point on this model. They can do this even if enemy models are within 1" of this model.

Magazine Explosion: If this model is reduced to 0 wounds, before removing the model from the battlefield and before any models disembark roll a D6; on a 6 its magazine explodes, and each unit within 2D6" suffers D3 mortal wounds.

Designer's Note: *If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether its magazine explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot, etc.*

TRANSPORT

This model can transport any number of **INFANTRY CHARACTERS** and one other **INFANTRY** unit, up to a maximum of 20 models.

Designer's Note: *When you embark models onto a Chaos Bastion, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.*

FACTION KEYWORDS

CHAOS

KEYWORDS

BUILDING, VEHICLE, TRANSPORT, CHAOS BASTION

BATTLE-FORGED ARMIES

When picking a Battle-forged army for matched play, you will need to record the details of your army on a piece of paper (your Army Roster). Here we show one example of how you can do this; using several Detachment Rosters, at least one for each Detachment in your army, and the summarising main Army Roster itself. Over the page are blank rosters you can photocopy.

DETACHMENT ROSTERS

Each Detachment Roster details all the units it includes. Each unit has a small entry of its own where you can write down the name and type of unit, its Battlefield Role, the number of models it contains, and the weapons each model in the unit is equipped with. Details of how many models make up each unit and what weapons, options and upgrades each can take can be found on that unit's datasheet.

The points value of each unit's models and each individual weapon is then noted down by referencing the points lists on pages 118-121, and added together to give a points cost for the unit. The points cost of the entire Detachment is simply then the sum of the points costs of its units. This can be noted down alongside other useful information, such as the number of Command Points (if any) the Detachment gives you (see the *Warhammer 40,000* rulebook for more on Command Points).

Unit Champions

Many units are led by a champion of some kind such as a Sergeant. Unit champions often have better characteristics and weapon options than the models they command. With the exception of Aspiring Sorcerers and Scarab Occult Sorcerers, unit champions have the same points cost as the others models in their unit.

Under-strength Units

Sometimes you may find that you do not have enough models to field a minimum-sized unit; if this is the case, you can still include one unit of that type in your army with as many models as you have available. In Matched Play games, you only pay the points for the models you actually have in an under-strength unit (and any weapons they are equipped with). An under-strength unit still takes up the appropriate slot in a Detachment.

ARMY ROSTER

Once you have filled in all of your Detachment Rosters, you can then fill out the main Army Roster. The name and points value of each Detachment is noted down here for reference. The total points cost of your army is the sum of all the Detachment points costs in your army plus any Reinforcement Points you have chosen to put aside (see below). The points cost of your army should not exceed the points limit you are using for the battle.

There are lots of other useful things to write down on your main Army Roster, such as who the army's Warlord is (this should be done at the start of the battle) and the number of Command Points available to your army. Remember that all Battle-forged Armies start with 3 Command Points, but certain Detachments, and occasionally certain models, can change this total.

Reinforcement Points

Sometimes an ability will allow you to add units to your army, or replace units that have been destroyed. One of the most common examples is the Daemonic Ritual ability (pg 68), which allows you to summon units of Daemons to the battlefield. You must set aside some of your points in order to use these units. The points you set aside are called your reinforcement points, and need to be recorded on your army roster. Each time a unit is added to an army during battle, you must subtract the number of points the unit would cost from your pool of reinforcement points.

ARMY ROSTER

PLAYER NAME:	Alex Smith	**ARMY FACTION:**	Chaos
ARMY NAME:	Crimson Death	**WARLORD:**	Karask Fellheart

DETACHMENT NAME	TYPE	CPS	POINTS
Karask's Chosen	Vanguard	1	619
The Red Reavers	Patrol	0	545
Daemon-spawn	Patrol	0	231

WARLORD TRAIT
FILL IN AT SET-UP:

Total Command Points:	4
Reinforcement Points:	105
TOTAL POINTS:	1500

DETACHMENT ROSTER

NAME:	The Red Reavers	TYPE:	Patrol

UNIT

UNIT TITLE:	BATTLEFIELD ROLE:	NO. OF MODELS:	POINTS (MODELS):
Chaos Lord in Terminator Armour	HQ	1	122
WARGEAR: Combi-bolter (2), chainfist (22)			POINTS (WARGEAR): 24
		TOTAL POINTS (UNIT):	146

UNIT

UNIT TITLE:	BATTLEFIELD ROLE:	NO. OF MODELS:	POINTS (MODELS):
Chaos Space Marines	Troops	10	130
WARGEAR: Plasma pistol (7), power fist (20), meltagun (17), heavy bolter (10), 7 x boltguns (0), 9 x bolt pistols (0), 10 x frag and krak grenades (0), Icon of Vengeance (10)			POINTS (WARGEAR): 64
		TOTAL POINTS (UNIT):	194

UNIT

UNIT TITLE:	BATTLEFIELD ROLE:	NO. OF MODELS:	POINTS (MODELS):
Helbrute	Elites	1	72
WARGEAR: Reaper autocannon (18), power scourge (43)			POINTS (WARGEAR): 61
		TOTAL POINTS (UNIT):	133

UNIT

UNIT TITLE:	BATTLEFIELD ROLE:	NO. OF MODELS:	POINTS (MODELS):
Chaos Rhino	Dedicated Transport	1	70
WARGEAR: Combi-bolter (2)			POINTS (WARGEAR): 2
		TOTAL POINTS (UNIT):	72

Total Points (Detachment):	545	Command Points:	0

NOTES: All units in the Red Reavers Detachment are from the Crimson Slaughter.

ARMY ROSTER

PLAYER NAME:	ARMY FACTION:
ARMY NAME:	WARLORD:

DETACHMENT NAME	TYPE	CPS	POINTS

WARLORD TRAIT

FILL IN AT SET-UP:

Total Command Points:	
Reinforcement Points:	
TOTAL POINTS:	

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DETACHMENT ROSTER

NAME:	TYPE:

UNIT

UNIT TITLE:	BATTLEFIELD ROLE:	NO. OF MODELS:	POINTS (MODELS):
WARGEAR:			POINTS (WARGEAR):
		Total Points (Unit):	

UNIT

UNIT TITLE:	BATTLEFIELD ROLE:	NO. OF MODELS:	POINTS (MODELS):
WARGEAR:			POINTS (WARGEAR):
		TOTAL POINTS (UNIT):	

UNIT

UNIT TITLE:	BATTLEFIELD ROLE:	NO. OF MODELS:	POINTS (MODELS):
WARGEAR:			POINTS (WARGEAR):
		TOTAL POINTS (UNIT):	

UNIT

UNIT TITLE:	BATTLEFIELD ROLE:	NO. OF MODELS:	POINTS (MODELS):
WARGEAR:			POINTS (WARGEAR):
		TOTAL POINTS (UNIT):	

Total Points (Detachment):	Command Points:
NOTES:	

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POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.

The points values in this book have not been included as they are out of date; for current points values, please refer to the most recent Munitorum Field Manual and/or any relevant supplements which released afterward for this army (e.g. Psychic Awakening).

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HERETIC ASTARTES WARGEAR

HERETIC ASTARTES RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Autogun	24"	Rapid Fire 1	3	0	1	-
Autopistol	12"	Pistol 1	3	0	1	-
Baleflamer	18"	Assault D6	6	-2	2	This weapon automatically hits its target.
Battle cannon	72"	Heavy D6	8	-2	D3	-
Blastmaster	When attacking with this weapon, choose one of the profiles below.					
- Single frequency	48"	Heavy D3	8	-2	D3	Units targeted by this weapon do not gain any bonus to their saving throws for being in cover.
- Varied frequency	36"	Assault D6	4	-1	1	
Blight grenade	6"	Grenade D6	3	0	1	You can re-roll wound rolls of 1 for this weapon.
Blight launcher	24"	Assault 2	6	-2	D3	You can re-roll wound rolls of 1 for this weapon.
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	*See plasma gun*
Cypher's bolt pistol	16"	Pistol 3	4	-1	1	-
Cypher's plasma pistol	12"	Pistol 2	8	-3	2	-
Daemongore cannon	18"	Heavy D6	User	-2	3	This weapon automatically hits its target.
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
The Destroyer Hive	6"	Pistol 2D6	4	-3	1	This weapon hits on hit rolls of 5+ (even when firing Overwatch), regardless of any modifiers.
Doom siren	8"	Assault D3	5	-2	1	This weapon automatically hits its target. Units targeted by this weapon do not gain any bonus to their saving throws for being in cover.
Ectoplasma cannon	24"	Heavy D3	7	-3	D3	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Fleshmetal guns	24"	Assault 2	6+D3	-D3	D3	*See Obliterators datasheet (pg 39)*
Frag grenade	6"	Grenade D6	3	0	1	-
Gorestorm cannon	18"	Heavy D6	User	-2	2	This weapon automatically hits its target. When attacking units with 10 or more models, change this weapon's Type to Heavy 2D6.
Hades autocannon	36"	Heavy 4	8	-1	2	-
Hades gatling cannon	48"	Heavy 12	8	-2	2	
Havoc launcher	48"	Heavy D6	5	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Heavy warpflamer	8"	Heavy D6	5	-2	1	This weapon automatically hits its target.
Helbrute plasma cannon	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.
Hellfyre missile rack	24"	Heavy 2	8	-2	D3	-

HERETIC ASTARTES RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ichor cannon	48"	Heavy D6	7	-4	D3	-
Inferno bolt pistol	12"	Pistol 1	4	-2	1	-
Inferno boltgun	24"	Rapid Fire 1	4	-2	1	-
Inferno combi-bolter	24"	Rapid Fire 2	4	-2	1	-
Khârn's plasma pistol	12"	Pistol 1	8	-3	2	Each time you roll a hit roll of 1 when firing this weapon, the bearer suffers a mortal wound.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Lash of Torment	6"	Assault 2	User	-1	2	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
Magma cutter	6"	Pistol 1	8	-4	3	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plaguespitter	9"	Assault D6	User	-1	1	This weapon automatically hits its target. You can re-roll wound rolls of 1 when attacking with this weapon.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Skullhurler	60"	Heavy D6	9	-3	D3	When attacking units with 10 or more models, change this weapon's Type to Heavy 2D6.
Sonic blaster	24"	Assault 3	4	0	1	Units targeted by this weapon do not gain any bonus to their saving throws for being in cover.
Soulreaper cannon	24"	Heavy 4	5	-3	1	-
Talon of Horus (shooting)	24"	Rapid Fire 2	4	-1	D3	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Tyrant's Claw (shooting)	9"	Assault D6	5	-1	1	This weapon automatically hits its target.
Warp bolter	24"	Assault 2	4	-1	2	-
Warpflame pistol	6"	Pistol D6	3	-2	1	This weapon automatically hits its target.
Warpflamer	8"	Assault D6	4	-2	1	This weapon automatically hits its target.
Xyclos Needler	18"	Pistol 3	*	0	1	This weapon wounds on a 2+, unless it is targeting a **VEHICLE**, in which case it wounds on a 6+.

HERETIC ASTARTES MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Black Staff of Ahriman	Melee	Melee	+2	-1	3	-
The Blade of Magnus	Melee	Melee	x2	-4	3	If a **CHARACTER** is destroyed by this weapon, you can add a Chaos Spawn to your army. Set up the Chaos Spawn within 6" of Magnus and more than 1" from any enemy models.
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Chainaxe	Melee	Melee	+1	-1	1	-
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Corrupted staff	Melee	Melee	+2	-1	D3	-
Cursed plague bell	Melee	Melee	User	0	2	You can re-roll wound rolls of 1 for this weapon.
Daemon jaws	Melee	Melee	User	-1	2	-
Daemonic axe	Melee	Melee	+1	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Defiler claws	Melee	Melee	x2	-3	D6	-
Defiler scourge	Melee	Melee	+4	-2	3	Each time the bearer fights, it can make 3 additional attacks with this weapon.
Drach'nyen	Melee	Melee	+1	-3	D3	Roll a D6 each time the bearer fights. On a 1 they suffer a mortal wound and cannot use this weapon further during this phase. On a 2+, they can make that many additional attacks with this weapon.
Fleshmetal weapons	Melee	Melee	+D3	-D3	D3	*See Mutilators datasheet (pg 34)*
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Gorechild	Melee	Melee	+1	-4	D3	This weapon always hits on a roll of 2+, regardless of any modifiers.
Great cleaver of Khorne	When attacking with this weapon, choose one of the profiles below.					
- Smash	Melee	Melee	x2	-4	6	-
- Slash	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.
Helbrute fist	Melee	Melee	x2	-3	3	-
Helbrute hammer	Melee	Melee	x2	-4	D6	When attacking with this weapon, you must subtract 1 from the hit roll.
Heldrake claws	Melee	Melee	User	-1	D3	When attacking models that can **FLY**, you may add 1 to this weapon's hit roll.
Hellforged sword	Melee	Melee	User	-2	3	-
Hideous mutations	Melee	Melee	User	-2	2	-
Horrifying mutations	Melee	Melee	User	-2	1	-
Improvised weapon	Melee	Melee	User	0	1	-
Lasher tendrils	Melee	Melee	User	-2	2	Each time the bearer fights, it can make D6 additional attacks with this weapon.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Malefic talons	Melee	Melee	User	-2	2	Each time the bearer fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.
Manreaper	Melee	Melee	+3	-3	3	You can re-roll wound rolls of 1 for this weapon.
Master-crafted power sword	Melee	Melee	User	-3	2	-
Maulerfiend fists	Melee	Melee	x2	-3	3	-
Mechatendrils	Melee	Melee	User	0	1	Each time the bearer fights, it can make 2 additional attacks with this weapon.
Plague knife	Melee	Melee	User	0	1	You can re-roll wound rolls of 1 for this weapon.
Plague probe	Melee	Melee	User	-2	D3	You can re-roll wound rolls of 1 for this weapon.
Plaguereaper	Melee	Melee	+2	-3	3	You can re-roll wound rolls of 1 for this weapon.
Plaguesword	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.
Power axe	Melee	Melee	+1	-2	1	-

HERETIC ASTARTES MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power maul	Melee	Melee	+2	-1	1	-
Power scourge	Melee	Melee	+2	-2	2	Each time the bearer fights, it can make 3 additional attacks with this weapon.
Power sword	Melee	Melee	User	-3	1	-
Rod of Torment	Melee	Melee	User	-1	D3	When attacking a **VEHICLE**, this weapon has a Damage of 1.
Talon of Horus (melee)	Melee	Melee	x2	-3	D3	-
Tyrant's Claw (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

HERETIC ASTARTES DAEMONIC MOUNT WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Disc of Tzeentch's blades	Melee	Melee	4	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 1 additional attack, using this weapon profile.
Juggernaut's bladed horn	Melee	Melee	5	-1	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.
Palanquin of Nurgle's Nurglings' claws and teeth	Melee	Melee	2	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make D6 additional attacks, using this weapon profile. You can re-roll wound rolls of 1 for these attacks.
Steed of Slaanesh's lashing tongue	Melee	Melee	4	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 2 additional attacks, using this weapon profile.

CHAOS DAEMONS WARGEAR

CHAOS DAEMONS RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bellow of endless fury	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Bloodflail	8"	Assault 1	+1	-3	3	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
Coruscating flames	18"	Assault 2	3	0	1	-
Death's heads	12"	Assault 2	4	0	1	You can re-roll wound rolls of 1 for this weapon.
Fire of Tzeentch	When attacking with this weapon, choose one of the profiles below.					
- Blue	18"	Heavy D3	9	-4	D3	-
- Pink	8"	Pistol D6	5	-2	1	This weapon automatically hits its target.
Flickering flames	8"	Pistol D6	4	-1	1	This weapon automatically hits its target.
Harvester cannon	48"	Heavy 3	7	-1	D3	-
Hellfire	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Lash of Khorne	8"	Assault D3	User	-3	D3	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
Lashes of torment	6"	Assault D6	4	0	1	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
Phlegm bombardment	36"	Heavy D3	8	-2	3	-
Plague flail	7"	Assault 2	User	-3	2	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
Skull cannon	36"	Heavy D3	8	-1	D3	When attacking units with 10 or more models, change this weapon's Type to Heavy D6. Units targeted by this weapon do not gain any bonus to their saving throws for being in cover.
Warp bolter	24"	Assault 2	4	-1	2	-

CHAOS DAEMONS MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Axe of Khorne	Melee	Melee	+3	-4	D6	-
Baleful sword	Melee	Melee	+1	-3	D6	When attacking with this weapon, you must subtract 1 from the hit roll.
Bilesword	Melee	Melee	+1	-3	D6	You can re-roll failed wound rolls for this weapon.
The Blade of Shadows	Melee	Melee	+1	-5	3	-
Daemonic axe	Melee	Melee	+1	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Daemonic claws	Melee	Melee	User	0	1	-
Diseased claws and teeth	Melee	Melee	User	0	1	You can re-roll wound rolls of 1 for this weapon.
Dissecting claws	Melee	Melee	User	-1	2	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Gore-drenched fangs	Melee	Melee	User	-1	1	-
Great axe of Khorne	Melee	Melee	x2	-4	D6	Each time you roll to determine how much damage this weapon inflicts, roll two dice and discard the lowest result.
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.
Hellforged sword	Melee	Melee	User	-2	3	-
Iron claw	Melee	Melee	x2	-3	D6	-
Lamprey bite	Melee	Melee	+2	-3	2	A model can only make a single attack with this weapon each time it fights.
Malefic talons	Melee	Melee	User	-2	2	Each time the model fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.
Piercing claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Plaguesword	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.
Putrid appendages	Melee	Melee	User	0	2	You can re-roll failed wound rolls for this weapon.

CHAOS DAEMONS MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ritual dagger	Melee	Melee	User	-1	1	Each time this weapon slays an enemy model, the bearer recovers 1 wound lost earlier in the battle.
Sharp quills	Melee	Melee	User	0	1	-
Slashing talons	Melee	Melee	User	0	1	-
Slaughter and Carnage	Melee	Melee	x2	-4	D6	You can re-roll failed hit rolls for this weapon.
The Slayer Sword	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of D6 instead of 1.
Snapping claws	Melee	Melee	User	-2	3	Each time the model fights, it can make D3 additional attacks with this weapon. Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Soul-rending fangs	Melee	Melee	User	-2	2	-
Staff of Tomorrow	Melee	Melee	+2	-3	D6	Each time a **CHARACTER** is slain by this weapon, you can add a Chaos Spawn model to your army. Set up the Chaos Spawn within 1" of the character before it is removed.
Staff of Tzeentch	Melee	Melee	User	-2	3	Each time a **CHARACTER** is slain by this weapon, you can add a Chaos Spawn model to your army. Set up the Chaos Spawn within 1" of the character before it is removed.
Tongues of flame	Melee	Melee	User	-1	1	-
The Trickster's Staff	Melee	Melee	*	*	*	When the Changeling fights, choose a melee weapon carried by any enemy **INFANTRY** model within 1" of the Changeling. The Trickster's Staff uses that weapon's profile until the end of the phase.
Vicious barbed tail	Melee	Melee	User	-3	D3	A model can only make a single attack with this weapon each time it fights.
Warpclaw	Melee	Melee	User	-2	D3	Make 2 hit rolls for each attack made with this weapon, instead of 1.
Warpsword	Melee	Melee	User	-3	3	You can re-roll failed hit rolls for this weapon.
Witstealer sword	Melee	Melee	+1	-3	3	Subtract 1 from hit rolls made for a model that has suffered any wounds from this weapon without being slain.

CHAOS DAEMONS CHARIOT AND CAVALRY MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Disc of Tzeentch's blades	Melee	Melee	4	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 1 additional attack, using this weapon profile.
Hellflayer's bladed axle	Melee	Melee	x2	-1	2	After the riders make their close combat attacks, you can attack with the bladed axle of the Hellflayer Chariot. Make D6 additional attacks, using this weapon profile.
Juggernaut's bladed horn	Melee	Melee	5	-1	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.
Palanquin of Nurgle's Nurglings' claws and teeth	Melee	Melee	2	0	1	After a model on this mount makes its close combat attacks, you can attack with the Nurglings. Make D6 additional attacks, using this weapon profile. You can re-roll wound rolls of 1 for these attacks.
Rot Fly's prehensile proboscis	Melee	Melee	4	0	2	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 4 additional attacks, using this weapon profile. You can re-roll failed wound rolls for these attacks.
Screamers' lamprey bite	Melee	Melee	6	-3	2	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 2 additional attacks, using this weapon profile.
Screamers' slashing talons	Melee	Melee	4	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 4 additional attacks, using this weapon profile.
Steed of Slaanesh's lashing tongue	Melee	Melee	4	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 2 additional attacks, using this weapon profile.

QUESTOR TRAITORIS WARGEAR

QUESTOR TRAITORIS RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Avenger gatling cannon	36"	Heavy 12	6	-2	2	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Ironstorm missile pod	72"	Heavy D6	5	-1	2	This weapon can target units that are not visible to the bearer.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Rapid-fire battle cannon	72"	Heavy 2D6	8	-2	D3	-
Stormspear rocket pod	48"	Heavy 3	8	-2	D6	-
Thermal cannon	36"	~~Heavy D3~~	9	-4	D6	~~When attacking units with 5 or more models, change this weapon's Type to Heavy D6. If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.~~
Twin Icarus autocannon	48"	Heavy 4	7	-1	2	Add 1 to hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from hit rolls made against all other targets.

QUESTOR TRAITORIS MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Reaper chainsword	Melee	Melee	+4	-3	6	-
Thunderstrike gauntlet	Melee	Melee	x2	-4	6	Subtract 1 from hit rolls for attacks made with this weapon. If you slay a **VEHICLE** or **MONSTER** with a thunderstrike gauntlet, select an enemy unit within 9" and roll a D6: on a 4+ that unit suffers D3 mortal wounds as the dead body or debris is thrown at it.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.

CHAOS BASTION WARGEAR

CHAOS BASTION RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Icarus lascannon	96"	Heavy 1	9	-3	D6	Add 1 to hit rolls made for the Icarus lascannon and quad-gun against targets that can **FLY**. Subtract 1 from hit rolls made for these weapons against all other targets.
Quad-gun	48"	Heavy 8	7	-1	1	

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