WARHAMMER
40,000
CODEX HERETIC ASTARTES
DAEMONKIN

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INTRODUCTION

The deranged butchers of the Daemonkin warbands lope into battle, eyes blazing with primordial hunger, sizzling drool spilling from oversized fangs. These warriors have accepted the taint of the Daemon into their souls, damning themselves for all eternity in exchange for a taste of true power.

Devoted worshippers of the Chaos Gods, the warriors of the Daemonkin believe that true ascension is only possible through the willing sacrifice of their living flesh. Led by the Masters of Possession, adepts of profane sorcery, they enact blasphemous rituals and commit increasingly terrible acts of slaughter, breaking the thin veil between realities and welcoming the raging spirits of the warp into their souls. As the daemonic essence seeps into every fibre of their being, the Daemonkin vessel is hollowed out and remade, blessed with nightmarish mutations and granted impossible strength and resilience.

Each of the Traitor Legions and many Renegade Chapters of Heretic Astartes contains their own warbands of Daemonkin, potent shock troops who can tear even the toughest of opponents to bloody shreds. In this unhallowed tome you will discover the horrifying process that creates a Daemonkin champion, the rituals of binding and blood-magic that allow the Masters of Possession to create their vast hosts of daemonically possessed killers and dread war machines. Within can be found a bestiary containing descriptions of the most terrifying Daemonkin champions – towering Greater Possessed, the Chaos Space Marines who worship them as embodiments of warp-born power, and the scuttling Venomcrawler Daemon Engines that haunt the flesh-factories of the Masters of Possession.

You will also read of the Traitor Legions and Renegade Chapters that have followed them into damnation. Armour colours and heraldry are provided for some of the most infamous Heretic Astartes forces, so that you can assemble and paint your Daemonkin Citadel Miniatures as one of these feared hosts. There is also a showcase section showing the awe-inspiring Daemonkin models painted by our expert 'Eavy Metal team.

Finally, this book contains all the rules you need to bring the nightmarish frenzy of a Daemonkin assault to life on the tabletop. Datasheets and points values are provided for every Daemonkin unit in the box, and you will also find Legion Traits that allow you to field your army as one of the Traitor Legions, or a vengeful Renegade Chapter. Also included are unique Warlord Traits designed for the Daemonkin, as well as an entirely new psychic discipline for the Masters of Possession. Embrace the daemonic and the manifold gifts of the Dark Gods, and bring ruin to your foes!

To discover more about the Chaos Space Marines and Warhammer 40,000 setting, visit warhammer40000.com. The website contains a wealth of resources, including faction introductions, painting guides, gaming tutorials, and much, much more.

The Daemonkin sacrifice both their flesh and their eternal souls for a taste of true power, willingly inviting the raging spirits of the warp into their mortal frames. Their bodies twist as the Daemon within reshapes its host. Vile mutations and weapon growths burst through the skin, and muscles swell with unnatural strength – gifts that the Daemonkin unleash upon the defenders of the Imperium.

DAEMONKIN

The warbands of the Daemonkin seek to gain true power by melding their flesh and souls with nightmarish denizens of the warp. Their ranks contain both monstrous, half-daemonic champions and sentient, hate-filled war machines.

All those who embrace the path of Chaos risk the taint of daemonic entities seeping into their soul, but the Daemonkin actively seek such profane corruption. They roam the galaxy in hunting packs, committing all manner of atrocities in order to draw the eye of creatures that swim the roiling madness of the immaterium. The bodies of Daemonkin warriors become blazing crucibles into which daemonic spirits are slowly drawn, twisting and mutating their hosts' physical forms as they begin to manifest. This process is long and utterly excruciating, but the Daemonkin embrace the constant torment, believing that only through the willing sacrifice of one's mortal flesh can true power be attained.

In their quest for infernal ascension, the Daemonkin seek out troves of profane lore, warp-touched relics and sites of dark power. In time they come to better understand the beings they worship, learning the names of Greater Daemons that might grant them patronage, and perfecting rituals of binding and sacrifice. It might take many years, perhaps even centuries, to perform an act worthy enough to secure the attention of one of these unholy beings. When this finally occurs, the veil between realspace and the immaterium stretches thin enough to break. All manner of twisted horrors claw their way into reality, and into the bodies of their faithful worshippers. The devotion of a Daemonkin warband anchors the ephemeral forms of their daemonic allies, allowing them to linger in realspace far longer than they might otherwise be able to.

All four of the Dark Gods have Daemonkin devoted to their worship. Khornate Daemonkin are crazed killers who seek to drown the stars in blood, and gladly abandon both reason and control in their desperation to sate the Blood God's endless thirst. Those who embrace the lies and sorcery of Tzeentch seek to unlock the mysteries of fate, believing that they can balance both the daemonic and mortal aspects of their soul. This belief is inevitably shown to be deluded, the supplicant ultimately becoming little more than an eternal plaything for the Changer of the Ways. Nurgle Daemonkin delight in being infested by the gifts of their generous god, and become living vectors for all manner of hideous supernatural diseases. Those sworn to Slaanesh seek new and forbidden pleasures, believing that hosting a Daemon of the Dark Prince will open their minds to infinite pleasures and unimaginable excess.

At first, Daemonkin warbands are populated with mortal warriors. Heretic Astartes form the iron heart of their battle line. Clad in age-old ceramite and wielding the same weapons they once employed in service of the hated Emperor of Mankind, Chaos Space Marines are fearsome foes. All have sworn their lives and souls to the Chaos Gods, the first step upon a path that will lead them to glory or annihilation. Swollen by dark energy and filled with a malicious zeal, they march into battle with bolters spitting death at their enemies, uncaring of the returning fire that ricochets from their ancient power armour. Each act of slaughter or depravity they commit sends a ripple through the warp, and its ever-hungry denizens are drawn to the carnage like sharks are to blood. Each Chaos Space Marine in a Daemonkin warband seeks to commit atrocities of such infamy that he will be chosen as a host by one of these daemonic entities. When such an unholy pact has been formed, it will be sealed through dark rituals. Slowly, agonisingly, the Daemon will bleed through the veil between realities and into the Chaos Space Marine's physical form, melding with his hateful soul to become something greater and infinitely more horrifying.

Over time the ranks of these warbands become packed with malformed abominations. Teeth elongate into serrated blades. Horns curve from malformed skulls, skin peels loose to reveal patches of blood-slick muscle. Flesh and armour become one, leering mouths and clusters of black-orbed eyes protruding from hardened ceramite. These are the gifts of the Possessed, the mightiest warriors of the Daemonkin warbands. They have damned their souls and embraced daemonic corruption, and in return have been granted fearsome strength and hideous resilience. Their misshapen hides repel blows that would rend

'True power cannot be earned without sacrifice, without pain. And you will know such pain as you have never experienced, brother, that I promise you. I will burn the weakness from your soul, and pour the molten potentiality of the warp into the hollow chambers that remain. Embrace the agony, and you will know a most glorious transcendence.'

- Hyasphus Kul, Master of Possession

mortal bodies to bloody chunks, and their claws tear through tank hulls and metal exoskeletons. Those warriors who commit the most notable acts of monstrosity attract the attention of more powerful beings still – those named as Heralds by the Dark Gods. Towering over even their fearsome kin, Greater Possessed are not only stronger and far more savage, but radiate an unholy charisma that even pure creatures of the warp recognise. Fellow Daemonkin look upon these deformed champions with great reverence, for they are living proof of the ultimate ascension that awaits them all. With gigantic pincer-claws and scythe-like talons of twisted bone, these malformed abominations slash and tear their prey apart, delighting in the gory carnage they wreak. Both mortal and daemonic warriors are driven to an exultant frenzy when they fight alongside the Greater Possessed, desperate to claim such eternal honour for themselves with a worthy display of brutality.

If the Possessed are abominations against nature, then the Obliterators are an equally monstrous affront to the Machine God. The bodies of these towering creatures have entirely meshed with their weapons and tools of war, forming an unholy union of arcane technology and biological adaptation. Not only can the Obliterators consume weaponry and fuel, absorbing power into their twisted bodies, but they can also manifest munitions at will. The Obliterator's titanium-laced flesh splits and yawns open, and a plasma-spitting turret or many-barrelled autocannon protrudes from the nightmarish fusion of cables, meat and cybernetic organs. With a bellow of bloodlust, the Obliterator unleashes its freshly spawned arsenal, letting loose with deadly salvoes that pulverise infantry and light vehicles alike. Obliterators are most commonly sighted in the company of Warpsmiths, for they feel a kinship for these machine-obsessed souls, yet they often partake in a Daemonkin warband's crusades of desolation. Not only does the endless carnage satisfy an Obliterator's raging battle-lust, but the warriors that fight alongside these deranged arcano-cyborgs see them as yet another example of the Chaos Gods' bountiful gifts.

Leading the Daemonkin warbands in their pursuit of untold power are the Masters of Possession. These sorcerous figures have mastered the darkest and most blasphemous lore: the art of using hosts of living flesh to house daemonic spirits. It is they who perform the profane ceremonies of binding that imbue the Daemonkin with their warp-born power. Gouging a breach in the fabric of realspace, the Master of Possession draws a willing entity from the immaterium, channelling its terrible energies into the body of a supplicant or the chassis of a war machine. So thoroughly are these dread figures steeped in blasphemous sorcery that where they walk, reality itself recoils. In battle they bolster their Daemon-possessed followers, stitching together rents in fleshmetal carcasses, or imbuing their creations with a demented, predatory fury. Enemies are dispatched with bolts of searing warpflame, or with precise shots from a bolt pistol sidearm. With a touch from their corrupted staves, Masters of Possession can even blast asunder the souls of their foes, spilling daemonic energy into the now hollow shell. This hideous act can cause mortal frames to erupt with hellish energies, transforming the unfortunate victim into a slavering Chaos Spawn, or even a towering Possessed.

Pounding forwards upon bladed limbs come the horrors known as Venomcrawlers, following their Daemonkin masters to battle. These towering, spider-like Daemon Engines are host to parasitic entities that infest the tides of the warp, preying upon stray souls and lesser Daemons alike. Dragged into realspace and bound to swollen frames of metal, they haunt the cavernous halls of the flesh-factories. Their lashing fore-tendrils taste the air for the scent of daemonic entities that have escaped the forging process or somehow managed to burst free from their host. Venomcrawlers hunt down these rogue entities with relentless ferocity, devouring them whole and storing the raging spirits within their bulbous bodies. This daemonic energy can be used to power the Venomcrawlers' formidable weaponry. An ear-splitting screech of pure hatred and rage splits the air as the Venomcrawler vents energy to its excruciator cannon pods, which open up with armour-shredding potency. Masters of Possession and Warpsmiths alike value these monstrosities greatly, for their repositories of stored warp energy can be siphoned in order to create fresh Daemon Engines. When the masters of the flesh-factories march to war, they often do so accompanied by a number of these nightmares, which skitter forwards upon arachnid limbs, their cannons blasting all before them into bloody chunks.

Incredibly potent psykers, Masters of Possession can use their malefic powers to tear open breaches in space, spilling the horrifying denizens of the warp into reality.

THE SHAPING OF ABOMINATIONS

Those sorcerers who devote themselves to studying rituals of possession and the crafting of Daemon Engines ensure the long and bitter war against the Imperium never ends. They bolster the forces of Chaos with nightmarish horrors of flesh and twisted metal, performing depraved rites that strengthen the bonds between a daemonic host and its physical shell.

Binding a Daemon into a mortal frame is no simple act. To gain the knowledge to perform such a ritual, an aspirant must tirelessly study the darkest of lores, and open their mind to the most terrifying secrets, risking insanity and obliteration in the process. It is not enough to merely gaze into the warp – one must submerge oneself entirely in its maddening tides, and learn to channel that infinite and overwhelming power through one's own being. Thus, even amongst those who practice warpcraft, the Masters of Possession are regarded as being far removed from mortality, and as untrustworthy as the most duplicitous creature of the immaterium. These sorcerers are utterly dedicated to the unholy creed of the Dark Gods, and pledge their lives to bringing down the barriers between reality and the warp, allowing the Chaos pantheon to reach forth and claim vast tracts of realspace.

Methods by which a warrior may be daemonically possessed vary greatly. The most straightforwardly brutal is to commit such varied and horrifying acts that the immortal servants of the Dark Gods are empowered sufficiently to cross over into realspace. This method is fraught with dangers, for a willing supplicant might easily be overwhelmed by the untrammelled power of the warp. Many are the Daemonkin warriors who have been transformed into bloated, hideous Chaos Spawn by the unpredictable surge of empyric energies. Others simply erupt in an explosion of gore as their bodies collapse under the intense pressure of the possession, unable to contain such power.

The rituals enacted by Masters of Possession channel the roiling energies of the immaterium with far more focus, ensuring that the subject does not drown in the flood of Chaos power. Blood rites and sickening sacrifices open the path, tempting the beast forth with a tribute of agonised souls. Once it has crossed over into realspace, the Daemon is trapped amidst an intricate arrangement of rune-carved binding stones, each marked with the abomination's true name. Such a prized secret is not easily uncovered; Daemons guard their names zealously, for they know the power such knowledge grants their foes. Sorcerers may spend centuries searching through abandoned temples and repositories of lore, hunting for the merest fragment of a true name. Others conjure forth lesser Daemons and imprison them in flaming, bronze cages, excruciating them until they reveal the secrets of their masters. Once gained, a true name is used to weaken and dominate the summoned warp entity, rendering it momentarily vulnerable.

Only then does the Master of Possession begin to work his profane art, offering up willing flesh for the raging Daemon to claim as its own. Some do so willingly, relishing the opportunity to indulge their appetite for destruction in the material realm. Others must be goaded and coerced in a process that can take several days to see through, during which the mortal recipient suffers unthinkable agonies. Such ceremonies cannot entirely eliminate the potential for gore-splattered error, but these sorcerers always ensure their rites of binding are observed by Venomcrawlers ready to pounce upon any daemonic essence that attempts to break free of the summoning circle.

In a horrifying industrialisation of this process, the Daemonkin spawn all manner of twisted horrors, from the mutated shock troops of the Possessed to flame-spitting Heldrakes and the winged hunters known as Warp Talons. Planet-wide flesh-factories echo to the screams of slaves and tormented thralls, whose blood and pain power the hellish mechanisms towering around them. This chorus of agony is rivalled only by the thundering cacophony of forge pistons, hammering together fusions of flesh and metal to cage the horrors of the warp. From the depths of the summoning chambers the Masters of Possession oversee this unholy mass production, spending billions of souls each day to see their dark designs made manifest.

Amongst the Daemonkin it is only the followers of Khorne who scorn the guiding hand of the Masters of the Possession. These battle-crazed butchers have nothing but contempt for those so weak they must rely on sorcery and ritual to embrace the

THE TECHNOVIRUS RAMPANT

An alliance struck deep in the Eye of Terror has seen a strange machine-plague boil across the worlds of the Imperium. The Cults of Destruction – those warbands consisting of Obliterators, Mutilators and the Warpsmiths who strive to control them – have always acted as seething hotbeds for the Chaos technovirus that infects them. Since the Daemon Primarchs Perturabo and Mortarion combined their genius in the Eye of Terror, however, this affliction has been weaponised. Instead of slowly and organically claiming the souls of those who obsess over their wargear, this curse now spreads in the form of an airborne info-virus, often referred to as 'scrapcode'.

Scrapcode can be seen as the machine equivalent of the Dark Tongue, seemingly nonsensical at first, but harsh upon the ear to the point of causing physical pain, and possessed of an anarchic power that can cripple a machine spirit and pervert a war engine to the cause of Chaos. Some say that even battle tanks and mighty Imperial Knights have been brought low by this ravening, self-replicating scourge, sprouting clusters of oil-slick gun barrels and forests of lashing cables from their adamantium hulls as they indiscriminately kill and destroy. Despite their mistrust of Warpsmiths, warbands of the Daemonkin welcome the Cults of Destruction amongst their ranks, for they bring with them unending carnage and anarchy.

daemonic; it is through battle and slaughter alone that the Khorne Daemonkin draw the gaze of the Blood God. If many must die because they are unable to channel the searing rage of Khorne's foot soldiers, then so be it – they were unworthy in any case.

Only a scant few mortal souls possess the strength of will to attain ascension and be blessed by the Dark Gods with the immortal gifts of a Daemon Prince. The rest are doomed to be supplanted by the warp-born creatures they willingly invited into their bodies, hollowed out and left as nothing more than frames of flesh and bone for the entity to inhabit. The most devoted and zealous accept this damnation gladly, so desperate are they to prove their devotion to the Chaos Gods. For the rest, they are granted one final moment of horrified realisation, one last instance of regret, before their soul essence is devoured by the warp.

It is not solely living subjects that the Daemonkin pollute with warp-spawned corruption, but also the iron hearts of war machines. With the aid of Venomcrawlers, Daemons are extracted from the warp and ensnared. Few willingly accede to this process, for they gain little succour from being imprisoned in a cage of screaming metal. Yet through violent ritual and forbidden alchemy they are beaten and goaded into submission, forced to serve the Heretic Astartes as enslaved beasts of war.

Battle tanks and other vehicles salvaged from butchered opponents are imbued with corruption, their machine spirits twisted beyond all recognition. Transformed into predatory, smoke-belching monsters, they provide Daemonkin armies with rugged transports and heavy armour. Perhaps more terrifying are the Daemon Engines created through a grudging alliance between Masters of Possession and Warpsmiths, the masters of mechamorphosis. Their hulking creations move on piston-driven limbs, their bodies rippling with all manner of hellforged weaponry. Woe betide those they are unleashed upon in battle, for Daemon Engines are fury incarnate, driven to a monstrous frenzy by their rage and hatred. With screeching blasts of ectoplasma or the lashing of flame-spitting magma tendrils, they render their prey into mounds of charred meat.

So steeped are they in the power of the warp that Daemonkin warbands are invaluable assets to any Chaos Lord with ambitions of conquest. Each of the Traitor Legions possess their own cults of Daemonkin, often looked upon with a mixture of reverence and unease by their fellow apostates. Nevertheless they play a vital role upon the battlefield, for they wield the ferocious savagery of Possessed warriors and the thunderous advance of Daemon Engines. Those Renegade Chapters who lack the facility to create such potent shock troops – and have not formed a pact with the mercurial Dark Mechanicum – often seek to gain the favour of an autonomous Daemonkin warband, typically by promising a never-ending crusade of slaughter and debasement for them to savour. Other Daemonkin cults roam the stars alone, beholden to no master save their own demented whims.

All amongst the Daemonkin believe that by trafficking with the creatures of the warp they can gain true power. Their insistence that the daemonic possession of mortal flesh is the most effective method of achieving this enlightenment is a cause of contention amongst their Chaos allies. This divide is most clearly observed in the long-held rivalry between the Masters of Possession who act as the spiritual leaders of the Daemonkin, and the Warpsmiths who scorn doctrine in favour of cold, merciless logic. Masters of Possession are inclined towards traditionalism, believing that the bonding of mortal flesh with a daemonic spirit is the most potent and sacred form of ascension. For them, Daemon Engines are valuable assets, but little more than crude creations of necessity. It is raging emotion that grants power, not the iron resolve of the machine. Warpsmiths scoff at such limited ambition. To these techno-arcane engineers, flesh is just another material to be moulded and shaped in the pursuit of perfection; it is no more hallowed than the metal hull of a battle tank or the rivets that hold together a macro-cannon.

On many occasions this mutual enmity has spilled over into outright hostility, igniting vicious internecine battles amidst the charnel wastes of the flesh-factories. These contests are fought between mutated monstrosities and prowling Daemon Engines, each faction seeking to prove theirs is the true path to ascension. This antipathy is only grudgingly set aside when the great lords of Chaos embark upon one of their dark crusades into Imperial space. In such times, Masters of Possession and Warpsmiths work alongside each other to create nightmarish legions of frenzied flesh-moulded warriors and sulphur-spewing Daemon Engines, terrifying invasion forces capable of crushing the defences of any world. When they put aside their mutual hatred and fight under the banner of a Chaos Lord, their combined strengths make them all but unstoppable.

The Black Legion bear the Eye of Horus upon their shoulder pads.

Brother Krathon wields the boltgun Warpscream, which has reaped the souls of thousands of loyalist warriors.

TRAITORS AND TYRANTS

In the ten thousand years since the first of the Traitor Legions turned their cloaks and took up arms against the Imperium, countless Renegade Chapters have joined their long war, betraying their ancient oaths and embracing the path of ruin.

Alpha Legion

Brother Lepsys, Keeper of the Eight Stolen Truths

Sons of the Hydra

The twentieth and final Legion created by the First Founding, the Alpha Legion was commanded by the twin Primarchs Alpharius and Omegon. The Sons of the Hydra have always favoured subterfuge and misdirection over the blunt ferocity employed by many of their Astartes kin. Their foes, distracted and thrown off balance by feints, betrayals and vicious co-ordinated strikes,rarely understand the inevitably of their doom until it is far too late.

Iron Warriors

Corprax the Wall-Breaker

Masters of Siegecraft

The Iron Warriors were once the Imperium's foremost siege troops, capable of breaching the defences of even the most formidable of fortresses. Since the Legion followed their Primarch Perturabo into heresy, they have turned this innate skill towards the destruction of Imperial worlds. With cold-blooded relentlessness and the thunder of heavy artillery, they level the greatest strongholds of Mankind and reduce to ashes those who seek to oppose them.

Night Lords

Deimar the Eyetaker, Butcher of the Amnission Fields

Fear Incarnate

The Night Lords Traitor Legion revel in terrorising and tormenting their foes. Their lightning raids and sadistic acts of atrocity have haunted the Imperium for thousands of years. Masters of stealth and infiltration, these murderous traitors never opt for the clean kill when they can instead spread fear and panic amongst the ranks of their prey. They adorn their battle plate with nightmarish symbols – bat-winged skulls, blazing red eyes and other malefic images.

Word Bearers

Brother Exis, He Who Speaks With A Thousand Voices

Zealous Fanatics

The Word Bearers are the most devout servants of the Chaos Gods. Marching beneath banners of flayed skin and blasphemous icons, they bring the worship of the Ruinous Powers to the unenlightened, invoking daemonic pacts to summon fiendish allies from the warp. Their armour is often adorned with devotional oaths and passages of runic script taken from the Book of Lorgar – the greatest work of their beloved Primarch.

The Traitor Legions are the nine original Space Marine Legions that joined Warmaster Horus' crusade against the Emperor of Mankind. In the millennia since, many Chapters of the Adeptus Astartes have followed them into open rebellion, damning themselves forever as Renegades in the eyes of the Imperium. Many of these rogue forces boast Daemonkin warbands of their own, and supplement their stolen weapons and armour with the brute force of Daemon Engines and Possessed warriors.

Red Corsairs

Nalaph Sin, formerly of the Red Scorpions Chapter

Merciless Raiders

The Astral Claws had been stationed near the warp storm known as the Maelstrom for over three centuries when a fleet was sent to investigate their lapsed gene-tithes. Chapter Master Lugft Huron had every Imperial vessel destroyed, the first open act of sedition in a reign of terror that has ravaged great swathes of the Imperium. Many other renegades have since joined Huron's Red Corsairs, such is the power of his fiery rhetoric.

The Scourged

Brother Neyid the Denier

Truthseers

Chapter Master Herodicus of the Seekers of Truth was an honourable man, and every innocent he was ordered to kill during his service to the Imperium of Mankind tore at his soul. He prayed for a way to know when a person was lying. Unfortunately for Herodicus, Tzeentch granted his wish. From that moment on, he and his brothers could hear every lie spoken by Mankind. The Chapter turned renegade within days, naming themselves The Scourged.

The Purge

Ghrouvas Marinnon, Sower of the Great Spoil

Exterminators of Life

The Purge loathe life in all its forms. They have waged their pitiless war against Mankind and alien alike since late M36, consumed by their self-imposed quest to exterminate all living creatures. Having seen first-hand the dread threat of Chaos, they believe that the galaxy is hopelessly corrupt and that the only salvation lies in the sterility of death. The Purge pray to Nurgle, the God of Plagues, for a pandemic that will destroy every living being.

Flawless Host

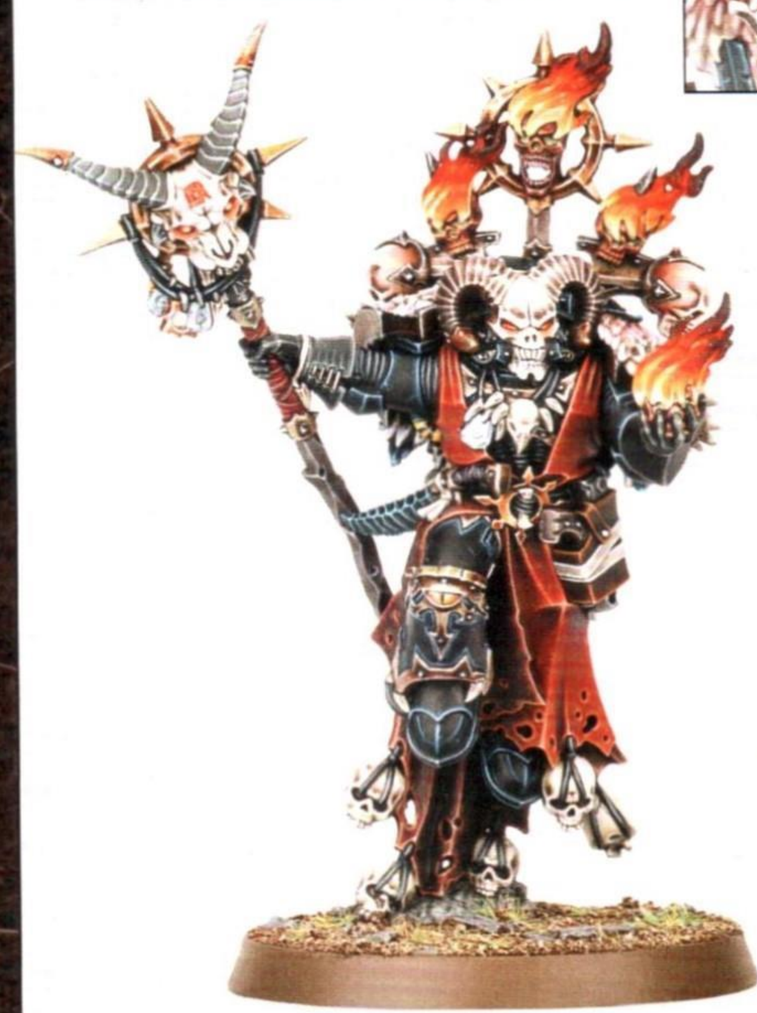
Persidius of the Coiled Tongue

Prideful Killers

The Flawless Host believe they are the embodiment of justice and purity. The rigid training of their former incarnation, the Shining Blades, gave the Chapter an unshakeable faith in its own abilities. They convinced themselves they could not fail, and their overweening pride and wilful delusion caused them to attack, in a frenzy of indignation, any who questioned their magnificence. Renaming themselves the Flawless Host, they have scarred the Imperium ever since.

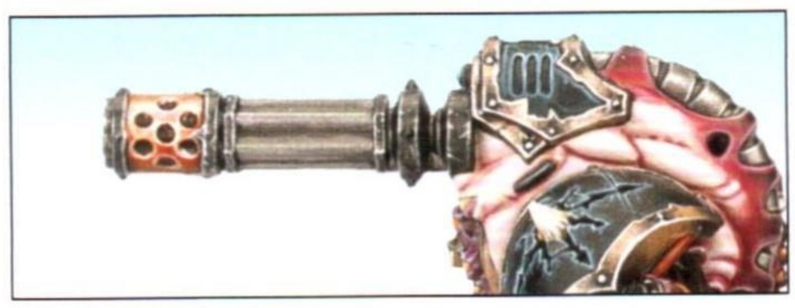
INFERNAL CHAMPIONS

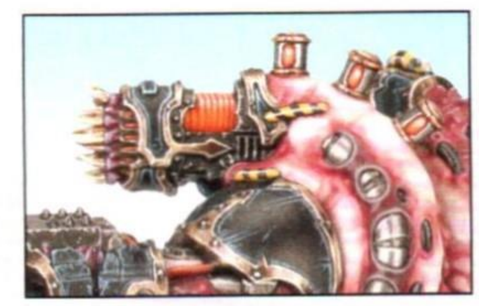
The warbands of the Daemonkin are a formidable sight upon the battlefield. Clad in baroque power armour marked with the dark heraldry of their Legion or Renegade Chapter, their flesh twisted and altered by the unspeakable creatures they worship, the mere sight of these depraved hosts is enough to steal the courage from many a warrior.

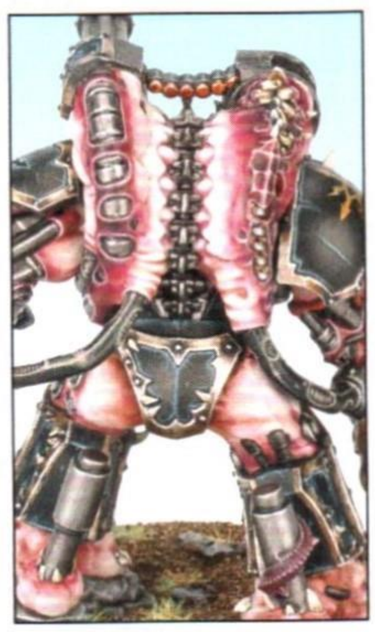


Master of Possession

The abominations known as Greater Possessed attack their foes with all manner of daemonic mutations.







The fleshmetal guns and crushing fists of the Obliterators bring down the foe's battle engines and infantry alike.

Aspiring Champion with chainaxe and plasma pistol

Chaos Space Marine with boltgun

Chaos Space Marines with bolt pistols and chainswords

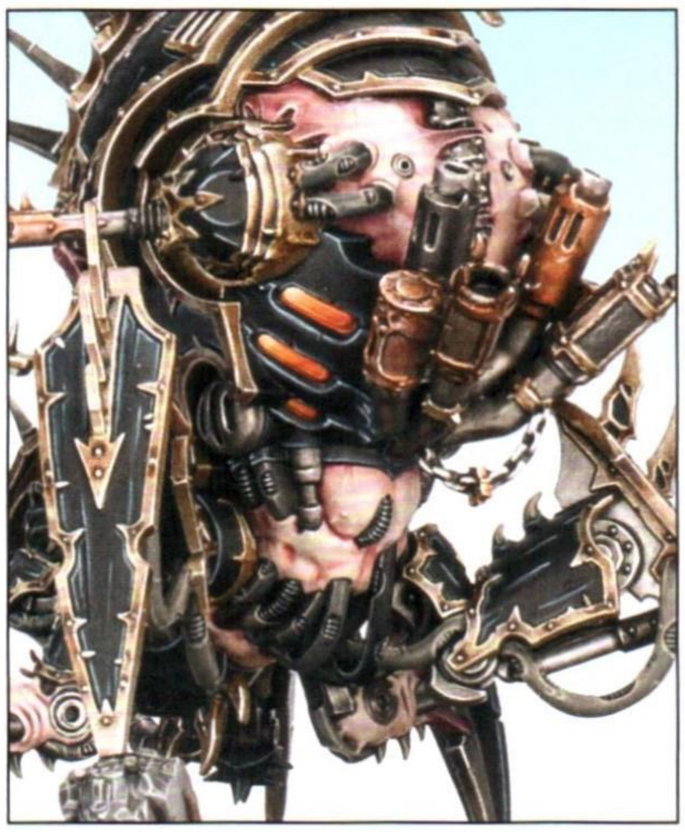
Chaos Space Marine with autocannon

Chaos Space Marine with bolt pistol and chainsword

Chaos Space Marines with boltguns

Chaos Space Marine with plasma gun

Chaos Space Marine with bolt pistol and chainsword



The Venomcrawler uses its excruciator cannons, soulflayer tendrils and eviscerating claws to end the lives of its master's enemies before devouring the spirits of the slain.

DATASHEETS

The warriors, monsters and war machines that fight for control of the galaxy are incredibly diverse, each with their own style of waging war. Each unit in Warhammer 40,000 has a datasheet that lists the characteristics, wargear and abilities of the models in that unit – here we explain what each element and number on these datasheets means and represents.

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.

'This is our time. Look upon the great wound in the sky if you disbelieve it. Fight us by all means, for we relish every stinging bullet, every slash of the blade, just as you might relish a delicious feast. But know this truth, and remember it as the night skies curdle above you – we have already won.'

- Hyperlogus Phaevra, Lord Sensorium of the Silken Death

WARHAMMER 40,000 CODEXES

So now you know what a datasheet is and how it works – in conjunction with the core rules and datasheets included in *Shadowspear* (plus your Citadel Miniatures, battlefield, dice and tape measure, of course!), you've got everything you need to start playing games of Warhammer 40,000 and dive into epic battle.

But where do you find more Chaos Space Marine datasheets? Well, when you buy a box of Citadel Miniatures they'll be in the box with them, and they are also presented in ***Codex: Chaos Space Marines***. In addition to Chaos Space Marine datasheets*, you'll also find army-specific special rules that reflect the character of the army, exciting Warlord Traits, Stratagems, wargear, and even unique relics. *Codex: Chaos Space Marines* is filled with inspirational background material, organisational information, stunning art and miniatures photography, colour guides and heraldry. Head over to warhammer40000.com to find out more.

***Designer's Note:** *The Obliterators datasheet (pg 19) and points values printed in this booklet update those found in the 2017 edition of* Codex: Chaos Space Marines, *and should be used in your games of Warhammer 40,000. The Chaos Space Marines datasheet (pg 17) does not update or replace the similarly named datasheet in* Codex: Chaos Space Marines, *though; it is published here for your convenience, listing the wargear on the miniatures included within this box. You can use either datasheet for Chaos Space Marines in your games of Warhammer 40,000, but you should use the updated points values for this unit found on page 24.*

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.

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.

Wargear Options

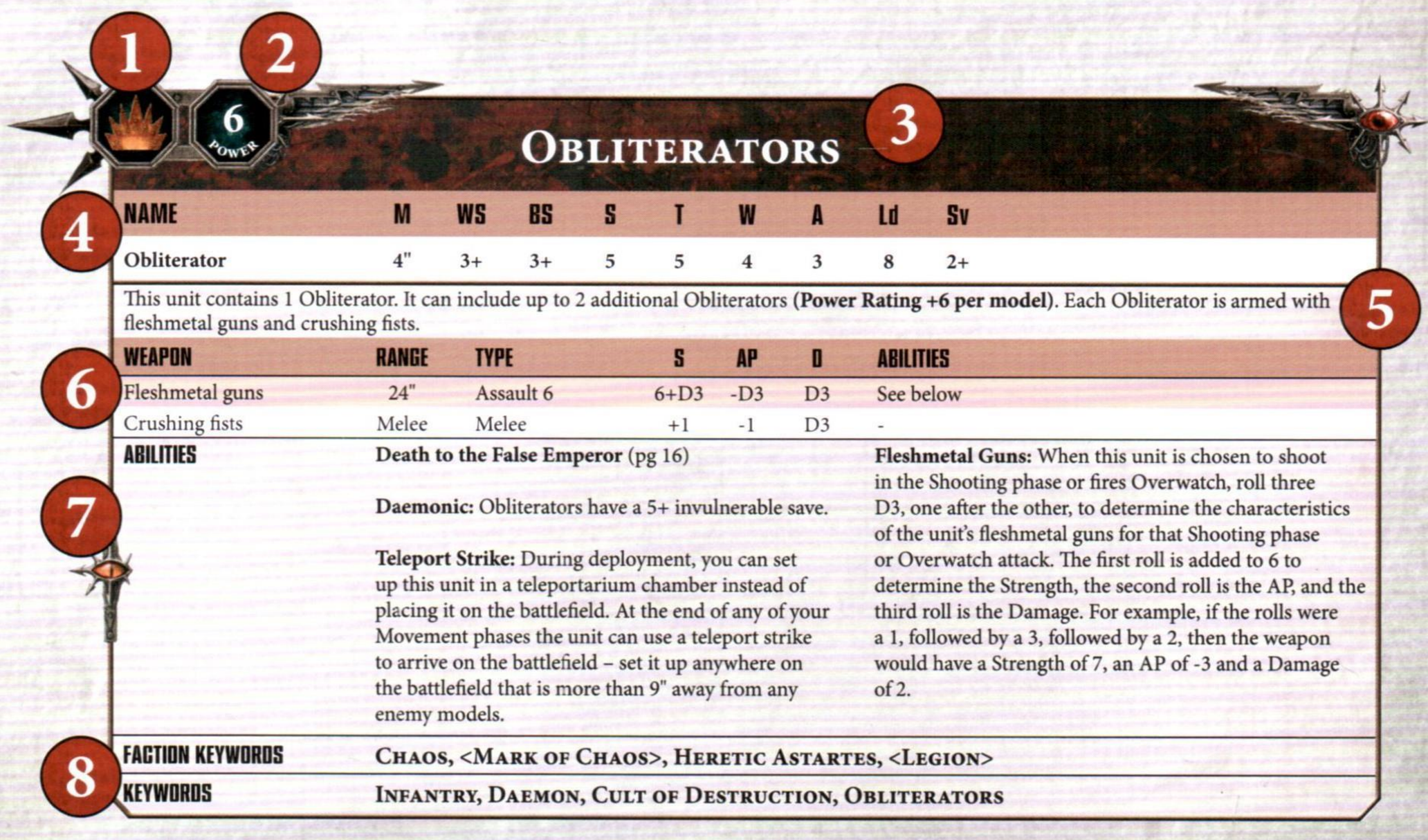
Some units have a number of choices as to which gear they take into battle – these will be described on their datasheet. Weapons which a unit may take as an optional choice are typically described in the appendix.

7. Abilities

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

8. 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 'friendly **Heretic Astartes** units'. This means it would only apply to models that have the Heretic Astartes keyword on their datasheet.



Obliterators

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

This unit contains 1 Obliterator. It can include up to 2 additional Obliterators (**Power Rating +6 per model**). Each Obliterator is armed with fleshmetal guns and crushing fists.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fleshmetal guns	24"	Assault 6	6+D3	-D3	D3	See below
Crushing fists	Melee	Melee	+1	-1	D3	-

ABILITIES

Death to the False Emperor (pg 16)

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.

Fleshmetal Guns: When this unit is chosen to shoot in the Shooting phase or fires Overwatch, roll three D3, one after the other, to determine the characteristics of the unit's fleshmetal guns for that Shooting phase or Overwatch attack. The first roll is added to 6 to determine the Strength, 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 weapon would have a Strength of 7, an AP of -3 and a Damage of 2.

FACTION KEYWORDS Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>

KEYWORDS Infantry, Daemon, Cult of Destruction, Obliterators

THE DAEMONKIN

This section contains all of the datasheets that you will need in order to fight battles with the Chaos Space Marine miniatures included in *Warhammer 40,000: Shadowspear*. 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 from. If a Heretic Astartes datasheet does not specify which Legion it is 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.

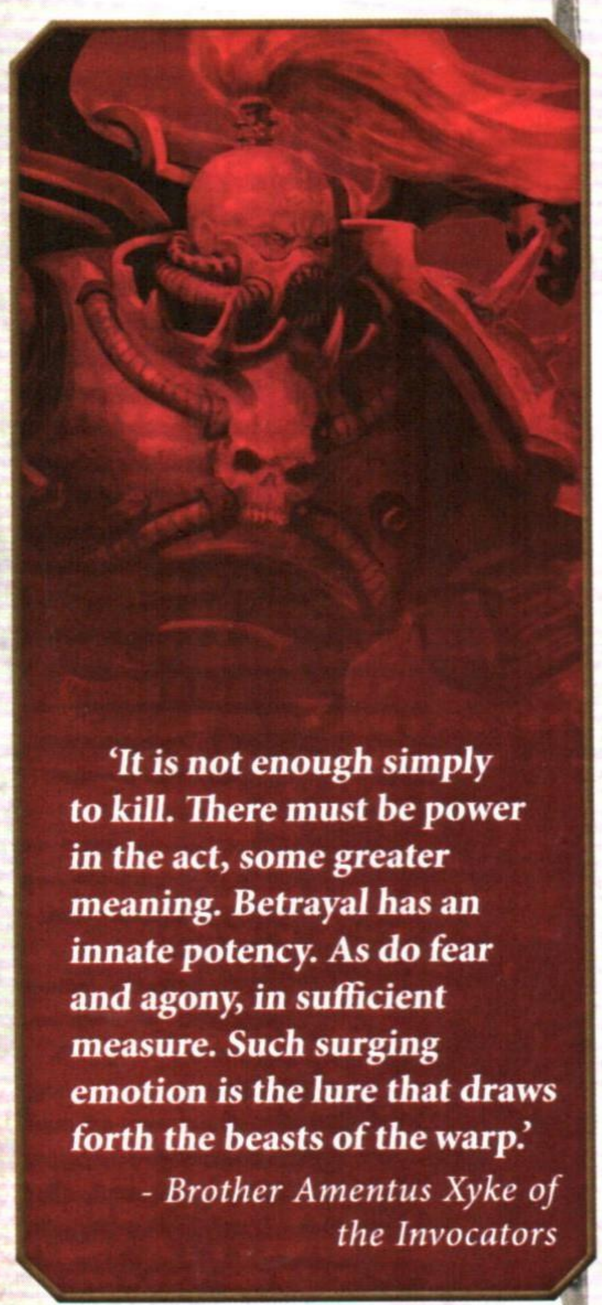
For example, if you were to include a Venomcrawler in your army, and you decided it was from the Alpha Legion, its <LEGION> Faction keyword is changed to ALPHA LEGION and its Reservoir of Daemonic Energy ability would then read: 'Add 1 to the result of any Daemonic Ritual summoning rolls made for ALPHA LEGION MASTERS OF POSSESSION whilst they are within 6" of any friendly ALPHA LEGION VENOMCRAWLERS.'

The Death Guard, Thousand Sons and Fallen deviate significantly in terms of organisation and fighting styles. As a result, you cannot choose one of these keywords when determining which Legion a unit in this codex is from. The rules and abilities for the Death Guard and Thousand Sons Legions are detailed in their own codexes, and the datasheets that describe the forces of the Fallen can be found in *Codex: Chaos Space Marines*.

<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. If a Heretic Astartes datasheet does not



'It is not enough simply to kill. There must be power in the act, some greater meaning. Betrayal has an innate potency. As do fear and agony, in sufficient measure. Such surging emotion is the lure that draws forth the beasts of the warp.'

- Brother Amentus Xyke of the Invocators

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 a specific Dark God. The exceptions are units from the World Eaters or Emperor's Children Legions: all **World Eaters** units must have the **Khorne** keyword if they are able to do so, and all **Emperor's Children** units must have the **Slaanesh** keyword if they are able to do so. If a unit has the **Tzeentch**, **Nurgle** or **Slaanesh** keywords, it cannot be from the World Eaters Legion, and if it has the **Khorne**, **Tzeentch** or **Nurgle** keywords, it cannot be from the Emperor's Children Legion. In addition, **Psykers** cannot be from the World Eaters Legion.

ABILITIES

The following ability is common to several **Heretic Astartes** units.

Death to the False Emperor

The seething hatred that Chaos Space Marines harbour for the Corpse Emperor and his weakling Imperium is a weapon unto itself.

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.

Daemonic Ritual

Through dark pacts and blasphemous rituals, a champion of Chaos can weaken the fabric of reality to create a gateway to the warp. From this rent pour forth the Daemons of that realm, ready to rend and tear those who stand against the Ruinous Powers.

The Daemonic Ritual ability is not an ability that any unit in this codex has, but it is an ability that any **Chaos Character** can use to summon certain **Daemon** units, such as Bloodletters, to the battlefield. It is included here because a **Master of Possession** has means of using this ability (and enhancing it) should you expand your army to include units that have this ability; these are mainly found in *Codex: Chaos Space Marines* and *Codex: Chaos Daemons*.

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. This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is wholly within 12" of the character and 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.

5 POWER

MASTER OF POSSESSION

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Master of Possession	6"	3+	3+	4	4	4	3	9	3+

A Master of Possession is a single model armed with a force stave, bolt pistol, frag grenades and krak grenades.

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

ABILITIES

Death to the False Emperor (pg 15)

Daemonkin: This model has a 5+ invulnerable save.

Rite of Possession: PSYKERS suffer Perils of the Warp on any Psychic test roll of a double that is made for them, instead of just double 1 or 6, while they are within 12" of any enemy models with this ability.

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 Malefic discipline (pg 22).

FACTION KEYWORDS

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

KEYWORDS

CHARACTER, INFANTRY, PSYKER, MASTER OF POSSESSION

Bearers of blasphemous knowledge, the Masters of Possession are the spiritual leaders of the Daemonkin warbands.

Chaos Space Marines are the mortal champions of the Dark Gods, despoilers and desecrators of the very Imperium they once served.

9 POWER

CHAOS SPACE MARINES

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 9 Chaos Space Marines.

- The Aspiring Champion is armed with a chainaxe, plasma pistol, frag grenades and krak grenades.
- 4 Chaos Space Marines are armed with a chainsword, bolt pistol, frag grenades and krak grenades.
- 3 Chaos Space Marines are armed with a boltgun, bolt pistol, frag grenades and krak grenades.
- 1 Chaos Space Marine is armed with a plasma gun, bolt pistol, frag grenades and krak grenades.
- 1 Chaos Space Marine is armed with an autocannon, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
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 attacks 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.
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	-

ABILITIES	**Death to the False Emperor** (pg 15)
FACTION KEYWORDS	CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>
KEYWORDS	INFANTRY, CHAOS SPACE MARINES

4 POWER

GREATER POSSESSED

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

This unit contains 1 Greater Possessed. It can include 1 additional Greater Possessed (**Power Rating +4**). Each model attacks with daemonic mutations.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Daemonic mutations	Melee	Melee	User	-2	D3	-

ABILITIES

Death to the False Emperor (pg 15)

Champions of the Host: The first time this unit is set up, all models in this unit must be set up at the same time, though they do not need to be set up in unit coherency. From that point onwards, each Greater Possessed is treated as a separate unit.

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

Locus of Power: Add 1 to the Strength characteristic of <MARK OF CHAOS> <LEGION> DAEMON units whilst they are within 6" of any friendly models with this ability.

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

KEYWORDS INFANTRY, DAEMON, CHARACTER, GREATER POSSESSED

'THE DAEMON HAS MANY FORMS. YOU MUST KNOW THEM ALL. YOU MUST TELL THE DAEMON FROM HIS DISGUISE AND ROOT HIM OUT FROM THE HIDDEN PLACES. TRUST NO ONE. TRUST NOT EVEN YOURSELF. IT IS BETTER TO DIE IN VAIN THAN TO LIVE IN ABOMINATION. THE ZEALOUS MARTYR IS PRAISED FOR HIS VALOUR; THE CRAVEN AND THE UNREADY ARE JUSTLY ABHORRED.'

- The First Book of Indoctrinations

Greater Possessed are the mightiest champions of the Daemonkin, their bodies host to the apex predators of the warp.

Greater Possessed

4 POWER

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

This unit contains 1 Greater Possessed. It can include 1 additional Greater Possessed (**Power Rating +4**). Each model attacks with daemonic mutations.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Daemonic mutations	Melee	Melee	User	-2	D3	-

ABILITIES

Death to the False Emperor (pg 15)

Champions of the Host: The first time this unit is set up, all models in this unit must be set up at the same time, though they do not need to be set up in unit coherency. From that point onwards, each Greater Possessed is treated as a separate unit.

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

Locus of Power: Add 1 to the Strength characteristic of <Mark of Chaos> <Legion> Daemon units whilst they are within 6" of any friendly models with this ability.

FACTION KEYWORDS Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>

KEYWORDS Infantry, Daemon, Character, Greater Possessed

'The Daemon has many forms. You must know them all. You must tell the Daemon from his disguise and root him out from the hidden places. Trust no one. Trust not even yourself. It is better to die in vain than to live in abomination. The zealous martyr is praised for his valour; the craven and the unready are justly abhorred.'

- The First Book of Indoctrinations

Greater Possessed are the mightiest champions of the Daemonkin, their bodies host to the apex predators of the warp.

6 POWER

OBLITERATORS

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

This unit contains 1 Obliterator. It can include up to 2 additional Obliterators **(Power Rating +6 per model)**. Each Obliterator is armed with fleshmetal guns and crushing fists.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fleshmetal guns	24"	Assault 6	6+D3	-D3	D3	See below
Crushing fists	Melee	Melee	+1	-1	D3	-

ABILITIES

Death to the False Emperor (pg 15)

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.

Fleshmetal Guns: When this unit is chosen to shoot in the Shooting phase or fires Overwatch, roll three D3, one after the other, to determine the characteristics of the unit's fleshmetal guns for that Shooting phase or Overwatch attack. The first roll is added to 6 to determine the Strength, 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 weapon would have a Strength of 7, an AP of -3 and a Damage of 2.

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

KEYWORDS INFANTRY, DAEMON, CULT OF DESTRUCTION, OBLITERATORS

7 POWER

VENOMCRAWLER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Venomcrawler	*	4+	4+	*	7	10	*	8	3+

A Venomcrawler is a single model equipped with soulflayer tendrils, eviscerating claws and two excruciator cannons.

DAMAGE

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Excruciator cannon	36"	Assault D3	+2	-2	D3	-
Eviscerating claws	Melee	Melee	+2	-3	3	-
Soulflayer tendrils	Melee	Melee	User	-2	2	Each time the bearer fight, it can make 2 additional attacks with this weapon.

ABILITIES

Daemonic: This model has a 5+ invulnerable save.

Devourer of Souls: At the beginning of each of your turns, this model regains one lost wound. In addition, at the end of each Fight phase in which this model destroyed any enemy models, this model regains one lost wound.

Reservoir of Daemonic Energy: Add 1 to the result of any Daemonic Ritual summoning rolls made for <LEGION> MASTERS OF POSSESSION whilst they are within 6" of any friendly <LEGION> VENOMCRAWLERS.

Soul-shredding Explosion: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds.

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

KEYWORDS VEHICLE, DAEMON, DAEMON ENGINE, VENOMCRAWLER

THE LOST AND THE DAMNED

In this section you'll find rules for Battle-forged armies that include Chaos Space Marine Detachments – that is, any Detachment which only includes Chaos Space Marine units (as defined below). These rules include the abilities below, Warlord Traits for Chaos Space Marine Psykers and the Malefic Discipline. Together, these rules reflect the character and fighting style of the Daemonkin in your games of Warhammer 40,000.

CHAOS SPACE MARINE UNITS

In the rules described in this section we often refer to 'Chaos Space Marine units'. This is shorthand for any **Heretic Astartes** unit that has one of the following Faction keywords: **<Legion>**, **Black Legion**, **Word Bearers**, **Iron Warriors**, **Alpha Legion**, **Night Lords**, **World Eaters**, **Emperor's Children**, **Fallen** or **Red Corsairs**. A Chaos Space Marine Detachment is therefore one which only includes units with one of these keywords.

Note that the Death Guard and Thousand Sons Legions deviate significantly in terms of organisation and therefore cannot make use of any of the rules or abilities listed in this section; instead they have bespoke rules and abilities detailed in their own codexes.

ABILITIES

Chaos Space Marine Detachments gain the following abilities:

Despoilers of the Galaxy

Consumed by hatred of the Imperium, the Chaos Space Marines advance not to conquer, but to set the galaxy ablaze.

If your army is Battle-forged, all Troops units in Chaos Space Marine Detachments gain this ability. Such a unit that is within range of an objective marker controls it even if there are more enemy models within range of it. If an enemy unit within range of the objective marker has a similar ability, then it is controlled by the player who has the most models within range as normal.

'I murdered thousands for the Emperor and he gave me nothing except his damning silence. Now his lapdogs yap at every life I take, whilst the gods promise me the galaxy.'

- Svane Vulfbad

Legion Traits

Each of the Traitor Legions has been uniquely twisted by the Ruinous Powers, and has perfected its own methods of slaughter and destruction.

If your army is Battle-forged, all **Daemon Prince**, **Infantry**, **Bikers** and **Helbrute** units in Chaos Space Marine Detachments gain a Legion Trait, so long as every unit in that Detachment is from the same Legion. The Legion Trait gained depends upon the Legion they are from, as shown in the table opposite. For example, all such units in a **Night Lords** Detachment gain the Terror Tactics trait.

If your Chaos Space Marines are from a Renegade Chapter, or if they do not otherwise have an associated trait, use the Renegade Chapters trait opposite. For example, all of the units described above that are in a **Red Corsairs** Detachment would have the Dark Raiders trait.

Shadowy Allies

The inclusion of Fabius Bile or **Fallen** units (see *Codex: Chaos Space Marines*) in a Detachment does not prevent other units in that Detachment from gaining a Legion Trait. However, Fabius Bile and **Fallen** units can never themselves benefit from a Legion Trait.

LEGION TRAITS

BLACK LEGION: BLACK CRUSADERS

Inexorable and unflinching, the Black Legion exemplify the threat posed by the Heretic Astartes, emerging from the Eye of Terror for the sole purpose of erasing the Imperium from the galaxy.

Add 1 to the Leadership characteristic of models in units with this trait. In addition, if a unit with this trait Advanced, it treats all its Rapid Fire weapons as Assault weapons until the end of the turn (e.g. a Rapid Fire 2 weapon is treated as an Assault 2 weapon).

IRON WARRIORS: SIEGE LORDS

Cold-hearted warriors whose only faith is in their wargear, the Iron Warriors have perfected siege warfare, and are able to gouge out even the most stubbornly entrenched enemies.

Enemy units attacked by units with this trait do not gain any bonus to their saving throws for being in cover. In addition, you can re-roll failed wound rolls for units with this trait when they target a **Building**.

RENEGADE CHAPTERS: DARK RAIDERS

Freed from the constraints of the Imperium, Renegade Astartes indulge their enhanced capacity for violence.

Units with this trait can Advance and charge in the same turn.

WORLD EATERS: BUTCHER'S NAILS

Angron's sons hurl themselves towards their foe, intent on tearing them apart in a brutal whirlwind of violence.

When a unit with this trait makes a successful charge, you can make one additional attack with each of its models in the subsequent Fight phase.

NIGHT LORDS: TERROR TACTICS

The Night Lords revel in fear and mayhem, and will take apart an opposing army piecemeal, dividing and isolating the weakest enemies so that their confused cries can be savoured.

Models in enemy units must subtract 1 from their Leadership characteristic for each unit with this trait that is within 6" of theirs (to a maximum of -3).

EMPEROR'S CHILDREN: FLAWLESS PERFECTION

Inured to everyday sensations by lifetimes of indulgence, the Emperor's Children find stimulation only in excess, be it shocking acts of violence or gratuitous displays of martial prowess.

Units with this trait 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.

ALPHA LEGION: HIDDEN IN PLAIN SIGHT

The warriors of the Alpha Legion are masters of duplicity, able to mislead and misdirect even the most vigilant of enemies before delivering the killing blow.

Your opponent must subtract 1 from hit rolls that target units with this trait if they are more than 12" away.

WORD BEARERS: PROFANE ZEAL

The Word Bearers march to war for the glory of the Chaos pantheon, stirred into a rapturous state of fanaticism by blasphemous catechisms and the dark promises of the Ruinous Powers.

You can re-roll failed Morale tests for units with this trait.

MALEFIC DISCIPLINE

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

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

1 INCURSION

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

Incursion has a warp charge value of 7. If manifested, the psyker can immediately attempt to summon a unit of **DAEMONS** to the battlefield using the Daemonic Ritual ability (pg 15) as if it were the Movement phase. When doing so, roll up to 4 dice instead of up to 3. The psyker will not suffer any mortal wounds as a result of doubles or triples being rolled for this Daemonic Ritual.

2 SACRIFICE

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

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

3 MUTATED INVIGORATION

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

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

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

4 POSSESSION

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

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

5 CURSED EARTH

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

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

6 INFERNAL POWER

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

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

WARLORD TRAITS

The warlords who rule the Daemonkin warbands are saturated with daemonic power, blessed by the Chaos Gods with horrific mutations and other blasphemous gifts in order to spread their corrupting influence across reality.

If a Chaos Space Marine **PSYKER CHARACTER** is your Warlord, you can generate a Warlord Trait for him from the following table instead of the one in the *Warhammer 40,000* rulebook. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits his temperament and preferred style of waging war.

D6 WARLORD TRAIT

1 ARCH-SORCERER

This warlord has delved especially deep into forbidden sorceries, yet surprisingly retains some measure of his sanity.

Your Warlord knows one additional psychic power from any of the disciplines listed on their datasheet.

2 DEVOURER OF MAGIC

This warlord consumes the psychic energies of his rivals, using the stolen power to revitalise his body.

Your Warlord can attempt to deny one additional psychic power in each enemy Psychic phase. In addition, your Warlord regains 1 lost wound each time it successfully denies a psychic power.

3 READER OF FATE

As this warlord opens himself to the warp, they gain insights into the future.

Once per battle, you can re-roll a failed Psychic test or Deny the Witch test for your Warlord. In addition, if your army is Battle-forged, roll a D6 each time your Warlord successfully manifests a psychic power; on a 6 you gain 1 Command Point.

4 INFERNAL GAZE

Unholy power streams from this warlord's eyes, charring and melting everything caught in its path.

If your Warlord successfully manifests the *Smite* psychic power, the closest visible enemy unit within 24" suffers mortal wounds, instead of 18".

5 WARP LORD

The dark energies of the immaterium flow through this warlord's veins, ready to be drawn upon at whim.

You can re-roll rolls of 1 when taking a Psychic test for your Warlord.

6 DAEMON-BOUND POWER

This warlord's psychic might is such that they can bind Daemons into their weapons and harness their strength.

Add 1 to your Warlord's Strength characteristic. In addition, you can re-roll damage rolls made for attacks with your Warlord's force weapon. For the purposes of this Warlord Trait, a force weapon is any weapon whose name includes the word 'force' (excluding Artefacts of Chaos).

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Chaos Space Marines	5-20	13
Greater Possessed	1-2	70
Master of Possession	1	90
Obliterators	1-3	115
Venomcrawler	1	130

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Autocannon	10
Boltgun	0
Bolt pistol	0
Excruciator cannon	0
Fleshmetal guns	0
Frag grenades	0
Krak grenades	0
Plasma gun	11
Plasma pistol	5

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Chainaxe	1
Chainsword	0
Crushing fists	0
Daemonic mutations	0
Eviscerating claws	0
Force stave	8
Soulflayer tendrils	0

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WARHAMMER 40,000

INFERNAL CHAMPIONS

To the warbands of the Daemonkin, mortal flesh is weakness, and only the immortal power of the warp can offer true ascension. Willingly inviting daemonic essences into their souls through fell rituals and symbolic acts of slaughter, the bodies of these deranged killers swell with unnatural strength and resilience, and vile mutations and weapon growths burst from beneath their skin. With howls of worship to their Dark Gods, the Daemonkin fall upon their foes in a hacking, roaring tide. Twisted war machines march in their wake, unleashing streams of armour-shredding fire. The sinister Masters of Possession, conjurers and binders of Daemons, march at the head of their flock, revelling in the ensuing carnage.

INSIDE YOU WILL FIND:

- The sinister truth behind the warbands of the Daemonkin, and the secrets of their vile rituals.
- A showcase of Citadel Miniatures, including collections displaying a variety of colour schemes used by Daemonkin forces and expertly painted examples from the 'Eavy Metal team.
- A comprehensive range of datasheets providing tabletop rules for every unit detailed in this codex.
- Army-wide rules content that allows you to take your collection of Daemonkin and field them as a unified force, bringing terror and bloodshed in the name of the Chaos Gods.

A supplement for

WARHAMMER 40,000

You will need a copy of the *Warhammer 40,000* rules in order to use the contents of this book

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