IMPERIAL ARNOUR

INDEX: FORCES OF CHAOS





INDEX: FORCES OF CHAOS

Forge World[®]



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INTRODUCTION

Welcome to Imperial Armour – Index: Forces of Chaos. This book is designed to update the rules for Forge World's current and recent ranges of models for use with the latest incarnation of the Warhammer 40,000 game. It provides rules for Forge World's Chaos Space Marines, Chaos Daemons, Chaos Titan Legions and Renegade Knight units, including ancient relics from the age of the Horus Heresy in the shape of the 'Hellforged' for your Heretic Astartes forces, as well as revisiting characters and monsters from Forge World's Siege of Vraks campaign.

This book and its contents are fully compatible with *Warhammer 40,000 – Index: Chaos*, expand the datasheets which are found there and contain all the information you need to field your Forge World Chaos models in the new edition of the Warhammer 40,000 game. Also included are both Power Ratings and an appendix for their use in Battle-forged armies.

You will need a copy of both the Warhammer 40,000 rulebook and Warhammer 40,000 – Index: Chaos to make full use of this book and its contents.

ADDITIONAL RULES

While the majority of the rules found within this book should be familiar to you from *Warhammer 40,000 – Index: Chaos* and the *Warhammer 40,000* rulebook, owing to the sheer size and scale of some of the units we produce, we've had to create certain new overarching rules to encompass them, which you can find detailed here:

MACRO WEAPONS

This is an additional weapon type to the five types presented in the main *Warhammer 40,000* rulebook. Macro weapons are truly gigantic in proportion, often the size of armoured vehicles in their own right in many cases. Such mighty weapons are unwieldy and only able to be mounted on the largest of war engines such as Titans, but their power is enough to annihilate the most well-protected target and they are particularly effective against fortifications and the largest war machines, against which their power can be fully spent.

A model armed with a Macro weapon may not fire it if it has moved previously in the turn, unless the firing unit also has the **TITANIC** keyword. No Macro weapon may be used to make Overwatch attacks. When used against units with the **TITANIC** or **BUILDING** keyword, the damage inflicted by a Macro weapon is doubled (this doubling takes place after any randomised damage has been rolled for).

ARCH-DAEMONIC RITUAL

This book contains rules for four of the great Daemon Lords: An'ggrath the Unbound, Scabeiathrax the Bloated, Aetaos'rau'keres and Zarakynel. Summoning units of this power using the usual Daemonic Ritual rules is all but impossible and so a variant rule, Arch-daemonic Ritual, has been provided here.

If your army contains a model with the Arch-daemonic Ritual rule, they may instead of being deployed normally be summoned like other Daemons to the battlefield, although with greater risk to the summoner as befits their power and perilous nature. The usual rules for Daemonic Rituals apply (see *Warhammer 40,000 – Index: Chaos*) with the following alterations:

When attempting an Arch-daemonic Ritual, the summoning player must first declare which unit they are attempting to summon by name beforehand, and only characters with the same Mark of Chaos as the unit you wish to summon can be used to summon the unit.

When attempting to summon a unit using an Arch-daemonic Ritual, roll up to nine dice – this is your summoning roll. You can summon one new unit with the Arch-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 as the summoning character. This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is within 12" of the summoning character and is more than 9" from any enemy model. If the total rolled is insufficient to summon the named unit, the ritual fails and no new unit is summoned. If your Arch-daemonic Ritual summoning roll included any doubles, your summoning character then suffers a mortal wound. If it included any triples then the summoning character is slain instead (note that the summoning can still be successful, even if the summoning character perishes in the attempt).

COMBI-WEAPONS LIST

When asked to choose a weapon from the Combi-weapons list, select one of the following:

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

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 (9)	B	an a	0	FK	AU, HC	DRN	ÍTE IE	RE		DAMAGE Some of a Blood Sla characteristics chan shown below:		
NAME	M	WS	BS	S	I	W	A	Ld	Sv	REMAINING W	М	S
Blood Slaughterer of Khorne		3+	4+		7	10		7	3+	7-10+	10"	8
A Blood Slaughterer of	Khorne is a si	ngle m	odel Iti	s equips	ed with	a slanot	ter bla	le and an		4-6	8*	7
impaler harpoon.	chorne io a a	ingie in		a cdenkl		u crucy.		ac on a on	12.000	1-3	6"	6
WEAPON	RANGE	TYP	E		S	AP	0	ABILIT	ES			
Slaughter blade	Melee	Me	lee		+2	-3	3			aipped with two slaugh attack with the weapo		
Impaler harpoon	12" Assault 1				8	-3	3	has p the SI	revious	charges a VEHICLE of sly successfully hit with g phase of the same tur	n this weap	on in
WARGEAR OPTIONS	• A Bl	ood Sla	ughterer	of Kho	rne can :	replace i	ts impa	ler harpo	on wit	h a second slaughter bl	lade.	
ABILITIES	Bloody it gains Scuttlin	Rampa +2 to it	age: At t s curren : When t	he start it Attack this mos	of every as charac del Adva	teristic i inces, ad	hase wh for the o d 6" to :	ere this i duration its Move	of the p charac	is within 1° of any ener phase. teristic instead of rollir rodel heals one wound.	ng a dice.	TRY units
	Blind Fury: This model may not Fall Back if within 1" of any enemy INFANTRY units.											
	Blind Fury: This model may not Fall Back if within 1" of any enemy INFANTRY units. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it											
						s D3 mo	rtal wo	unds.				
FACTION KEYWORDS	explode	es and e	ach unit	within	6" suffer	s D3 mo		unds. EGION	1>			

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 Appendices.

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 **ORKS** models'. This means it would only apply to models that have the **ORKS** keyword on their datasheet.

10. Damage

Some large models' characteristics can change as the model suffers damage, these characteristics are indicated with the '*' symbol instead of a number – here you will find a table that details how these characteristics change as wounds are lost. To determine the characteristics of a model with a Damage table, check the model's remaining wounds and consult the appropriate row of the chart on their datasheet. Not all units have Damage tables. If one is not included on a datasheet then that unit's characteristics do not change as it loses wounds.



Power	B	LO	OD O) SI F K	LAU CHC	IGH DRN	ITE IE	RF	ER	DAMAGE Some of a Blood Sla characteristics chan			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	S	
Blood Slaughterer of Khorne	*	3+	4+	*	7	10	*	7	3+ (5++	+) 7-10+	10"	8	
A Blood Slaughterer of F impaler harpoon.	Chorne is a si	ngle mo	del. It is	equip	ped with	a slaugł	nter blac	le and	an	4-6 1-3	8" 6"	7 6	
WEAPON	RANGE	TYPI			S	AP	0	ABI	LITIES				
Slaughter blade	Melee+2-33A model equipped with two slaughter blades may make 1 additional attack with the weapon each time it fights.												
Impaler harpoon	12"Assault 18-33If the bearer charges a VEHICLE or MONSTER unit it has previously successfully hit with this weapon in the Shooting phase of the same turn, add +2 to their charge rolls.												
WARGEAR OPTIONS	• A Blo	ood Slau	ghterer	of Kho	rne can	replace i	ts impa	ler harj	poon wit	th a second slaughter bl	lade.		
ABILITIES	Bloody it gains Scuttlin Inferna Blind F	Rampa +2 to its og Gait: I Regen ury: Th	ge: At the current When the current of the current	ne start t Attack his moo t At the l may n	ks charac del Adva beginni ot Fall B	Fight p cteristic ances, ad ng of eac ack if w	hase wh for the c d 6" to i ch of yo ithin 1"	ere thi luratio its Mov our turr of any	n of the ve charac ns, this n enemy I	is within 1" of any ener phase. cteristic instead of rollir nodel heals one wound. INFANTRY units. oving the model from tl	ng a dice.		
					6" suffer					oring the model from t	ine buttiene	iu, on u o i	_
FACTION KEYWORDS	CHAO	S, KH	ORNE,	HER	ETIC A	START	ES, <l< td=""><td>EGIO</td><td>N></td><td></td><td></td><td></td><td></td></l<>	EGIO	N>				
KEYWORDS	VEHIC	TE D	AFMO	N DA	FMON	IFNGI	NF BI	000	STAT	GHTERER OF KHO	DRNE		

	GR	REA	TE	R I	BLIG	H'	[D]	RC)N]	E	DAMAGE Some of a Greater B characteristics chan			ige, as
NAME	М	WS	BS	S	T	W	A	Ld	5	Sv	shown below: REMAINING W	M	S	A
Greater Blight Drone	*	4+	3+	*	7	12	*	7	3+ (5	i++)		14"	6	<u>А</u> 3
A Greater Blight Drone is	a single mo	odel. It i	s equipp	oed wit	th a Blight	reaper	cannon,	a bile	maw		4-7	10"	5	D3
and a plague probe. WEAPON	RANGE	ТҮР	E		S	AP	D	ABI	LITIES		1-3	6"	4	1
Bile maw	12"	Pist	ol D3		8	-2	D3		u can i th this		oll any wound rolls of pon.	1 when at	tacking	The second
Blightreaper cannon	36"	Each time you make a wound roll of 6+ for this waan									,			
Plague probe	Melee	Me	lee		User	-2	D3		u can i th this		oll any wound rolls of pon.	1 when at	tacking	125
WARGEAR OPTIONS Abilities	Inferna Carrion It canno taking t Putrid	n Engin I Reger n Haun ot end th he first Explosi	ter: At the second seco	: At th he star withi oves th Greate	t of the fir n 9" of any eir units fi er Blight D	ng of ea est battle y enemy irst. Prone is	ch of yo e round y units. l reduced	ur turi but be If both	fore the playe	ne tu rs ha ls, ro	odel heals one wound. Irn begins, you can me ave units that can do t Il a D6 before removi: nortal wounds.	ove this ur his, the pla	ayer who is	
FACTION KEYWORDS					ETIC AS			-		1			200125	
KEYWORDS	VEHI	CLE, D	AEMC	N, D	AEMON	ENG	NE, FL	Y, GI	REAT	ER	BLIGHT DRONE			7

A Rower			CH	AC)S I)EC	IM	AT	OR
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Chaos Decimator	10"	3+	3+	7	7	8	5	8	3+ (5++)
A Chaos Decimator is a si	ingle model	. It is ea	quipped v	with tw	o Decim	ator sie	ge claws	each wi	ith an inbuilt hellflamer.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Decimator siege claw	Melee	Me	lee		+2	-3	3	-	
Hellflamer	8"	He	avy D6		5	-1	2	This	weapon automatically hits its target.
Decimator storm laser	24"	Ass	ault 5		6	-2	1	-	
Soulburner petard	24"	Ass	ault 2D3		-	0	1	a mo hit ro then can c	n successful hit roll made with this weapon inflicts ortal wound instead of the normal damage. If any oll made in a given phase results in a score or a '1', the firing unit suffers one mortal wound. This effec only occur once per phase regardless of how many lts of '1' are rolled.
Butcher cannon	36"	He	avy 4		8	-1	2	the S Lead	unit has any models slain by any butcher cannon in Shooting phase, the unit must subtract 2 from its lership for the rest of the turn. This modifier is not ulative.
C-beam cannon	72"	He	avy 1		6	-3	D3	mod betw by +2 from weap at Str	weapon may not be fired on any turn in which the lel carrying it has moved. In addition, for each 24" veen the bearer and the target, increase the Strength 2 and the Damage by +D3. If a model is removed n play as a casualty due to wounds caused by this bon, then the target unit suffers 2D6 additional hits rength 6, AP 0, causing 1 Damage. These additional do not trigger further hits themselves.
WARGEAR OPTIONS	follov - Sou - C-t - But	wing wo Ilburne beam ca ccher ca	eapons: r petard innon		place any	v of its I	Decimato		claws with an inbuilt hellflamer with any of the
ABILITIES			ne: The n		as a 5+ i	nvulner	able save	2.	
									s, this model heals one wound.
	Explod	es: If th		is redu	iced to 0	wound	s, roll a I	06 befoi	re removing the model from the battlefield; on a 6 it
	Dark F	ury: If t	his mode	el is equ	uipped v	vith two	melee w	eapons.	, it gains +1 attack.
FACTION KEYWORDS				-				-	ES, <legion></legion>
KEYWORDS					-				DECIMATOR

NAME	М	WS	BS	S	Т	W	A	Ld	Sv	shown below:			•
Plague Hulk of Nurgle	*	4+	*	8	8	14	*	7 3	3+ (5++)	REMAINING W		BS 4+	A 3
A Plague Hulk of Nurgle i can spew rancid vomit on		nodel. It	is equip	ped wi	ith an iroi	n claw a	nd a rot		. ,	4-7	5"	5+	3
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	ITIES	1-3	3"	6+	D3
Rot cannon	36"	Hea	vy D6		6	-3	2			ANTRY targets, failed re-rolled.	wound ro	lls for this	
Rancid vomit	7"	Pist	ol D6		5	-2	1	This	weapon	automatically hits its t	arget.		1
Iron claw	Melee	Mel	ee		x2	-3	D6	-					1
Warpsword	Melee User -3 3 You can re-roll failed hit rolls for this weapon.												
WARGEAR OPTIONS	• A Pla	igue Hu	lk of Nu	ırgle ca	n replace	its iron	claw wi	ith a wa	rpsword				
ABILITIES	Daemo	nic: The	e model	has a 5	+ invulne	erable sa	ave.						
	Disgust model c					Plague I	Hulk of I	Nurgle	loses a w	round, roll a D6; on a ro	oll of 5 or	6, the	
	Rusting saving t		All ene	my VE	HICLE u	inits wit	hin 1" o	f a Plag	ue Hulk	of Nurgle must subtrac	ct 1 from	their	
	Daemo	nic Ritu	al: See	Warha	mmer 40,	000 – Ir	idex: Ch	aos.					
					uced to 0 6" suffer:				re remov	ving the model from th	e battlefie	eld; on a 6,	it
	CHAO											Chille Gi	
FACTION KEYWORDS							OF NU		-				

E 25		K	YT	AN	RA	VA	GE	R		Some of a Kytan Ra change as it suffers			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	S	A
Kytan Ravager	*	3+	3+	*	8	22	*		 3+ (5++)	11-22+	12"	10	5
A Kytan Ravager is a single	model It		-	h a grad	-		rnaand		51 (511)	5-10	10"	8	4
Kytan gatling cannon.	model. It	is equip	opeu wit	ii a giea	it cleaver	01 KHO	ine and	a		1-4	8"	5	3
WEAPON	RANGE	TYP	E		S	AP	0	ABIL	ITIES				100
Kytan gatling cannon	48"	Hea	avy 8		8	-2	2	-					
Great cleaver of Khorne	When a	attacking	g with th	is wear	oon, choo	ose one	of the p	rofiles t	elow:				30
- Smash	Melee	Me	lee		x2	-4	6	-					
- Slash	Melee	Me	lee		User	-2	D3		te 3 hit ro ead of 1.	olls for each attack mad	de with thi	s weapon	
WARGEAR OPTIONS	• Non	e.						1.4.1					1
ABILITIES	Daemo	n Engir	ne: The r	nodel h	as a 5+ in	nvulner	able sav	e.			1. 12. 3 .		23
	Inferna	l Regen	eration	: At the	beginniı	ng of ea	ch of yo	ur turn	s, this mo	odel heals one wound.			
	enemy other v Kytan I	models isible en Ravager	have the emy uni can mov	INFAN It that is re and f	NTRY ke s within r ire Heavy	yword. ange ar weapo	In this o nd more ons with	case, it o than 1' out suff	can shoot away fro ering the	y models within 1" of the enemy unit that is om any friendly model penalty to its hit rolls, del is obscured from th	s within 1" s. In addit Finally, th	of it or any ion, the	
	Battle May may may		When n	naking	advance	rolls for	this mo	odel, ro	ll 2D6 to	determine the maxim	um distano	ce it	
					iced to 0 6" suffers				ore remov	ving the model from th	e battlefie	ld; on a 6 it	
FACTION KEYWORDS	CHAC)S, KH	ORNE,	HERI	ETIC AS	START	TES, <l< td=""><td>EGIO</td><th>N></th><td></td><td></td><td></td><td></td></l<>	EGIO	N>				
KEYWORDS	TITAI	NIC, V	EHICL	E, DA	EMON,	DAEM	AON E	NGIN	E, KYT	AN RAVAGER	1.353	State La	7

32 2000	S				l'ER N OI				JE	DAMAGE Some of a Greater E characteristics chan			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	S	A
Greater Brass Scorpion	*	3+	3+	*	8	20	*	9	3+ (5++)		12"	10	8
A Greater Brass Scorpion							llcrushe	r claws	s,	4-10	10"	8	6
a scorpion cannon, a souls WEAPON	hatter bom	ibard ar TYP		iellmav	w blasters.	Ap	D	ARI	LITIES	1-3	8"	5	4
Hellcrusher claws	Melee	Me	-		+4	-4	6	-					
Scorpion cannon	36"		vy 10		6	-2	2	-					
Soulshatter bombard	24"	Hea	vy D6		12	-3	D6			ICLE, BUILDING an attacks are Damage 2			
Twin hellmaw blasters	8"	Pist	ol 2D6		User	-2	1	Thi	is weapon	automatically hits its t	arget.		1
WARGEAR OPTIONS	• None	e.	1		164	11/34	(Asali						
	it, as lor is withi models the pen least ha	ng as all n 1" of i . In add alty to i lf of the	of the en t or any o tion, the ts hit roll model is	nemy n other v Great ls. Fina s obscu	nodels ha visible ene er Brass S ally, the G ared from	ve the I my uni corpion reater I the bea	NFANT t that is n of Kho Brass Sco arer.	'RY ke within orne ca orpion	yword. In range and n move ar of Khorne	ot if there are enemy n this case, it can shoot d more than 1" away fr nd fire Heavy weapons e only gains a bonus to a charge move, roll 3D	the enemy om any fri without so its save in	r unit that endly affering cover if at	1
					kimum dis								- 100
	Runes mortal	of the B wounds	lood Go on the C	d: Wh	Brass Sco	orpion	of Khorn	o mani ne, the	ifest a psyc PSYKER	e. chic power that inflicts suffers Perils of the W		roll of a	
	Runes of mortal double;	of the B wounds not just	lood Go on the C double	d: Wh Greater 1 or do this mo	Brass Sco buble 6 as odel is rec	orpion would luced to	of Khorn normall o 0 wour	o mani ne, the y be th nds, ro	ifest a psyc PSYKER ne case. Il a D6 bel	chic power that inflicts	arp on any		
FACTION KEYWORDS	Runes o mortal double; Dooms battlefie	of the B wounds not just day Rea	lood Go on the C double actor: If 4+ it ex	d: Whe Greater 1 or do this mo plodes	Brass Sco buble 6 as odel is rec	orpion would luced to unit w	of Khorn normall o 0 woun ithin 2D	o mani ne, the y be th nds, ro 6" suff	ifest a psyc PSYKER ne case. Il a D6 bet ers D6 mo	chic power that inflicts suffers Perils of the W fore removing the mod	arp on any		



	HE	LLI	FOR DRI					IPT	OR	DAMAGE Some of a Hellforge characteristics chan			age i
NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel	ow:		-
Hellforged Contemptor	*	*	*	7	7	10	4	8	3+	REMAINING W	<u>M</u>	WS	B
A Hellforged Contemptor	Dreadnoug	aht is a	single m		-				-	6-10+	9" <"	2+	2-
deathclaws and two combi-		5111 15 a	single in	ouer. n	is equip	peu wit	II two IIC	morgeu		3-5	6" 4"	3+ 4+	3- 4-
WEAPON	RANGE	TYF	E		S	AP	D	ABILI	IES	1-2	- T	-11	T
Hellforged deathclaw	Melee	Me	lee		x2	-3	3	-					12
Hellforged chainclaw	Melee	Me	lee		x2	-4	4	-					
Combi-bolter	24"	Ra	pid Fire 2		4	0	1	-					12
Ectoplasma blaster	18"	As	sault 2		8	-3	2			made in a given phase r ring unit suffers one mo			
Hellflamer	8"	He	avy D6		5	-1	2	Attac	ks made	by this weapon automa	tically hit		12
Soulburner	24"	As	sault D3		-	0	1			ul hit roll made with thi l instead of the normal		inflicts a	
Butcher cannon	36"	Не	avy 4		8	-1	2	the S Lead	hooting p	ny models slain by any phase, the unit must sul r the rest of the turn. Th	otract 2 fro	om its	
Twin heavy bolter	36"	He	avy 6		5	-1	1	-					12
Multi-melta	24"	Не	avy 1		8	-4	D6	two c		within half range of thin inflicting damage with			
Twin autocannon	48"	He	avy 4		7	-1	2	-					
Ectoplasma cannon	24"	He	avy D3		7	-3	D3	-					2
Kheres assault cannon	24"	He	avy 6		7	-1	1	-					13
C-beam cannon	72"	Не	avy 1		6	-3	D3	by +2 from weap hits a	and the play as a on, then t Strengt	earer and the target, ind Damage by +D3. If a m casualty due to wound the target unit suffers 2 h 6, AP 0, causing 1 Da s do not trigger further	odel is re s caused b D6 addition mage. The	moved oy this onal ese	and the second second
WARGEAR OPTIONS	 A Hee (both - Tw - Mu - Tw - Mu - Tw - Ect - Kha - C-b - But One - Hel - Ect - Sou 	ellforge death in heav llti-mel in auto oplasm eres ass beam ca tcher ca or both llflame oplasm alburne	d Conten claw and y bolter ta cannon a cannor sault canr annon unnon a combi-b r r a blaster r	nptor n combi- n non polters :	nay repla bolter n may be r	eplaced	deathcla exchang with on	w and o ed): e of the	ne combi				
ABILITIES	other th these di wounds Hellfire	an thro ce that by any React	ough Ove scores a other m or: A uni	erwatch result c eans in t with t	attacks, of 5+ hea the sam his abili	roll a n ls one v e turn a ty has a	umber o yound on is this ab 5+ invu	of D6 eq n the un oility is u Inerable	ual to the it with th ised.	ity has slain any models e number of models it h his rule. This unit canno inst Shooting or Overw	as slain. È t be heale	each of ad of	
			e save aga this mode					-	it gains	+1 attack.			
	Contain a roll of	nment a 6" it	Breach: I explodes	f this r and th	nodel is e hellish	reduced energie	l to 0 wo s at its c	ounds, ro ore are u	oll a D6 b 111eashea	efore removing it from d. Each unit within 6 su ds instead.			
	wounds	amess	11 15 a 1 3	TULU	, III WIIIC	II CASE I	c suncis	Do mor	un woull	uo mottau.			
FACTION KEYWORDS		S. <m< td=""><td>ARK O</td><td>F CH</td><td>105>1</td><td>HERE</td><td>TIC AS</td><td>TARTI</td><td></td><td></td><td></td><td></td><td></td></m<>	ARK O	F CH	105>1	HERE	TIC AS	TARTI					

19 19		R	ELLI AII	DĒF		RO]		JŚ		DAMAGE Some of a Hellforge characteristics chan battle, as shown belo	ge as it st		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Hellforged Proteus	*	*	*	8	8	16	4	9	2+	9-16+	10"	5+	3+
A Hellforged Land Raide two twin lascannon and			model.	lt is equ	ipped w	ith a tw	in heavy	v bolter,		5-8	5"	4+	4+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-4	3"	3+	5+
Infernal hunger	Melee	Mel	lee		User	-3	1	-					3
Twin heavy bolter	36"	Hea	avy 6		5	-1	1	-					- 3
Twin lascannon	48"		avy 2		9	-3	D6	-					-17
Twin heavy flamer	8"	Hea	vy 2D6		5	-1	1	This	weapon	automatically hits its t	arget.		- 2
Havoc launcher	48"	Hea	vy D6		5	0	1	-	•		U		1
ABILITIES	other m Machin other th these di	andels). a Malif an thro an thro are that s	If the Ac fica: At the ugh Ove	ccursed he end erwatch result o	Phylacte of any tu attacks, f 5+ heal	ery abili rn in w roll a n ls one w	ty has be hich a u umber c round or	een selec nit with of D6 equ n the uni	tted, the this abil al to th t with th	CTION model takes up en this model may only lity has slain any mode e number of models it his rule. This unit cann	transpor ls in the F has slain.	t six mode Fight phase Each of	
	Hellforg and if a orbit, te Proteus	ged Prot ny enem leport, f , the arr	teus in bany units afrom the	attle. Al attempt hidder it's con	ll units w to enter halls of trolling p	the gar the gar the We	' (both f ne from bway, et nust roll	riendly a a positio c.) anyw	and ener on that i there wi	ylactery constantly swi my) must subtract 1 fro is not represented on th thin 12" of the Hellforg re is a '1' or a '2' then th	om their I ne tableto ged Land	.eadership p (i.e., in Raider	,
	a roll of	a 6 it es	xplodes a	and the	hellish e	nergies	at its co	re are ur	nleashed	before removing it fron l. Each unit within 6" s nds instead.			
	smoke l	auncher		the con	trolling	player's	next Sh	ooting p		n the Shooting phase, t y enemy units targeting			
FACTION KEYWORDS													
FAGTION KEY WUKUD	CIIAU	\sim , \sim	ARK O	F CHA	AOS>, F	IEKEI	IC AS	TARTE	S, <le< td=""><td>GION></td><td></td><td></td><td></td></le<>	GION>			

20 Power		R	AIC	DEF	RGI R AC	CHI		ES		DAMAGE Some of a Hellforge characteristics chan battle, as shown bel	ige as it su			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	о М	WS	BS	
Hellforged Achilles	*	*	*	8	8	19	4	9	2+ (4++)	10-19+	10"	5+	3+	
A Hellforged Achilles is a				d with	a soulbui	mer bor	nbard,			5-9	5"	4+	4+	
two twin multi-meltas an WEAPON	d an inferna	al hunge TYP			S	AP	D	ARII	ITIES	1-4	3"	3+	5+	
Infernal hunger	Melee	Me	-		User	-3	1	-						
Havoc launcher	48"		avy D6		5	0	1	_					12	
Twin multi-melta	24"		,		8	-4	D6	two	dice when					
Soulburner bombard	48"	24" Heavy 2 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. Each successful hit roll made with this weapon inflicts a mortal wound instead of the normal damage												
WARGEAR OPTIONS	• A He	ellforged	l Achille	s may	also be eo	quipped	with a l	avoc l	auncher or	one item from the Co	mbi-weap	ons list.		
TRANSPORT		the sp	ace of tw							RMINATOR and JUN CTION model takes				
ABILITIES	other th these di wounds	han thro ice that s by any	ough Over scores a other m	erwatch result neans in	h attacks,	roll a n ls one v e turn a	umber o yound or is this ab	of D6 e n the u ility is	qual to the nit with thi used.	ty has slain any model number of models it l is rule. This unit canno	nas slain. É	Each of		
	a roll of	a 6 it e	xplodes	and the	e hellish e	energies	at its co	re are		efore removing it from Each unit within 6" su ls instead.				
	smoke l	aunche	rs. Until	the co		player's	next Sh	ooting		the Shooting phase, th enemy units targeting				
FACTION KEYWORDS	CHAO	98, <m< td=""><td>ARK O</td><td>F CH</td><td>AOS>, I</td><td>HERET</td><td>TIC AS</td><td>ГART</td><td>TES, <leg< td=""><td>SION></td><td></td><td></td><td></td></leg<></td></m<>	ARK O	F CH	AOS>, I	HERET	TIC AS	ГART	TES, <leg< td=""><td>SION></td><td></td><td></td><td></td></leg<>	SION>				
KEYWORDS	VEHIC	TE TD	ANSDO	DT H	ELLEOD	CED I	ANDP	IDEI		RGED LAND RAID	ED ACIU	LIPC	100	

	HI	ELL	FO	RG	ED	PR	EDA	AT(OR	DAMAGE Some of a Hellforge characteristics chan			ge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel REMAINING W	ow: M	WS	
Hellforged Predator	*	*	*	6	7	11	4	8	3+	7-11+	12"	5+	3
A Hellforged Predator is a	a single mod	lel. It is	equipped	l with a	plasma	destroy	ver and			3-6	6"	4+	
an infernal hunger.	U									1-2	3"	3+	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES		-		_
Infernal hunger	Melee	Mel	ee		User	-3	1	-					_
Infernal flamestorm	8"	Hea	wy 2D6		5	-1	2	This	weapon	automatically hits its t	arget.		
cannon Magna-melta cannon	24"	Hea	ivy D3		10	-4	D6	If the rang	e target o e, roll ar	of an attack by this wea additional dice when iscard the lowest resul	apon is wit		
C-beam cannon	72"	Hea	wy 1		6	-3	D3	mod betw by +2 from weap at Str	el carryi een the 2 and th play as oon, thei rength 6	may not be fired on au ing it has moved. In ad bearer and the target, i e Damage by +D3. If a a casualty due to wour n the target unit suffers 5, AP 0, causing 1 Dam rigger further hits then	dition, for increase th model is 1 nds caused s 2D6 addi age. These	each 24" e Strength removed by this tional hits	
Plasma destroyer	36"	Hea	wy 2D3		7	-3	2	-					
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-					
Lascannon	48"	Hea	ivy 1		9	-3	D6	-					
Heavy flamer	8"	Hea	wy D6		5	-1	1	This	weapon	automatically hits its t	arget.		
Predator autocannon	48"	Hea	wy 2D3		7	-1	3	-					
Twin lascannon	48"	Hea	ivy 2		9	-3	D6	-					
Havoc launcher	48"	Hea	vy D6		5	0	1	-					
WARGEAR OPTIONS	- Ma - C-b - Info - Pre - Tw • A He	gna-me beam ca ernal fla dator au in lasca ellforged	lta canno nnon mestorm utocanno nnon l Predato	on 1 canno n r may a	n Ilso be eo	quippec	l with eit	her two	o heavy l		or two hea		
ARII ITIES					of any tu	rn in w	hich a m				ls in the E	ight phace	_
ABILITIES	 Magna-melta cannon C-beam cannon Infernal flamestorm cannon Predator autocannon Twin lascannon A Hellforged Predator may also be equipped with either two heavy bolters, two lascannon or two heavy flamers. A Hellforged Predator may also be equipped with a havoc launcher or one item from the <i>Combi-weapons</i> list. Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used. Hate-fuelled Rampage: A model with this ability can make D3 additional Attacks during the Fight phase if it successfully charged in the same turn. Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers D3 mortal												
ABILITIES	Machin other th these di wounds Hate-fu successf Contain a roll of wounds Smoke smoke l	a Malif aan thro ce that s by any helled R fully cha mment I a 6 it en s unless Launch aunche	ica: At th ugh Ove scores a to other mo ampage: arged in to Breach: I kplodes a it is a PS ers: Onc rs. Until	he end of rwatch result of eans in A mod he sam f this m nd the YKER, e per gathe con	attacks, f 5+ heal the same lel with t e turn. nodel is r hellish e in whicl ame, inst trolling	roll a n ls one w e turn a this abil reduced energies h case if tead of player's	umber o round on s this ab: lity can r to 0 wor at its co t suffers 1 shooting next Sho	nit with f D6 eq t the un ility is u nake D2 unds, ro re are u D6 mor g any we pooting p	this abi ual to th it with t ised. 3 additional additional a D6 l nleashed tal wour apons in	lity has slain any mode te number of models it his rule. This unit canr onal Attacks during the before removing it fror	has slain. not be heal Fight pha n the battl suffers D3 his model	Each of ed of use if it efield. On mortal can use its	
ABILITIES Faction keywords	Machin other th these di wounds Hate-fu success Contain a roll of wounds Smoke smoke l from all	a Malif aan thro ce that s by any nelled R fully cha nment l a 6 it es unless Launch aunche l hit roll	ica: At the ugh Ove scores a roother me ampage: arged in the Breach: I splodes a it is a PS ers: Once rs. Until the s for Sho	e end c rwatch result of eans in A mod he sam f this m nd the YKER , e per ga the con oting a	attacks, f 5+ heal the same lel with t e turn. nodel is r hellish e in which ame, inst trolling j ttacks m	roll a n ls one w e turn a this abil reduced nergies h case if tead of player's ade aga	umber o round on s this ab lity can r to 0 woo at its co t suffers l shooting next Sho inst this	nit with f D6 eq 1 the un ility is u nake D2 unds, ro re are u D6 mor 3 any we poting p unit.	this abi ual to th it with t sed. 3 additional additional all a D6 of nleashed tal wour apons in hase, ar	lity has slain any mode e number of models it his rule. This unit canr onal Attacks during the before removing it fror d. Each unit within 6" s nds instead. n the Shooting phase, t	has slain. not be heal Fight pha n the battl suffers D3 his model	Each of ed of use if it efield. On mortal can use its	

	H	ELI	JFO	RC	GED	SC	OR	PI	JS	DAMAGE Some of a Hellforge change as it suffers of			
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	м	WS	BS
Hellforged Scorpius	*	*	*	6	7	11	4	8	3+	7-11+	12"	5+	3+
A Hellforged Scorpius is a combi-bolter and an inferm			equippe	d with	a Scorpi	us mult	i-launch	er,		3-6	6" 3"	4+ 3+	4+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-2	3	5+	5+
Infernal hunger	Melee	Me	lee		User	-3	1	-					123
Scorpius multi-launcher	48"	He	avy 3D3		6	-2	2		weapon ot see.	may target enemy units	the beare	r	
Combi-bolter	24"	Rap	oid Fire 2	2	4	0	1	-					
Havoc launcher	48"	He	avy D6		5	0	1	-					26
WARGEAR OPTIONS	• A He	ellforged	l Scorpiu	is may	also be e	quippe	d with a	havoc la	auncher	or one item from the Co	mbi-weap	ons list.	12
ABILITIES	other th these di wounds Rocket Scorpiu	han thro ice that s by any Barrag as multi	ough Ove scores a other m e: On an -launche	erwatch result leans in ly turn r twice	h attacks, of 5+ hea n the sam in which e in the fo	roll a n ls one v e turn a the Sco blowing	oumber o wound o as this al orpius d s Shootin	of D6 eq n the un pility is u oes not n ng phase	ual to th hit with th used. move du e.	lity has slain any models e number of models it h his rule. This unit canno ring the Movement pha before removing it from	as slain. É ot be heale se, it may	each of ed of fire its	
	a roll of	f a 6 it e	xplodes a	and the	e hellish e	energies	at its co	ore are u	nleashed	l. Each unit within 6" sunds instead.			
	smoke	launche	rs. Until	the co		player's	next Sh	ooting		n the Shooting phase, th ay enemy units targeting			
FACTION KEYWORDS	CHAC)S, <m< td=""><td>ARK O</td><td>F CH</td><td>AOS>, I</td><td>HERET</td><td>TIC AS</td><td>TARTI</td><td>ES, <le< td=""><td>GION></td><td></td><td></td><td></td></le<></td></m<>	ARK O	F CH	AOS>, I	HERET	TIC AS	TARTI	ES, <le< td=""><td>GION></td><td></td><td></td><td></td></le<>	GION>			
KEYWORDS					D, HELI								

14 14	H	EL	LFC	OR	GEL) SI	CA	RA	N	DAMAGE Some of a Hellforge change as it suffers			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	BS	
Hellforged Sicaran	*	4+	*	6	7	14	*	8	3+	7-14+	14"	3+	
A Hellforged Sicaran is a a heavy bolter and an inf			equipped	l with t	win accel	erator a	autocani	ion,		3-6	10" 8"	4+ 5+	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-2	0	5+	
Infernal hunger	Melee	Me	lee		User	-3	1	-					
Twin accelerator autocannon	48"	Ass	ault 8		7	-1	2	hit ro addit	oll when tion, eve	with this weapon suffe targeting units with the ry wound roll of 6 made AP of that individual w	e FLY keyw e with this	vord. In weapon	
Heavy bolter	36"	He	avy 3		5	-1	1	-					
Lascannon	48"	He	avy 1		9	-3	D6	-					
Havoc launcher	48"	He	avy D6		5	0	1	-					
WARGEAR OPTIONS	• A He • A He	ellforge	d Sicaraı d Sicaraı	n may a n may a	llso be eq llso be eq	uipped uipped	with eit with a h	ner two avoc lau	heavy bo incher of	olters or two lascannon. r one item from the <i>Cor</i>	nbi-weapo	<i>ns</i> list.	
ABILITIES	other th these di wounds Contai a roll of	han thro ice that is by any nment f a 6 it e	ough Ov scores a other n Breach: xplodes	erwatc result neans in If this and th	h attacks, of 5+ hea n the sam model is : e hellish e	roll a n ls one v e turn a reduced	number of yound o as this at to 0 wo s at its co	of D6 eq n the un oility is u ounds, ro ore are u	ual to th hit with th used. oll a D6 h inleashed	lity has slain any model e number of models it l his rule. This unit canno before removing it from l. Each unit within 6" su nds instead.	has slain. E ot be heale the battle	each of d of field. On	
	Smoke smoke	Launch launche	ners: On rs. Until	ce per the co	game, ins	tead of player's	shootin next Sh	g any we ooting j	eapons ir	n the Shooting phase, th ay enemy units targeting	is model c g this unit	can use its subtract 1	
FACTION KEYWORDS	CHAC)S, <m< td=""><td>ARK C</td><td>OF CH</td><td>AOS>, I</td><td>HERE</td><td>FIC AS</td><td>TARTI</td><td>ES, <le< td=""><td>GION></td><td></td><td></td><td></td></le<></td></m<>	ARK C	OF CH	AOS>, I	HERE	FIC AS	TARTI	ES, <le< td=""><td>GION></td><td></td><td></td><td></td></le<>	GION>			
KEYWORDS	VEHI	CLE. F	FLLFO	RGE	D, HEL	FOR	GED SI	CARA	N				

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NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	о М	BS	A
Hellforged Sicaran Venator	*	4+	*	6	7	14	*	8	3+	7-14+	14"	3+	4
A Hellforged Sicaran Vena a heavy bolter and an infe			el. It is e	quipp	ed with a	Maligr	natas bea	m laser,	161	3-6 1-2	10" 8"	4+ 5+	3 2
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				199
Infernal hunger	Melee	Mele	e		User	-3	1	-					18
Malignatas beam laser	36"	Heav	vy 1		*	-5	2D6	norm the ta	al, instea rget mo	th this weapon does no ad roll 3D6 and compa del's Leadership charac eeds it then the target n	re the tota teristic, if	l rolled to the total	Contraction of the
Heavy bolter	36"	Heav	vy 3		5	-1	1	-					
Lascannon	48"	Heav	vy 1		9	-3	D6	-					12
Havoc launcher	48"	Heav	vy D6		5	0	1	-					
WARGEAR OPTIONS	• A He		Sicaran							heavy bolters or two las incher or one item fron			
ABILITIES	other the these di wounds Undyir remove	han throu ice that so s by any c ng Hatree	igh Ove cores a other m d: If, in sualty, i	erwatch result of eans in the pro t rolls a	h attacks, of 5+ hea n the sam eceding t an additio	roll a r ls one v e turn a urn, a H onal die	number c wound or as this ab Hellforged ce when r	of D6 eq n the un ility is u d Sicara making	ual to th it with tl ised. n Venato wound r	lity has slain any model e number of models it l his rule. This unit canno or has caused any enem rolls for its Malignatas b	nas slain. H ot be heale y model to	Each of ed of o be	
	a roll of	f a 6 it exp	plodes	and the	e hellish e	energie	s at its co	re are u	nleashed	before removing it from l. Each unit within 6" su nds instead.			Contraction of the
			s. Until	the co	ntrolling	player's	s next Sh	ooting p		n the Shooting phase, th y enemy units targeting			
		l hit rolls	for Sho	oting	attacks m	laue ag	ainst this	unit.					
FACTION KEYWORDS	from al	l hit rolls DS, <ma< b=""></ma<>							ES, <le< td=""><td>GION></td><td></td><td></td><td></td></le<>	GION>			

	H	EL	LFC ASS	OR GAU	GEL JLT) SF TA	PAR NK	TA	N	DAMAGE Some of a Hellforge change as it suffers			risti
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	WS	BS
Hellforged Spartan	*	*	*	8	8	20	4	9	2+	12-20+	10"	5+	3-
A Hellforged Spartan is	a single mode	el. It is e	quipped	l with a	twin hea	avy bolt	er, two q	uad lase	annon	6-11	5"	4+	4-
and an infernal hunger. WEAPNN	DANGE	туп	-		P	AD	n			1-5	3"	3+	5-
					S	AP	0	ABILI	1169				18
Infernal hunger	Melee	Mel			User	-3	1	-					-8
Twin heavy bolter	36" 48"		vy 6		5 9	-1 -3	1 D6	-					-8
Quad lascannon	48	неа	vy 4		9	-3	D6	- T£ 4h :		n an a a a a fully in fli ata a			1
Laser destroyer	36"	Hea	wy 1		12	-4	D6	addit dama	ional Do age is inc	n successfully inflicts of 6. On a result of a '3-5' creased to 2D6. On a r nage is increased to 3I	, the weap esult of a '	on's	
Twin heavy flamer	8"	Hea	vy 2D6		5	-1	1	This	weapon	automatically hits its t	target.		
Havoc launcher	48"	Hea	vy D6		5	0	1	-					
TRANSPORT Abilities	the space	e of two	o other n	nodels,	and each	CULT		RUCTIO	ON mod	AINATOR and JUMP F el takes up the space of	f three oth	er models).	_
		an thro	ugh Ove	erwatch	attacks,	roll a n	umber o	f D6 equ	al to th	ity has slain any mode e number of models it	has slain.	Each of	
	these die	an thro ce that s	ugh Ove scores a	erwatch result c	attacks,	roll a n ls one w	umber o ound or	f D6 equ the uni	ual to the		has slain.	Each of	
	these dia wounds In the B Hellforg player, is	an thro ce that s by any celly of ged Spar s slain.	ugh Ove scores a other m the Beas tan, roll The nun	erwatch result c leans in st: At th l a D6. 0 nber of	attacks, of 5+ heal the sam ne end of On the ro	roll a n ls one w e turn a f any Mo coll of a f	umber o ound or s this ab ovement l', one m l due to	f D6 equ the unitility is u phase in odel fro the effec	ual to the it with the sed. n which om a dise	e number of models it	has slain. not be heal embarks fr n by the co	Each of led of com a ontrolling	
	these did wounds In the B Hellforg player, is Spartan's Contain a roll of	an thro ce that s by any celly of s slain. ' s Machi a 6 it ex	ugh Ove scores a other m the Beas ttan, roll The nun ina Mali Breach: cplodes =	erwatch result of leans in st: At th l a D6. 0 hber of fica abi If this r and the	a attacks, of 5+ heal the sam he end of On the ro models r lity at the nodel is n hellish e	roll a n ls one w e turn a f any Mo oll of a f removed e end of reduced energies	umber o round or s this ab ovement l', one m l due to t the turr to 0 wor at its co	f D6 equ i the uni ility is u phase in odel fro the effec i. unds, ro re are un	ual to the it with the sed. In which Im a disects of this all a D6 be aleashed	e number of models it nis rule. This unit canr one or more units disc embarking unit, chose	has slain. not be heal embarks fr n by the co lain mode n the battl	Each of led of rom a ontrolling ls for the lefield. On	
	these did wounds In the B Hellforg player, is Spartan's Contain a roll of wounds Smoke I smoke la	an thro ce that s by any celly of s del Spar s slain. ' s Machi a 6 it ex unless Launch auncher	ugh Ova scores a other m the Beas tran, roll The nun ina Mali Breach: tplodes s it is a PS ers: Onc rs. Until	erwatch result c eans in st: At th a D6. 0 hber of fica abi If this r and the SYKER ce per g the cor	a attacks, of 5+ heal the sam- ne end of On the ro models r lity at the nodel is n hellish e , in whick game, ins	roll a n ls one w e turn a f any Mo bill of a " removec e end of reduced energies h case it tead of player's	umber o ound or s this ab ovement l', one m l due to the turr to 0 wor at its co s suffers : shooting next Sho	f D6 equ a the uni ility is u phase in odel fro the effect a. unds, ro re are un 2D3 mo g any we pooting p	al to the it with the sed. In which If a D6 be all a D6 be all a b6 be all a wouth apons in	e number of models it nis rule. This unit canr one or more units dise embarking unit, chose s rule are counted as s pefore removing it fror l. Each unit within 2D	has slain. not be heal embarks fr n by the co lain mode n the battl 6" suffers l his model	Each of led of rom a ontrolling ls for the lefield. On D6 mortal can use its	
	these dia wounds In the B Hellforg player, is Spartan's Contain a roll of wounds Smoke I smoke k from all Steel Be controlli	an thro ce that s by any elly of ed Spar s slain. ' s Machi ment I a 6 it ex unless Launch hauncher hit roll hemotl ing play	ugh Ova scores a other m the Bea: tan, roll The nun ina Mali Breach: ti is a PS ers: Onc s. Until s for Sho h: This r rer's turr	erwatch result of eans in st: At th a D6. 0 hber of fica abi If this r and the SYKER ce per g the cor pooting a model m h. It ma	a attacks, of 5+ heal the sam he end of On the ro models r hellish e , in which game, ins htrolling httacks m nay Fall I y fire its	roll a n ls one w e turn a f any Mc bll of a f removed e end of reduced energies h case if tead of f player's aade aga Back in weapon	umber o ound or s this ab ovement l', one m l due to t the turr to 0 wor at its co s suffers : shooting next Sho inst this the Mov s if enem	f D6 equ n the uni ility is u phase in odel fro the effect unds, ro re are un 2D3 mo ; any we potting p unit. ement p ny units	al to the it with the sed. In which it a main a dise its of this all a D6 be aleashed rtal wou apons in hase, an hase and are with	e number of models it nis rule. This unit canr one or more units disc embarking unit, chose s rule are counted as s pefore removing it fror l. Each unit within 2D unds instead. a the Shooting phase, t	has slain. not be heal embarks fr n by the co lain mode n the battl 6" suffers l his model ng this uni arge durin	Each of led of com a controlling ls for the lefield. On D6 mortal can use its t subtract 1 ng the	
FACTION KEYWORDS	these dia wounds In the B Hellforg player, is Spartan's Contain a roll of wounds Smoke I smoke la from all Steel Be controlli gains a b	an thro ce that s by any elly of ed Spar s slain. ' s Machi ment H a 6 it ex unless Launch hit roll: hemotl ing play ponus to	ugh Ova scores a other m the Bea: tan, roll The nun ina Mali Breach: ti is a PS ers: Ond rs. Until s for Sho h: This r rer's turr o its save	erwatch result of eans in st: At the la D6. of hober of fica abi If this r and the SYKER oce per g the cor pooting a nodel m h. It mate in cov	a attacks, of 5+ heal the sam he end of On the ro models r hellish e , in which game, ins htrolling httacks m nay Fall I y fire its	roll a n ls one w e turn a f any Mc bill of a f removec e end of reduced energies h case it tead of s player's nade aga Back in weapon ast half	umber o ound or s this ab ovement l', one m l due to t the turr to 0 wor at its co suffers : shooting next Sho inst this the Mov s if enen of the m	f D6 equ n the unii ility is u phase in odel fro the effect n. unds, ro re are un 2D3 mo g any we pooting p unit. ement p ny units odel is o	al to the it with the sed. In which it a disector its of this its	e number of models it nis rule. This unit canr one or more units disc embarking unit, chose s rule are counted as s before removing it fror l. Each unit within 2D unds instead. a the Shooting phase, t y enemy units targetin d still shoot and/or Ch in 1" of it. In addition d from the bearer.	has slain. not be heal embarks fr n by the co lain mode n the battl 6" suffers l his model ng this uni arge durin	Each of led of com a controlling ls for the lefield. On D6 mortal can use its t subtract 1 ng the	

	H				GED DN(DΕ Γ	2O	DAMAGE Some of a Hellforge characteristics chan	ge as it su		•
NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel REMAINING W	ow: M	WS	BS
Hellforged Deredeo	*	*	*	7	7	14	2	8	3+	10-14+	7"	4+	2+
A Hellforged Deredeo Dre	adnought i	is a sing	le mode	l. It is e	quipped	with a	butcher	cannon	array	5-9	5"	5+	3+
and a twin heavy bolter. WEAPON	RANGE	TYP			S	AP	D	ABILI	TICO	1-4	3"	6+	4-
Butcher cannon array	36"		vy 8		8	-1	2	If a u in th Lead	init has a e Shootin	ny models slain by any 19 phase, the unit subtra 17 the rest of the turn. T	acts 2 from	n its	
Ectoplasma battery	24"	Hea	vy 5		8	-3	3			made in a given phase i firing unit suffers one r			
Dual Malignatas saker	48"	Hea	vy 2		*	-5	D6	This roll 3 mod excee mod	weapon o BD6 and o el's Leade eds the Le el is wour	loes not roll to wound compare the total rolled rship characteristic, if eadership characteristic nded.	as normal d to the ta the total e c then the	l, instead rget quals or target	
Greater havoc launcher	48"	Hea	vy 3D3		6	-1	1	This bear		can target units that are	e not visib	le to the	
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					1
Twin heavy flamer	8"	Hea	vy 2D6		5	-1	1	This	weapon ł	nits its target automatic	ally.		
	- Ecte - Dua	oplasma al Malig	a battery matas sa	ker									
ABILITIES	 A Hellforged Deredeo may replace its twin heavy bolter with a twin heavy flamer. A Hellforged Deredeo may be equipped with one of the following: Greater havoc launcher A Hellforged Deredeo may replace its butcher cannon array with one of the following: Ectoplasma battery Dual Malignatas saker Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used. Hellfire Reactor: A unit with this ability has a 5+ invulnerable save against Shooting or Overwatch attacks and a 4+ invulnerable save against Melee attacks in the Fight phase. Hellfire Veil: If equipped with a Hellfire veil, all friendly units with the CHAOS and <legion> keywords within 6" of the Hellforged Deredeo Dreadnought gain a 5+ invulnerable save. This invulnerable save does not stack with</legion> 											Each of ed of cks and a ords within	
	 b of the Prehorged Deredeo Dreadhought gain a 5+ invulnerable save. This invulnerable save does not stack with or improve existing saves. Helical Targeting Array: At the beginning of any turn, the controlling player may declare that the helical targeting array is active. While the helical targeting array is active, the Hellforged Deredeo Dreadnought may not move, Advance or charge in any phase, but adds 1 to its hit rolls for targeting vehicles with the FLY keyword. The helical targeting array remains active from the start of the turn in which their use is declared until the beginning of the controlling player's next turn. The helical targeting array may be activated any number of times during a game, but not in consecutive turns. 												
	Helical targetin, move, A helical t of the co game, b	Targeti ag array Advance targeting ontrollin out not i	is active. or charg g array r ng playen n consec	. While ge in ar emains r's next cutive to	the heli ny phase, active fr turn. Th urns.	cal targe , but add rom the ne helica	eting arr ds 1 to it start of ll targetin	ay is act s hit rol the turr ng array	tive, the H ls for targ in which may be a	Tellforged Deredeo Dre geting vehicles with the n their use is declared u activated any number o	eadnough FLY keyv until the b of times d	t may not vord. The eginning uring a	
	Helical targetin move, A helical t of the co game, b Contair a roll of	Targeti g array Advance targeting ontrollin out not i nment I	is active. or charg g array r ng playen n consec Breach: 1 splodes a	. While ge in ar emains r's next cutive to If this r and the	e the heli ny phase active fi turn. Th urns. nodel is c hellish	cal targe , but add rom the ne helica reduced energies	eting arr ds 1 to it start of l targetin l to 0 wo s at its co	ay is act s hit rol the turr ng array unds, ro re are u	tive, the H ls for targ n in which may be a oll a D6 b nleashed	Tellforged Deredeo Dre geting vehicles with the n their use is declared u activated any number of efore removing it from . Each unit within 6" su	eadnough FLY keyv until the b of times du	t may not word. The eginning uring a efield. On	
FACTION KEYWORDS	Helical targetin, move, A helical t of the co game, b Contair a roll of wounds	Targeti ag array Advance targeting ontrollin out not i nment l a 6 it ex s unless	is active. or charg g array r ng player n consec Breach: I splodes a it is a PS	While ge in ar emains r's next cutive to If this r and the SYKER	e the heli ny phase, active fr turn. Th urns. nodel is hellish , in whic	cal targo , but add rom the ne helica reduced energies ch case i	eting arr ds 1 to it start of l targetin l to 0 wo s at its co t suffers	ay is act s hit rol the turr ng array unds, ro re are u D6 moi	tive, the H ls for targ n in which may be a oll a D6 b nleashed	Tellforged Deredeo Dre geting vehicles with the n their use is declared u activated any number of efore removing it from . Each unit within 6" su ds instead.	eadnough FLY keyv until the b of times du	t may not word. The eginning uring a efield. On	

NAME IV VIS BS S T W A Ld Sv Hellforged Rapier 4" 6+ 3+ 3 5 4 2 8 3+ Chaos Space Marine Crew 6" 3+ 3+ 4 4 1 1 8 3+ This unit contains one Hellforged Rapier and two Chaos Space Marine Crewmen (Power Rating +4), or two additional Hellforge Rapier and two Chaos Space Marine Crewmen (Power Rating +4), or two additional Hellforge Rapier and two Chaos Space Marine Crewmen (Power Rating +4), or two additional Hellforge Rapier and two Chaos Space Marine Crewmen (Power Rating +4), or two additional Hellforged Rapier and two Chaos Space Marine Crewmen (Power Rating +4), or two additional Hellforged Rapier and two Chaos Space Marine Crewmen (Power Rating +4), or two additional Hellforged Rapier Part (Power Rating +2). Laser destroyer 36" Heavy 1 12 -4 D6 Laser destroyer 36" Heavy 3 8 -3 3 If any thit roll made in a given phase results in a sco a '1', then the firing unit suffers one mortal wound. C-beam cannon 72" Heavy 1 6 -3 D3 If any thit roll made in a given phase results in a sco a '1', then the firing unit suffers one mortal wound. 4 9 1 - - D6	4	HE		FOI	RGE	ED I	RA	PIE	R B	BATTERY
Chaos Space Marine Crew 6' 3+ 4 4 1 1 8 3+ This unit contains one Hellforged Rapier and two Chaos Space Marine Crewmen. Each Hellforged Rapier is equipped with a quad heavy ba and ach Chaos Space Marine Crewman is armed with a bidguan and bolt pissiol. It can include up to one additional Hellforged Rapier and two Chaos Space Marine Crewmen (Power Rating +8). WIAPON RAINE YP S AP I ABUITES Laser destroyer 36" Heavy 1 12 -4 D6 If this weapon successfully inflicts damage, roll an additional Dec. On a result of a '5-5, the weapon's damage is increased to 3D6. Ectoplasma cannon 24" Heavy 1 12 -4 D6 C-beam cannon 72" Heavy 1 6 -3 3 If any hit roll made in a given phase results in a scot a '1, then the fring unit suffers on mortal wound. This weapon and suffers on mortal wound. This weapon, and the target unit in which model carrying it has moved. In addition, or each 2 between the bearer and the target, increase the Strue Str	NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Space Marine Crew 6' 3+ 4 4 1 1 8 3+ This unit contains one Hellforged Rapier and two Chaos Space Marine Crewmen. Each Hellforged Rapier is equipped with a quad heavy ba and bolt pissol. Item include up to one additional Hellforged Rapier and two Chaos Space Marine Crewmen. (Power Rating +4), or two additional Hellforged Rapier and two Chaos Space Marine Crewmen (Power Rating +8). WEAPON RANGE IVE 8 AP I ABILITES Iaser destroyer 36' Heavy 1 12 -4 Dof If this weapon successfully inflicts damage, roll an additional Doc. On a result of a '5-5, the weapon's damage is increased to 3D6. Ectoplasma cannon 24' Heavy 1 8 -3 3 If any bit roll made in a given phase results in a scor a '1, then the fring unit suffers one mortal wound. This weapon may not be fired on any turn in which model carrying it has moved. In additional test result of a '25', the weapon's damage is increased to 3D6. C-beam cannon 72'' Heavy 1 6 -3 D3 If any bit roll made in a given phase results in a scor a '1, then the fring unit suffers one mortal wound. This weapon a score by the any a casualty due to wounds caused by the '1 and the Damage the 2D3. (In a model is remover from phas a casualty due to wounds caused by the wapon, then the traget unit suffers 2D6 additional a strengt he, AP 0, cusing 1 Damage. These additing the stress one cannon '2'' Rapid Fire 1	Hellforged Rapier	4"	6+	3+	3	5	4	2	8	3+
This unit contains one Hellforged Rapier and two Chaos Space Marine Crewmen, Each Hellforged Rapier is equipped with a quad heavy be and each Chaos Space Marine Crewmen (Power Rating +8). Wideo Marine Crewmen (Power Rating +8). Wideow Rate YPE S AP A ABULTES Laser destroyer 36" Heavy 1 12 4 D6 If any hit of 0.0 a result of a '5.5', the weapon'. Ectoplasma cannon 24" Heavy 3 8 -3 3 If any hit of made in a given phase results in a scot a '1, then the fring unit suffers one mortal wound. C-beam cannon 24" Heavy 1 6 -3 D3 If any hit of made in a given phase results in a scot a '1, then the fring unit suffers one mortal wound. C-beam cannon 72" Heavy 1 6 -3 D3 If any hit of made in a given phase results in a scot a '1, then the fring unit suffers one mortal wound. C-beam cannon 72" Heavy 1 5 -1 1 - C-beam cannon 72" Heavy 12 5 -1 1 - C-beam cannon 72" Heavy 12 5 -1 1 - Bolt pistol 12" Pistol 1	U	6"	3+	3+	4	4	1	1	8	3+
Instrument Instrument <td>and each Chaos Space Mari It can include up to one add Rapier and four Chaos Spac</td> <td>ne Crewr itional H e Marine</td> <td>nan is an ellforgeo Crewm</td> <th>med wit l Rapier en (Pow</th> <td>th a bolt and two</td> <td>gun and Chaos</td> <td>l bolt pi Space I</td> <td>stol. Marine C</td> <td>Crewmei</td> <td>n (Power Rating +4), or two additional Hellforged</td>	and each Chaos Space Mari It can include up to one add Rapier and four Chaos Spac	ne Crewr itional H e Marine	nan is an ellforgeo Crewm	med wit l Rapier en (Pow	th a bolt and two	gun and Chaos	l bolt pi Space I	stol. Marine C	Crewmei	n (Power Rating +4), or two additional Hellforged
Laser destroyer 36" Heavy 1 12 -4 D6 additional D6. On a result of a '3-5', the weapon's damage is increased to 2D6. On a result of a '6', the weapon's damage is increased to 3D6. Ectoplasma cannon 24" Heavy 3 8 -3 3 If any htr off made in a given phase results in a soor a '1', then th firing unit suffers one mortal vound. This weapon may not be fired on any turn in which model carrying it has moved. In addition, for each 1 between the bearer and the target, increase the Stree by +2 and the Damage by +D3. If a model is remove from play as a casually due to wounds caused by thi weapon, then the target unit suffers 2D6 additional at Strength 6, AP 0, causing I Damage. These additis hits do not trigger further hits themselves. Quad heavy bolter 48" Heavy 12 5 -1 1 - Bolt pistol 12" Pistol 1 4 0 1 - Bolt pistol 12" Pistol 1 4 0 1 - Chaos Space Marine Crew: A Hellforged Rapier may replace its quad heavy bolter with any one of the following: - Laser destroyer - C-beam cannon - - C-beam Cannon - - - - - ABILITIES Chaos Space Marine Crew: A Hellforged Rapier rane of the out as s a single, independent. The Chaos Space Marine Crew: A Hellforged Rapier can only fire its ranged weapon if a friendly L	WEAPON	RANGE	TYP			S	AP			
Exclopaising calinoit 24 Fleavy 3 5 -5 5 a 'T, then the firing unit suffers one mortal wound. This weapon may not be fired on any turn in which model carrying it has moved. In addition, for each 1 C-beam cannon 72" Heavy 1 6 -3 D3 Quad heavy bolter 48" Heavy 12 5 -1 1 Boltgun 24" Rapid Fire 1 4 0 1 - Boltgun 24" Rapid Fire 1 4 0 1 - Bolt pistol 12" Pistol 1 4 0 1 - Bolt pistol 12" Pistol 1 4 0 1 - WARGEAR DPTIONS - Any Hellforged Rapier may replace its quad heavy bolter with any one of the following: - Laser destroyer - Ectoplasma cannon - C-beam cannon - ATUITIES Chaos Space Marine Crew: A Hellforged Rapier and each two-model group of Chaos Space Marine Cremman to pust of the space Marine Creman and pust it is shooting. - Artillery: A Hellforged Rapier and each two-model group of Chaos Space Marine Creman and endel that is shooting. - Artillery: A Hellforged Rapier are asin, it loses the Artillery ability and gains the Daenon Unleashed ability operates under the rules of that ability instead. Daemon Unleashed: A Hellforged Rapier are asin, it lose	Laser destroyer	36"	Hea	vy 1		12	-4	D6	addit dama	tional D6. On a result of a '3-5', the weapon's age is increased to 2D6. On a result of a '6', the
C-beam cannon 72" Heavy 1 6 -3 D3 D3 between the bearer and the target, increase the Streic by +2 and the Damage by +D3. If a model is remover from play as a casually due to wounds caused by the weapon, then the target unit suffices 2D6 additional at Strength 6, AP 0, causing 1 Damage. These additional transmoster additional at Strength 6, AP 0, causing 1 Damage. These additional transmoster additional at Strength 7. Bolt pistol 12" Pistol 1 4 0 1 - BullITIES Chaos Space Marine Crew: A Hellforged Rapier Battery, including its accompanying Chaos Space Marine Crewman onto defform the same unit is within 3". A si	Ectoplasma cannon	24"	Hea	vy 3		8	-3	3		
Boltgun 24" Rapid Fire 1 4 0 1 - Bolt pistol 12" Pistol 1 4 0 1 - WARGEAR OPTIONS - Any Hellforged Rapier may replace its quad heavy bolter with any one of the following: - Laser destroyer - Ectoplasma cannon - C-beam cannon - ABULITIES Chaos Space Marine Crew: A Hellforged Rapier Battery, including its accompanying Chaos Space Marine Cremust be deployed with each model within 3" of at least one other model from their unit. From that point on, or Hellforged Rapier and each two-model group of Chaos Space Marine Crewmen acts as a single, independent The Chaos Space Marine Crew may only be chosen as a target in the Shooting phase if they are the closest visi unit to the model that is shooting. Artillery: A Hellforged Rapier can only fire its ranged weapon if a friendly LEGION Chaos Space Marine Crewman model from the same unit is within 3". A single Chaos Space Marine Crewman cannot operate mul Hellforged Rapier in this way in a single turn. If all of the Chaos Space Marine Crewmen in the same unit within 6" of a Hellforged Rapier rae slain, it loses the Artillery ability and gains the Daemon Unleashed ability operates under the rules of that ability instead. Daemon Unleashed: A Hellforged Rapier nas this ability it must move as far as possible directly towards the neares visible enemy unit during the Movement phase (it does not have to Advance, but may dos oi fi the controlling player wishes), it may fire normally in the Shooting phase, even if no friendly Chaos Space Marine Crewmen in within 6" and must declare a Charge in the Charge phase if there are any enemy units within 12" at the beginn o	C-beam cannon	72"	Hea	vy 1		6	-3	D3	mode betwo by +2 from weap at Str	el carrying it has moved. In addition, for each 24" een the bearer and the target, increase the Strength 2 and the Damage by +D3. If a model is removed play as a casualty due to wounds caused by this on, then the target unit suffers 2D6 additional hits rength 6, AP 0, causing 1 Damage. These additional
Bolt pistol 12" Pistol 1 4 0 1 - WARGEAR DPTIONS • Any Hellforged Rapier may replace its quad heavy bolter with any one of the following:	Quad heavy bolter	48"	Hea	vy 12		5	-1	1	-	00
Bolt pistol 12" Pistol 1 4 0 1 - WAREEAR DPTIONS • Any Hellforged Rapier may replace its quad heavy bolter with any one of the following:	Boltgun	24"	Rap	id Fire 1		4	0	1	-	
WARGEAR OPTIONS • Any Hellforged Rapier may replace its quad heavy bolter with any one of the following: - Laser destroyer		12"	-			4	0	1	-	
ABILITIES Chaos Space Marine Crew: A Hellforged Rapier Battery, including its accompanying Chaos Space Marine Cr must be deployed with each model within 3" of at least one other model from their unit. From that point on, e Hellforged Rapier and each two-model group of Chaos Space Marine Crewmen acts as a single, independent The Chaos Space Marine Crew may only be chosen as a target in the Shooting phase if they are the closest visi unit to the model that is shooting. Artillery: A Hellforged Rapier can only fire its ranged weapon if a friendly LEGION Chaos Space Marine Crewman model from the same unit is within 3". A single Chaos Space Marine Crewmen from the same unit within 6" of a Hellforged Rapier are slain, it loses the Artillery ability and gains the Daemon Unleashed ability operates under the rules of that ability instead. Daemon Unleashed: A Hellforged Rapier pains this ability if all Chaos Space Marine Crewmen in the same u are slain. While a Hellforged Rapier has this ability, it must move as far as possible directly towards the neares visible enemy unit during the Movement phase (it does not have to Advance, but may do so if the controlling player wishes), it may fire normally in the Shooting phase, even if no friendly Chaos Space Marine Crewmen is within 6" and must declare a Charge in the Charge phase if there are any enemy units within 12" at the beginn of that phase. Machina Malifica (Hellforged Rapier only): At the end of any turn in which a unit with this ability has slain models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. Th unit cannot be healed of wounds by any other means in the same turn as this ability is used. <td></td> <td>- Las - Ect</td> <td>ser destr oplasma</td> <th>oyer a cannor</th> <td></td> <td>eplace i</td> <td>ts quad</td> <td>heavy be</td> <td>olter wit</td> <td>h any one of the following:</td>		- Las - Ect	ser destr oplasma	oyer a cannor		eplace i	ts quad	heavy be	olter wit	h any one of the following:
models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. Th unit cannot be healed of wounds by any other means in the same turn as this ability is used. FACTION KEYWORDS CHAOS, <mark chaos="" of="">, HERETIC ASTARTES, <legion></legion></mark>	ABILITIES	must be Hellfor; The Ch unit to Artille: Crewm Hellfor; within o operate Daemo are slain visible o player v within o of that j	e deploye ged Rapig aos Spac the mod ry: A He an mode ged Rapig 5" of a H s under n Unlea n. While enemy u vishes), 5" and n phase. na Malif	ed with d er and e e Marin el that is illforged el from t iers in th ellforged the rules shed: A a Hellfo nit durin it may fi nust decl ica (Hel	each mo ach two e Crew i s shootir Rapier o he same tis way in d Rapier s of that Hellforged Ra ng the M re norm are a Ch	del with -model may onl g. can only unit is n a sing are slai ability i ged Rap pier has lovemen ally in t arge in	hin 3" of group of y be chi- v fire its within 1 le turn. n, it los nstead. ier gain s this ab at phase he Shoo the Cha- only): 4	f at least of Chaos osen as a "ranged o 3". A sin If all of t es the A: s this ab ility, it n c (it does oting pha arge pha:	one othe Space M a target i weapon gle Chao the Chao rtillery a ility if al nust moves not hav ase, even se if then d of any	er model from their unit. From that point on, each Marine Crewmen acts as a single, independent unit in the Shooting phase if they are the closest visible if a friendly LEGION Chaos Space Marine os Space Marine Crewman cannot operate multiple os Space Marine Crewmen from the same unit ability and gains the Daemon Unleashed ability, and Il Chaos Space Marine Crewmen in the same unit ve as far as possible directly towards the nearest ve to Advance, but may do so if the controlling n if no friendly Chaos Space Marine Crewmen are re are any enemy units within 12" at the beginning v turn in which a unit with this ability has slain any
VP/NUDRRA		models unit car	it has sl nnot be l	ain. Éacl	h of thes f wound	e dice ti s by any	hat scor	es a resu means ir	ilt of 5+ the san	heals one wound on the unit with this rule. This ne turn as this ability is used.
KLYWUKUS (HELLFORGED RAPIER): VEHICLE, ARTILLERY, HELLFORGED, HELLFORGED RAPIER BATTERY										
	KEYWORDS	(HELL)	FORGE	D RAPI	ER): VE	HICLE	, ARTI	LLERY,	HELLF	ORGED, HELLFORGED RAPIER BATTERY

16 Power		I	DRE	AI)N()U(ΓH. Γ		DAMAGE Some of a Hellforge characteristics chan battle, as shown bel	ge as it su		ige ii			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M.	WS	BS			
Hellforged Leviathan	*	*	*	8	8	14	4	8	2+	8-14+	8"	2+	2+			
A Hellforged Leviathan D				lel. It is	equippe	ed with t	wo hellf	orged		4-7	5"	3+	3-			
siege claws, two meltagun						40			100	1-3	3"	4+	4-			
WEAPON	RANGE	TYP	-		S	AP	0	ABILIT	169							
Hellforged siege claw	Melee	Me			x2	-3 -4	3	-					-13			
Hellforged siege drill	Melee 8"	Me			x2	-	-	-		h 4h :	. 41 II I. 14		1			
Hellflamer	8	Hea	avy D6		5	-1	2			by this weapon automa			- 8			
Butcher cannon array	36"	Hea	avy 8		8	-1	2	in the Leade	Shootin	ny models slain by any ng phase, the unit subtr r the rest of the turn. T	acts 2 from	n its				
Soulburner ribaudkin	18"	Hea	avy 2D3		-	0	1			ful hit roll made with this weapon inflicts a d instead of the normal damage. nodel has any of the MONSTER .						
Grav-flux bombard	18"	Hea	avy D3		9	-5	2	VEH of dat mode	ICLE or nage suf els in the	l instead of the normal damage. nodel has any of the MONSTER , TITANIC keywords then the amount fered becomes 5 per hit. For every five target unit, add D3 to the number of by this weapon.						
Meltagun	12"	Ass	ault 1		8	-4	D6	two d		within half range of th n inflicting damage with						
WARGEAR OPTIONS Abilities	A He and n - But - Sou - Gra Machin	llforgec neltagu cher ca llburne w-flux l a Mali f	l Leviath n must l nnon ar r ribaud bombarc fica: At t	an may be exch ray kin l he end	y replace anged fo	one sie or a sing urn in w	ge claw a le other hich a u	and one option).	meltagui this abil	ge drills. n with one of the follow ity has slain any model e number of models it l	s in the Fi	ght phase				
	these die	ce that	scores a	result o	of 5+ hea	als one v	wound or		it with th	nis rule. This unit canno						
	Hellfire 4+ invul								save aga	inst Shooting or Overv	vatch atta	cks and a	1			
	a roll of	a 6 it e	xplodes	and the	e hellish	energies	at its co	re are ui	nleashed	before removing it from . Each unit within 6" su ads instead.						
	Dark Fu	ury: If t	his mod	el is eq	uipped v	with two	melee v	veapons,	it gains	+1 attack.						
FACTION KEYWORDS	CHAO	S, <m< td=""><td>ARK O</td><td>FCH</td><td>AOS>,</td><td>HERE</td><td>FIC AS</td><td>TARTE</td><td>S, <leo< td=""><td>GION></td><td></td><td></td><td>_</td></leo<></td></m<>	ARK O	FCH	AOS>,	HERE	FIC AS	TARTE	S, <leo< td=""><td>GION></td><td></td><td></td><td>_</td></leo<>	GION>			_			

			AD(CLA	FO AW	DR	OP			DAMAGE Some of a Hellforge characteristics chan battle, as shown belo	ge as it sı	
NAME	М	WS	BS	S	I	W	A	Ld	Sv	REMAINING W	S	A
Hellforged Dreadclaw	15"	4+	5+	*	7	10	*	8	3+	8-10+	7	4
A Hellforged Dreadclaw is	-			ped wit						4-7	5	3
WEAPON	RANGE	TYP	-		S	AP	D	ABILI	TIES	1-3	3	D3
Blade struts	Melee	Mel	lee		User	-2	2	-				
Thermal jets	6"	Pist	ol D6		6	-1	1	on ea with	ach unit in range	this weapon automatica c, friendly or enemy, wit e. The weapon can only will be affected than fri	h at least be used it	one model f more
WARGEAR OPTIONS	• None	e.				1				and the short for the		
TRANSPORT	TERMI	NATO	R model	takes t	he space	of two o	ther m	odels, or	it can b	IFANTRY models. Each be used to transport a si no other models.		
ABILITIES	other the these di wounds Contain a roll of	an thro ce that s by any ment l a 6 it ex	ough Over scores a other m Breach: xplodes	erwatch result c leans in If this r and the	n attacks, of 5+ hea n the sam nodel is e hellish o	roll a nu ls one w e turn a reduced energies	umber o ound o s this at to 0 wc at its co	of D6 eq n the un oility is u ounds, ro	ual to th it with t ised. oll a D6 nleashee	ility has slain any model ne number of models it his rule. This unit cann before removing it from d. Each unit within 6" su	has slain. ot be hea n the battl	Each of led of efield. On
	Drop P units en	od Assa nbarked of any o	ult: Ins l within of your l	tead of it, in or Movem	deployin rbit, read ent phas	g this m y for a I es. Whe	odel wi Prop Po n it doe	th the re d Assaul s so, set	est of yo lt. If you it up an	nds instead. ur army, you can set it u 1 do so, it can make a D: ywhere on the battlefiel liately disembark, but tl	rop Pod A d that is r	Assault at nore than
	9" from									ause there is not enough		
FACTION KEYWORDS	9" from within 9	of any	y enemy	model	s. Any m	odels th	at cann	ot be set	up beca			

15 Source	HE		FOI ASS	RG] AU	ED I JLT	CL	ARY AW			DAMAGE Some of a Hellforge characteristics chan battle, as shown belo	ge as it su	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	S S	A
Hellforged Kharybdis	15"	4+	4+	*	8	16	*	8	3+	10-16+	9	8
A Hellforged Kharybdis is a melta cutters and five Khary				oed wit	th blade st	truts, a	thermal	jet array	;	5-9	7	6
WEAPON	RANGE				S	AP	D	ABILIT	TES	1-4	5	D6
Blade struts	Melee	Me	ee		User	-2	2	-				
Melta cutters	RANGE TYPE S AP D ABILITIES											
Thermal jet array	6"	Pist	ol D6		8	-1	D3	on ea withi	ch unit n range	this weapon automatica, friendly or enemy, wit The weapon can only will be affected than fri	h at least be used if	one model more
Kharybdis storm launchers	24"	Hea	ivy 3		6	-1	1	-				
WARGEAR OPTIONS	• None	2.	and h	1200			1999					
TRANSPORT	TERMI	NATOR	model t	akes th	ne space o	f two o	ther mod	lels, or i	t can be	WTRY models. Each JUN e used to transport a sir or CHAOS HELLBRUTT	gle HELL	FORGED
ABILITIES	other the these di wounds Contain a roll of	an thro ce that by any ment l	ugh Ove scores a other m Breach: I xplodes a	erwatch result o eans in If this 1 and the	n attacks, of 5+ heal n the same model is r e hellish e	roll a n s one w e turn a educed nergies	umber of yound on as this abi to 0 wou at its con	f D6 equ the uni ility is us unds, rol re are ur	al to th t with t sed. ll a D6 l aleasheo	lity has slain any mode te number of models it his rule. This unit cann before removing it fron d. Each unit within 6" s nds instead.	has slain. ot be heal n the battl	Each of ed of efield. On
	units en the end 9" from within 9	of any of any end of any end of any	l within of your M emy moo y enemy	it, in on Aovem lels. An model	rbit, ready ent phase ny models s. Any mo	for a l s. Whe embar odels th	Drop Pod n it does rked insid at canno	l Assault so, set i de must t be set	t. If you t up any immed up beca	ur army, you can set it u a do so, it can make a D ywhere on the battlefiel liately disembark, but tl uuse there is not enougl	rop Pod A d that is n ney canno	assault at nore than at be set up
	OTTAO	16. 04	A DIZ O	ECII	AOC. I	IED E7	TTC ACT	ADTT		CION		
FACTION KEYWORDS KEYWORDS	CHAC	95, <m< td=""><td>ARKO</td><td>гсп</td><td>AUS>, F</td><td>IEKEI</td><td>IC ASI</td><td>ARIE</td><td>S, <le< td=""><td>GION></td><td></td><td></td></le<></td></m<>	ARKO	гсп	AUS>, F	IEKEI	IC ASI	ARIE	S, <le< td=""><td>GION></td><td></td><td></td></le<>	GION>		

23	HI		LFO EAV		ED DES		ERB OY	ERU ER	JS	DAMAGE Some of a Hellforge change as it suffers of				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	WS	BS	
Hellforged Cerberus	*	*	*	8	9	22	6	9	2+	17-22+	10"	5+	2+	
A Hellforged Cerberus is a	single mo	del. It is	equippe	ed with	a Malig	natas be	eam cann	on and		6-16	5"	4+	3+	
an infernal hunger. WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES	1-5	3"	3+	4+	
Infernal hunger	Melee	Mel	ee		User	-3	1	-						
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-					33	
Lascannon	48"	Hea	wy 1		9	-3	D6	-						
Malignatas beam cannon	72"	B" Heavy 1 9 -3 D6 - D" Heavy 4 * -6 4+D6 This weapon does not roll to wound as normal, instead roll 3D6 and compare the total rolled to the target model's Ld characteristic, if the total equals or exceeds the Ld characteristic then the target model is wounded.												
Havoc launcher	48"	Hea	vy D6		5	0	1	-						
ABILITIES	Machim other th these di wounds Eternal casualty the low Contain a roll of	a Malif aan thro ce that s by any Hatred t, the pla est dice nment I a 6 it ex	ica: At t ugh Ove scores a other m : If, in th yer rolls before c Breach: cplodes :	he end erwatch result c eans in he prec s an ado alculati If this r and the	of any tu a attacks, of 5+ hea the sam eding tu ditional c ing the re nodel is hellish e	rrn in w roll a r ls one v e turn a rn, a He lice wh esult of reducec energies	which a un number o vound on as this abi ellforged o en makin the roll. I to 0 wou s at its con	nit with f D6 equ the uni ility is us Cerberu g wound g wound unds, rol re are ur	this abi ial to th t with t sed. s has ca d rolls f ll a D6 ileashed	lity has slain any mode the number of models it this rule. This unit cann aused any enemy mode for its Malignatas beam before removing it from d. Each unit within 2D6 unds instead.	ls in the F has slain. ot be hea l to be rer cannon a n the battl	right phase Each of led of noved as a and discard lefield. On	s	
	Smoke smoke l from all Steel Be controll cannon	Launche aunchen hit roll chemot ing play which 1	ers: One rs. Until s for Sho h: This n rer's turn nust tar	ce per g the con ooting a nodel m . It ma get oth	game, ins ntrolling attacks m nay Fall 1 y fire its	tead of player's nade aga Back in weapor . In add	shooting next Sho ainst this the Move	any wea boting pl unit. ement p ny units	apons in hase, ar hase an are with	n the Shooting phase, the ny enemy units targetin ad still shoot and/or Ch hin 1" of it (except for it nins a bonus to its save i	g this uni arge durin ts Maligna	t subtract 1 ng the atas beam		
FACTION KEYWORDS	CHAC	S, <m.< td=""><td>ARK O</td><td>F CH</td><td>AOS>, I</td><td>HERE</td><td>FIC AST</td><td>TARTE</td><td>S, <le< td=""><td>GION></td><td></td><td>1.19</td><td></td></le<></td></m.<>	ARK O	F CH	AOS>, I	HERE	FIC AST	TARTE	S, <le< td=""><td>GION></td><td></td><td>1.19</td><td></td></le<>	GION>		1.19		

25 two	H				GEI SIE(GE '			N	DAMAGE Some of a Hellforge change as it suffers shown below:			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	м	WS	BS
Hellforged Typhon	*	*	*	8	9	22	7	9	2+	17-22+	10"	5+	2+
A Hellforged Typhon is a an infernal hunger.	a single mod	el. It is e	quipped	l with	a dreadha	ammer	siege cai	nnon and	1	6-16	5" 3"	4+	3+
WEAPON	RANGE	TYPE	E		S	AP	D	ABILIT	TES	1-5	3	3+	4+
Infernal hunger	Melee	Mel	ee		User	-3	1	-					122
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					1237
Lascannon	48"	Hea	vy 1		9	-3	D6	-					1983
Dreadhammer siege cannon	24"	Hea	vy 2D6		10	-5	3	then	the range	does not move in the N e of this weapon is incr e current turn.			
Havoc launcher	48"	Hea	vy D6		5	0	1	-					
WARGEAR OPTIONS					take eithe also be eq					nnon. one item from the Co	mbi-weap	o <i>ns</i> list.	
ABILITIES	other th these di	han throu ice that s	ugh Ove scores a	erwatc result	h attacks,	roll a r ls one v	umber o vound o	of D6 eq n the un	ual to the it with th	ity has slain any model e number of models it h iis rule. This unit canno	has slain. I	Each of	
	a roll of	a 6 it ex	plodes	and th	e hellish e	energies	s at its co	re are u	nleashed.	efore removing it from . Each unit within 2D6 nds instead.			
	smoke l	auncher	s. Until	the co		player's	next Sh	ooting p		the Shooting phase, th y enemy units targeting			
	controll siege ca	ling play nnon wl	er's turr hich mu	n. It ma st targ	ay fire its	weapor inits). I	ns if ener n additio	ny units	are withi	d still shoot and/or Cha in 1" of it (except for its ly gains a bonus to its s	s dreadhai	nmer	
FACTION KEYWORDS	CHAC	DS , < M	ARK O	F CH	AOS>, I	HERE	FIC AS	TARTE	ES, <lec< td=""><td>GION></td><td></td><td></td><td></td></lec<>	GION>			
KEYWORDS	TTTAN	ILO M	THOI	E HE	ILFOR	CED	TELLE	ODOD	-	ION HEAVY SIEG			-

35	HE		FOF	(G	ED	FEI	LB	LA	DE	DAMAGE Some of a Hellforge characteristics chan	ige as it su		nge
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel REMAINING W	ow: M	WS	E
Hellforged Fellblade	*	*	*	9	9	26	8	9	2+	14-26+	10"	5+	
A Hellforged Fellblade is	a single mo	del. It is	equippe	d with	a twin h	eavy bo	ter, den	nolisher	cannon,		7"	4+	4
two quad lascannon, a fe				id an e		U				1-6	4"	3+	ţ
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				_
Eternal hunger	Melee	Mel	lee		User	-3	D3	-					_
Twin heavy bolter	36"	Hea	avy 6		5	-1	1	-					
Quad lascannon	48"	Hea	avy 4		9	-3	D6	-					_
Laser destroyer	36"	Hea	avy 1		12	-4	D6	addi dam	tional Do age is ind	n successfully inflicts of 6. On a result of a '3-5' creased to 2D6. On a r nage is increased to 3D	, the weap esult of a '	on's	
Demolisher cannon	24"	Hea	wy D3		10	-3	D6			ing units with five or r Type to Heavy D6.	nore mod	els, change	
Fellblade accelerator cannon	When f	iring thi	is weapoi	1, selec	t one of	the two	profiles	below:					
- HE shells	100"	Hea	avy 2D6		8	-3	1	dice		ing units with five or r decide the number of			
- AE shells	100"	Hea	avy 2		14	-4	6	-					
Twin heavy flamer	8"	Hea	wy 2D6		5	-1	1	This	weapon	hits its target automat	ically.		
Havoc launcher	48"	Hea	vy D6		5	0	1	-		-			
WARGEAR OPTIONS	• A He	ellforged		e may	replace i	ts twin	neavy bo	olter wit	h a twin	stroyers. heavy flamer. or one item from the 0	Combi-wea	<i>apons</i> list.	
ABILITIES	other th these di wounds Contai n	an thro ce that s by any nment l	ough Ove scores a r other me Breach: I	rwatch esult o eans in f this n	attacks, of 5+ heat the sam nodel is i	roll a n ls one w e turn a reduced	umber o ound or s this ab to 0 wo	of D6 eq n the un oility is u ounds, ro	ual to th it with th used. oll a D6 b	lity has slain any mode e number of models it his rule. This unit canr pefore removing it fror and each unit within 2	has slain. not be heal n the battl	Each of led of lefield. On a	a
	wounds Smoke	unless Launch	it is a PS ers: Onc	YKER e per g	in which ame, ins	n case it	suffers 2 shooting	2D3 mo g any we	rtal wou eapons ir	nds instead. 1 the Shooting phase, t	his model	can use its	
			rs. Until 1 s for Sho						onase, an	y enemy units targetin	ig this uni	t subtract 1	
	controll quad la	ling play scannor	ver's turn 1, laser de	It ma stroye	y fire its rs, havoo	weapon c launch	s if ener ers or w	ny units reapons	are with from the	d still shoot and/or cha nin 1" of it (but only its c <i>Combi-weapons</i> list c this model only gains	twin heav an target u	vy bolters, units that	
	cover if	at least	half of th	e mod	lel is obs	cured fr	om the	firer.					
FACTION KEYWORDS									ES, <le< td=""><td>GION></td><td></td><td></td><td>_</td></le<>	GION>			_

38 Power	HI	ELL	FO	RG	ED	FA	LC	HIC	DN	DAMAGE Some of a Hellforge change as it suffers shown below:			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	BS
Hellforged Falchion	*	*	*	9	9	26	8	9	2+	14-26+	10"	5+	3+
A Hellforged Falchion is a				d with	a twin h	eavy bo	lter, two	quad la	scannon,	7-13	7"	4+	4+
a twin volcano cannon an WEAPDN	d an eterna RANGE	l hunge TYP			S	AP	П	ABILIT	TIES	1-6	4"	3+	5+
Eternal hunger	Melee	Me	lee		User	-3	 D3	_					12
Twin heavy bolter	36"	Hea	avy 6		5	-1	1	-					12
Quad lascannon	48"	Hea	avy 4		9	-3	D6	-					13
Laser destroyer	36"	Hea	avy 1		12	-4	D6	addit dama	ional D6. age is incr	successfully inflicts da On a result of a '3-5', t eased to 2D6. On a res ge is increased to 3D6	the weapor sult of a '6	n's	
Twin volcano cannon	120"	Hea	avy 2D6		16	-5	2D6			failed wound rolls wh s with this weapon.	nen targeti	ng	
Twin heavy flamer	8"	Hea	avy 2D6		5	-1	1	This	weapon h	its its target automatic	ally.		- 83
Havoc launcher	48"	Hea	avy D6		5	0	1	-					_ 33
WARGEAR OPTIONS	• A He	ellforged	l Falchio	n may	replace i	ts twin	heavy bo	lter wit		royers. leavy flamer. r one item from the Co	ombi-weat	oons list.	
ABILITIES	other th these di	an thro ce that	ough Ove scores a	erwatch result o	n attacks,	, roll a 1 ls one v	number of vound of	f D6 eq 1 the un	ual to the it with thi	ty has slain any model number of models it l is rule. This unit canno	nas slain. I	Each of	
	On a ro	ll of a 6	it explo	des and	the hell	ish ene	rgies at it	s core a	re unleash				
	On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each model within 2D6" suffers D6 mortal wounds unless it is a PSYKER , in which case it suffers 2D3 mortal wounds instead. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.												
	from all hit rolls for Shooting attacks made against this unit. Steel Behemoth: This model may Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It may fire its weapons if enemy units are within 1" of it (but only its twin heavy bolters, quad lascannon, laser destroyers, havoc launchers or weapons from the <i>Combi-weapons list</i> can target units that are within 1" of it – its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.												
FACTION KEYWORDS	CHAC	9S, <m< td=""><td>ARK O</td><td>F CH</td><td>AOS>, I</td><td>HERE</td><td>FIC AS</td><td>FARTH</td><td>ES, <leg< td=""><td>SION></td><td></td><td></td><td></td></leg<></td></m<>	ARK O	F CH	AOS>, I	HERE	FIC AS	FARTH	ES, <leg< td=""><td>SION></td><td></td><td></td><td></td></leg<>	SION>			
KEYWORDS	TITAN	JIC. V	EHICL	E. HE	LLFOR	GED.	HELLE	ORGE	DEALC	HION			1

	HE	LL	FOF	RGI	E D I	MA	ST(DDO	ON	DAMAGE Some of a Hellfor change as it suffe				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	WS	BS	Void Skiel
Hellforged Mastodon	*	*	*	9	9	30	8	9	2+	16-30+	10"	5+	3+	5+
A Hellforged Mastodon is						lflamers	s, two la	scannon	,	8-15	7"	4+	4+	6+
one skyreaper battery, a s				nal hun		40		A 111 17	100	1-7	4"	3+	5+	7+
WEAPON		ТҮР			S	AP		ABILIT	Ita					Sector of
Eternal hunger	Melee	Me			User	-3	D3	-						100
Lascannon Hellflamer	48" 8"		avy 1		9 5	-3 -1	D6 2	-	le mad	a bu this waanan aw	tomatic	allır hi	t.	
Skyreaper battery	48"		avy D6 avy 8		7	-1	5	Add I target for th	l to all l ts that c is weap	e by this weapon au nit rolls made for the an FLY . Subtract 1 i on against all other	is weap from th targets	on aga e hit ro	inst olls ma	ıde
Siege melta array	12"	Hea	avy 4D3		9	-4	D6	two d		s within half range o en inflicting damage				the
WARGEAR OPTIONS	• None	e.								1221001226				
	wounds Contai a roll of wounds In the I a Hellfo	s by any nment l f a 6 it e: s unless Belly of orged M	other m Breach: 1 xplodes a it is a PS the Beas astodon,	eans in If this n and the SYKER, st: At th roll a I	the same nodel is r hellish e in which he end of D6. On th	e turn as reduced nergies h case it any Mc ne roll o	s this ab to 0 wo at its co suffers ovement f a '1', or	ility is us unds, rol re are ur 2D3 moi phase in ne mode	sed. Il a D6 l Ileashec rtal wou I which I from a	his rule. This unit ca before removing it fi l. Each unit within 2 unds instead. one or more units c disembarking unit	rom the 2D6" su lisemba , chose	e battle ffers D arks fro a by th	field. ()6 mor om e	1000000
	models Smoke smoke	for the Launch launche	Machina ners: Ono	n Malifi ce per g the con	ca ability ame, inst trolling j	at the e tead of s player's	end of th shooting next Sho	e turn. any wea ooting pl	apons ir	effects of this rule ar in the Shooting phase by enemy units targe	e, this r	nodel o	can use	
					ittacito ini			umit.						1000
	barriers impact kind of against unaffec In this	s of forc of high saving any for ted by t case how	e project -energy a throw wl m of atta he AP of wever, ro	ed out a attacks a nich the ck exce an atta ll one d	astodon i at a dista and miss controll pt from y ck, but u	s protec nce fror iles agai ling play weapon nlike in ach mor	tted by s n their l inst ther ver can c s with th vulneral tal wou	pecialise nulls in la n. In gan opt to use ne Melee ble saves nd that h	ayers an ne term e instea type. L they m	shield generators, ne ad designed to defle s, void shields are re d of their normal sa ike invulnerable sav ay also be used to n i inflicted on the He	ct and a epresen ve or ir res, voic egate n	absorb ted by avulner l shield nortal	the a unic rable s l saves wound	ave are s.
FACTION KEYWORDS	barriers impact kind of against unaffec In this the mos Steel B control lascann only ga	s of forc of high- saving + saving + ted by t case how rtal wou ehemot ling play on can ins a bo	e project energy a throw wl m of atta he AP of vever, ro und being h: This n ver's turn target un nus to its	ed out a attacks a nich the ck exce an atta ll one d g ignore nodel m a. It may its that s save in	istodon i at a dista and miss e controll pt from v ck, but u ice for ease d if the s hay Fall E y fire its v are with a cover if	s protec nce fror iles agai ling play weapon nlike in ach mor save roll Back in t weapons in 1" of F at least	ted by s n their l inst ther ver can c s with th vulneral tal wou: is passe the Mov s if enen it – its c half of t	pecialise nulls in la n. In gam opt to use the Melee ble saves nd that h d. ement p ny units a ther gur the mode	ayers an ne term e instea type. L they m nas been hase an are with as must el is obs	id designed to defle s, void shields are re d of their normal sa ike invulnerable sav ay also be used to n	ct and a epresen ve or ir es, voic egate n ellforged charge its hell In addi	ibsorb ted by ivulner l shield nortal d Mast during flamer	the a unic rable si l saves wound odon, the s and	ave are s. with



A Sowet		CH	[AC)S I	HEI	L B	BLA	DE	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Hell Blade	18"-60"	6+	3+	6	6	8	2	8	3+ (5++)
A Hell Blade is a single	model. It is ea	quipped	l with tw	vo Helst	torm car	nnon.	6.80	a la des	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Helstorm cannon	36"	Hea	wy 2		6	-2	3	the t	a time you roll a wound roll of 6+ for this weapon, arget suffers a mortal wound in addition to any r damage.
Lascannon	48"	Hea	wy 1		9	-3	D6	-	
WARGEAR OPTIONS	• This	model r	nay repl	ace its t	wo Hels	storm ca	nnon w	ith two l	ascannon.
ABILITIES	attackec Baleful Hard to Pretern contribu pivot it : until the	l in the Aberra Hit: Yo atural I ite to ho again uj e end of	Fight ph tion: Th our oppo Manoeu ow far th p to 90° The pha	nase by nis mod onent m vrabili ne mode to face ase – do	units the el has a nust sub ty: Each el moves a new d not roll	at can Él 5+ invul tract 1 fr time th s), and tl irection. a dice.	LY. Inerable com hit : is mode hen mov . When t	save. rolls for l moves, ve the mo this mod	units that can FLY , and can only attack or be attacks that target this model in the Shooting phase first pivot it on the spot up to 90° (this does not odel straight forwards. You may then if you wish lel Advances, increase its Move characteristic by 20
	and before mortal w	ore any wounds	embarko	ed mod	els dise1	nbark. (On a 6 it	crashes	D6 before removing the model from the battlefield and explodes, and each unit within 6" suffers D3 to your hit rolls for this model.
FACTION KEYWORDS					0				ES, EYRINE CULTS, <legion></legion>
KEYWORDS	VEHIC								

		CH	[AO	S H	IEL	LT	AL	ON		DAMAGE Some of a Hell Tale as it suffers damag			ang
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	
Hell Talon	*	6+	*	7	7	12	*		3+ (5++)	7-12+	20"-60"	3+	1
A Hell Talon is a single :	model. It is e		with a h				lascann		51 (511)	4-6	20"-40"	4+	Γ
and a cluster of pyrax in			with a n	ciotoriii	cumor	ı, u t (III	iuseum	ion		1-3	20"	4+	
VEAPON	RANGE	TYP	E		S	AP	D	ABI	LITIES				
Helstorm cannon	36"	Hea	ivy 2		6	-2	3	the	•	u roll a wound roll o fers a mortal wound e.		-	
Havoc launcher	48"	Hea	wy D6		5	0	1	-					
Twin lascannon	48"	Hea	vy 2		9	-3	D6	_					
WARGEAR OPTIONS									launcher.	p-pulse bombs or Ba			
	a dice. Crash a and bef mortal Daemo [†] Pyrax	ore any ore any wounds nic Mac Incendi	n: If this embarke	model i d mode i rit: Igno	s reduc ls disen ore the	ed to 0 v nbark. C -1 to hit	wounds, On a 6 it : modifie	roll a crashe er for 1	D6 before is and expl	0" until the end of th removing the mode odes, and each unit d shooting Heavy w	el from the ba within 6" suf	nttlefield fers D3	
	has more	· ·	-	0			ves over	durin	g one of it	n Pyrax incendiary b s Movement phases.	After the He	ell Talon	
	of 20 De mortal	ved, picl 6. Add 1 wound.	k an ener to the r	ny unit esults of	that it f the dic	lew over	ves over r then ro target is	durin oll a Do INFA	g one of it 6 for every NTRY. Fo	s Movement phases. model in the unit, u r each roll of a 5+, tl	After the He up to a maxin he unit suffer	ell Talon num rs a	
	of 20 D mortal [*] Warp- against pick an every of In addit	ved, picl 6. Add 1 wound. pulse B a single enemy ther mo tion, the	an ener to the ro ombs: O enemy u unit that del in the	ny unit esults of nce per nit it m it flew c e unit, u unit su	that it f the dic battle, a oves ov over. Th p to a n	lew over the if the a Hell Ta er durin en roll 3 naximu	ves over then ro target is alon equ g one of 3D6 for e m of 9D	durin oll a Do INFA ipped f its M each V 6. For	g one of it 5 for every NTRY. Fo with Warj ovement p EHICLE of every roll	s Movement phases. model in the unit, u	After the He up to a maxin he unit suffer nake a bombi l Talon has m e unit or a sir fers a mortal	ell Talon num rs a ing run noved, ngle D6 fo wound.	r
	of 20 D mortal ¹ Warp- against pick an every of In addit opponen *Baletal bombin has mon the unit	ved, picl 6. Add 1 wound. pulse B a single enemy ther mo tion, the nt's next lon Sha ag run ag ved, picl t, or a sin	c an ener t to the r ombs: O enemy u unit that del in the t argeted t game tu tter Cha gainst a s c an ener	ny unit esults of nce per nit it m it flew c e unit, u unit su urn. rges: Or ingle en ny unit or every	that it f the dic battle, a oves ov over. Th p to a n btracts nce per emy un that it f y other	lew over the if the a Hell Ta er durin en roll 3 naximu 1 from i battle, a hit it mo lew over	ves over then rc target is alon equ g one of sD6 for c m of 9D its hit ro Hell Ta ves over t, then rc	durin oll a Do INFA ipped f its M each V 6. For Ils and lon eq durin oll 6Do	g one of it 5 for every NTRY. Fo with Warj ovement p EHICLE of every roll 1 Leadersh uipped wir g one of it 5 for each	s Movement phases. model in the unit, u or each roll of a 5+, th p-pulse bombs can n bhases. After the Hell or MONSTER in the of a 5+, the unit suff	After the He up to a maxim he unit suffer nake a bombi l Talon has m e unit or a sin fers a mortal il the start of charges can r After the He NG or MON	ell Talon num 's a ing run ioved, ngle D6 fo wound. 'your nake a ell Talon (STER in	
	of 20 De mortal * *Warp- against pick an every of In addit opponer *Baletal bombin has mov the unit being be	ved, picl 6. Add 1 wound. pulse B a single enemy ther mo tion, the nt's next lon Sha ag run ag ved, picl t, or a sin ombed s	c an ener t to the ro- ombs: O enemy u unit that del in that del in that targeted t game tu tter Chai gainst a s c an ener ngle D6 f suffers a	ny unit i esults of nce per nit it m it flew c e unit, u unit su rrn. r ges: Or ingle en ny unit or every mortal v	that it f the dic battle, a oves ov over. Th p to a m btracts nee per that it f y other wound.	lew over e if the a Hell Ta er durin en roll 3 naximu 1 from i battle, a hit it mo lew over model i	ves over r then rot target is alon equ g one of BD6 for of m of 9D its hit ro Hell Ta ves over r, then ro n the un	durin oll a Do INFA ipped f its M each V 6. For lls and durin oll 6Do it, up	g one of it 6 for every NTRY . Fo with Warj ovement p EHICLE (every roll l Leadersh uipped win g one of it 6 for each to a maxin	s Movement phases. model in the unit, u or each roll of a 5+, th p-pulse bombs can n bhases. After the Hell or MONSTER in the of a 5+, the unit suff ip characteristic unt th Baletalon shatter of s Movement phases. VEHICLE, BUILDI	After the He up to a maxim he unit suffer nake a bombi l Talon has m e unit or a sir fers a mortal il the start of charges can r After the He NG or MON h roll of a 3+	ell Talon num 's a ing run ioved, ngle D6 fo wound. 'your nake a ell Talon (STER in	
FACTION KEYWORDS	of 20 De mortal * *Warp- against pick an every of In addit opponen *Baletal bombin has mov the unit being be *Note th	ved, pick 6. Add 1 wound. pulse B a single enemy ther mo tion, the nt's next lon Sha ag run ag ved, pick t, or a sin ombed sin <i>t</i> a <i>He</i>	c an ener t to the ro ombs: O enemy u unit that del in that del in that targeted t game tu tter Cha : gainst a s c an ener ngle D6 f suffers a <i>ll Talon v</i>	ny unit esults of nce per nit it m it flew c e unit, u unit su urn. rges: Or ingle en ny unit for every mortal v <i>vill only</i>	that it f the dic battle, a oves ov over. Th p to a n btracts nee per memy un that it f y other wound. have or	lew over a Hell Ta er durin en roll 3 naximu 1 from i battle, a hit it mo lew over model in	ves over r then rot target is alon equing one of 3D6 for e m of 9D0 its hit ro Hell Ta ves over r, then ro n the un se abiliti	durin oll a Do INFA ipped f its M each V 6. For lls and durin oll 6Do it, up	g one of it 6 for every NTRY . Fo with Warj ovement p EHICLE (every roll l Leadersh uipped wii g one of it 5 for each to a maxim	s Movement phases. model in the unit, u or each roll of a 5+, the p-pulse bombs can n bhases. After the Hell or MONSTER in the of a 5+, the unit suff ip characteristic unt th Baletalon shatter of s Movement phases. VEHICLE, BUILDI num of 6D6. For eac	After the He up to a maxim he unit suffer nake a bombi l Talon has m e unit or a sir fers a mortal il the start of charges can r After the He NG or MON h roll of a 3+ ame begins.	ell Talon num 's a ing run ioved, ngle D6 fo wound. 'your nake a ell Talon (STER in	

T Cower	(CHA AS	AOS SSA	S ST UL]	'OF ['G	RM UN	EA SH	GLI IP	E	DAMAGE Some of a Chaos St characteristics char			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	м	BS	A
Storm Eagle Gunship	*	6+	*	8	7	16	*	9	3+	8-16+	20"-45"	3+	3
A Chaos Storm Eagle Ass				del. It is e	equipp	ed with	a twin h	eavy bo	lter,	4-7	20"-30"	4+	D
a vengeance launcher and WEAPON	1 hellstrike r	nissiles. TYPI			S	AP	0	ABILI	TIFS	1-3	20"	5+	1
Twin heavy bolter	36"		.vy 6		5	-1	1	-					
Vengeance launcher	48"		vy 2D6		5	-1	1	_					
Hellstrike missiles	72"		vy 2		8	-3	3	-					
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-					
Balefire missiles	36"	Hea	vy 2D3		6	-1	D3		0	ed by this weapon do t throws for being in co	0 /	bonus to	
Twin multi-melta	24"	Hea	vy 2		8	-4	D6	two	0	is within half range of en inflicting damage v	-		
Havoc launcher	48"	Hea	vy D6		5	0	1	-					
Reaper autocannon	36"	Hea	vy 4		7	-1	1	-					
		48" Heavy D6 5 0 1 - 36" Heavy 4 7 -1 1 - This model may replace its twin heavy bolter with either a twin multi-melta, a reaper autocannon or a havoc launcher. - - The model may replace its hellstrike missiles with balefire missiles or two twin lascannon. - - The Chaos Storm Eagle can transport 20 - LEGION> INFANTRY models (each TERMINATOR and JUMP PACK											
TRANSPORT	• The r The Cha model t	This model may replace its twin heavy bolter with either a twin multi-melta, a reaper autocannon or											
	The rhere of the result o	model m aos Stor akes up her mod ne: This d in the o Hit: Yo onic: Ea del move	cher. hay repla m Eagle the space dels). model c Fight ph pur oppo ch time es), and	ce its hel can tran ce of two cannot ch ase by un onent mu this mod then mov	llstrike sport 2 other 1 narge, c nits tha ast subt lel mov ve the 1	missilee 20 <leg models, an only at can FI ract 1 fr res, first model st</leg 	s with ba SION> I and eac be char LY. om hit n pivot it traight f	hefire m NFANT h CULT ged by u rolls for on the s orwards	issiles o RY moo OF DE units that attacks t pot up t . Note th	r two twin lascannon dels (each TERMINA STRUCTION model t can FLY, and can or hat target this model	TOR and JU takes up the aly attack or in the Shoot ontribute to ain after the	e space of be ting phase how far initial	
	The rher The Cha model t three ot Airborn attackee Hard to Superso the moo pivot. W a dice. Crash a	nodel m aos Stor akes up her moo ne: This l in the b Hit: Yo onic: Ea del move Vhen thi and Bur ore any	cher. hay repla m Eagle the space dels). model c Fight ph our oppo ch time es), and is model n: If this embarke	ace its hel can tran ce of two mannot ch ase by un onent mu this mod then mov Advance s model is	llstrike sport 2 other 1 narge, c nits tha ast subt lel mov ve the 1 es, incr	missiles 0 <leg models, an only tt can FI ract 1 fr ves, first model st rease its rease its</leg 	s with ba HON> I and eac be char LY. om hit r pivot it traight f Move ch wounds	Alefire m NFANT h CULI ged by u rolls for on the s orwards haracter , roll a E	issiles o RY moo OF DE inits tha attacks t pot up t . Note tl istic by 2	r two twin lascannon dels (each TERMINA STRUCTION model t can FLY, and can or that target this model o 90° (this does not co nat it cannot pivot aga	TOR and JU takes up the all attack or in the Shoor ontribute to ain after the ie phase – do l from the ba	e space of be ting phase how far initial o not roll attlefield	
TRANSPORT Abilities	The rher The Cha model t three ot Airborn attackee Hard to Superso the moo pivot. W a dice. Crash a and befa mortal the Hover J become	model m aos Stor akes up her moo ne: This d in the b Hit: Yo onic: Ea del move When this ore any wounds. (et: Befor ss 20" un	cher. nay repla m Eagle the space dels). model of Fight ph our oppo ch time es), and is model n: If this embarked re this n till the est	ace its hel can tran ce of two cannot ch ase by ur onent mu this mod then mov Advance sed model is and model model	llstrike sport 2 other 1 narge, c nits that ast subt lel mov ve the 1 es, incr s reduces s disen oves in phase,	missiles 0 <leg models, an only tt can FI ract 1 fr res, first model si rease its rease its read to 0 nbark. C your M , and it 1</leg 	s with ba FION> I and eac be char LY. om hit r pivot it traight f Move cl wounds Dn a 6 it ovemen	slefire m NFANT h CULT ged by u colls for on the s orwards naracter , roll a E crashes t phase,	issiles of PY mode OF DE nits that attacks the pot up t . Note the istic by 2 06 before and exp you can	r two twin lascannon dels (each TERMINA STRUCTION model t can FLY, and can or that target this model o 90° (this does not can that it cannot pivot aga 20" until the end of th e removing the mode	TOR and JU takes up the ally attack or in the Shoor ontribute to ain after the the phase – do l from the ba within 6" suf Its Move cha	e space of be ting phase how far initial o not roll attlefield fers D3 aracteristic	
	The rhe rhe rhe rhe rhe rhe rhe rhe rhe r	model m aos Stor akes up her moo ne: This d in the b Hit: Yo onic: Ea del mov Vhen thi and Bur ore any wounds. (et: Befo is 20" un ng of yo	cher. nay repla m Eagle the space dels). model c Fight ph our oppo ch time es), and is model n: If this embarked re this n til the en	ace its hel can tran the of two mannot ch ase by un onent mu this mod then moor Advance a model is ad model model model model Moveme	llstrike sport 2 other r narge, c nits tha ast subt lel mov ve the r es, incr s reduc s disen oves in phase, nt phase	missiles co <leg models, an only tt can Fl ract 1 fr rees, first model st rease its ced to 0 nbark. C your Mi, and it 1 se.</leg 	s with ba SION> I and eac be char, X. om hit n pivot it traight f Move cl wounds Dn a 6 it ovemen oses the	elefire m NFANT h CULT ged by u rolls for on the s orwards haracter , roll a I crashes t phase, Airborn	issiles of RY mode OF DE nits that attacks to pot up t . Note this istic by 2 06 befor- and exp you can ne, Harc	r two twin lascannon dels (each TERMINA STRUCTION model t can FLY, and can or that target this model o 90° (this does not co nat it cannot pivot age 20" until the end of th e removing the mode lodes, and each unit v declare it will hover.	TOR and JU takes up the ally attack or in the Shoor ontribute to ain after the re phase – do l from the ba within 6" suf Its Move cha ic abilities u	e space of be ting phase how far initial o not roll attlefield fers D3 aracteristic ntil the	

19 10					IRF T G			'OR IP_		DAMAGE Some of a Fire Rap change as it suffers			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Fire Raptor Gunship	*	6+	*	8	7	16	*	9	3+	8-16+	20"-45"	3+	3
A Chaos Fire Raptor Gunsh two quad heavy bolters and	hellstrike	missile	s.	quippe						4-7 1-3	20"-30" 20"	4+ 5+	D3 1
WEAPON	RANGE	TYP	-		S	AP	0	ABILI	lita				-1
Twin avenger bolt cannon	36"		vy 10		6	-2	2	-					-1
Reaper battery Quad heavy bolter	36" 36"		vy 6 vy 12		7 5	-1 -1	1	-					
Hellstrike missiles	72"		vy 12 vy 2		8	-1	3	-					-B
Twin lascannon	48"		vy 2 vy 2		9	-3	D6	_					1
Balefire missiles	36"		vy 2D3		6	-1	D3	Units		ed by this weapon do throws for being in co		v bonus to	
ABILITIES	The n Airborn attacked	model m ne: This d in the	nay repla model c Fight ph	ce its h annot ase by	ellstrike charge, c units tha	missiles an only it can Fl	s with ba be charg L Y .	alefire m ged by u	issiles o nits tha	batteries. or two twin lascannon t can FLY, and can or	nly attack or		
	Superso the mod	onic: Ea del mov	ch time es), and	this mo then m	odel mov	ves, first model s	pivot it traight f	on the sj orwards.	pot up t . Note tl	that target this model to 90° (this does not c hat it cannot pivot ag 20″ until the end of th	contribute to ain after the	how far initial	•
		ore any	embarke							e removing the mode blodes, and each unit			
	become	es 20" un	til the en	nd of th		and it l				declare it will hover. I to Hit and Superson			c
	Daemo	nic Mac	chine Sp	irit: Ig	nore the	-1 to hi	t modifi	er for m	oving a	nd shooting Heavy w	eapons for th	nis model.	
FACTION KEYWORDS	CHAC)S, <m.< td=""><td>ARK O</td><td>F CH</td><td>AOS>, I</td><td>HERET</td><td>TIC AS</td><td>TARTE</td><td>S, EYI</td><td>RINE CULTS, <le< td=""><td>GION></td><td></td><td></td></le<></td></m.<>	ARK O	F CH	AOS>, I	HERET	TIC AS	TARTE	S, EYI	RINE CULTS, <le< td=""><td>GION></td><td></td><td></td></le<>	GION>		
KEYWORDS					FIRE RA								

becomes 20" until the end of the phase, and it loses the Airborne, Colossal Flyer and Supersonic abilities until beginning of your next Movement phase. Daemonic Machine Spirit: Ignore the -1 to hit modifier for moving and shooting Heavy weapons for this mo Thunderhawk Cluster Bombs: Once per battle a Chaos Thunderhawk Gunship equipped with Thunderhawk bombs can make a bombing run against a single enemy unit it moves over during one of its Movement phases the Chaos Thunderhawk Gunship has moved, pick a single enemy unit that it flew over. Roll 3D6 for every VH or MONSTER , or a D6 for every other model in the unit, up to a maximum of 12D6 per unit. For each roll of	¥ 42	C		OS SSA			ND GU	ERH NSH	IAV	VK	DAMAGE Some of a Chaos T characteristics cha			
Chaos Thunderhawk * 6+ * 10 9 30 * 9 3+(5++) A chaos Thunderhawk Gunship is a single model. It is equipped with a Thunderhawk heavy cance. 15:23 20'-40' Kather Mean A bletstrike battery. 8 A 0 ABUITES Twin heavy bolter, two lascannon and a helistrike battery. 8 A 0 ABUITES 8:-14 20'-30' Heavy 1 9 -3 D6 - - - - Reaper battery 36' Heavy 6 7 -1 1 - - Thunderhawk keavy 36' Heavy 2D6 8 -2 D6 - - Turbo-laser destructor 96'' Heavy 2D3 6 -1 D3 Units targeted by this weapon do not gain any bon their saving throws for being in cover. wheavy channo with a turbo-laser destructor • The model may replace its Hunderhawk heavy cannon with a turbo-laser destructor - The model may replace its hunderhawk heavy cannon with a turbo-laser destructor - • The model may replace its hunderhawk heavy cannon with a turbo-laser destructor - - - </th <th>NAME</th> <th>М</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>A</th> <th>Ld</th> <th>Sv</th> <th></th> <th>М</th> <th>BS</th> <th></th>	NAME	М	WS	BS	S	T	W	A	Ld	Sv		М	BS	
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A Chaos Thunderhawk Gunship is a single model. It is equipped with a Thunderhawk heavy cannon. 8-14 20°-30° WEAPUN HANGE TYPE S AP 0 ABILITIES WEAPUN 30° Heavy 6 5 -1 1 - Lascannon 48° Heavy 1 9 3 D6 - Hellstrike battery 72° Heavy 6 7 -1 1 - Heavy 3 6 7 -1 1 - - Flunderhawk heavy 36° Heavy 2D6 8 -2 D6 - Funbo-laser destructor 96° Heavy 2D3 6 -1 D3 Units targeted by this wapon do not gain any bon their saving throws for being in cover. WARBEAR UPTIONS • This model may replace its Thunderhawk heavy cannon with a turbo-laser destructor. • The model may replace its hell strike battery with balefire missiles or Thunderhawk duster bombs. • The model may replace its their heavy bolters with a reape battery. The Chaos Thunderhawk Gunship can transport 30 < LEGION> INFANTRY models (cach TERMINATO) TUMP PACK model takes up the pase of two other models, and cach CULT OF DESTRUCTION model the space of three other models. It may also transport BIKER and CAVALRY models, these also take up	-				-					. ,			3+	
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Twin heavy bolter 36' Heavy 6 5 -1 1 - Lascannon 48" Heavy 1 9 -3 D6 - Hellsttrike battery 72' Heavy 4 8 -3 3 - Reaper battery 36' Heavy 6 7 -1 1 - Thunderhawk heavy 48'' Heavy 2D6 8 -2 D6 - Turbo-laser destructor 96'' Heavy 2D3 6 -1 D3 Units targeted by this weapon do not gain any bon their saving throws for being in cover. WAREAR OPTIONS • The model may replace its Thunderhawk heavy cannon with a turbo-laser destructor. • The model may replace its heat bit is battery with batter missiles or Thunderhawk cluster bombs. • The model may replace its heat space of two other models, and each CULT OP DESTRUCTION model t the space of three other models. • The chaos Thunderhawk Gunship can transport 30 -EGION>. INFANTRY models, teach take up th three other models. ABUTIES Airborne: This model cannot charge, can only be charged by units that can FLY, to the measure distance and the space of two other models. Airborne: This model cannot charge, can only be charged by units that can FLY, to the measured distance to determine the range when making					rike ba		AD	п	ARILI	TIES			5+	
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cannon48Heavy D05-2D6-Turbo-laser destructor96"Heavy D316-42D6Any wound roll of a 6 made with this attack auton inflicts an additional D3 mortal wounds on the tar being in cover.Balefire missiles36"Heavy 2D36-1D3Units targeted by this weapon do not gain any bon their saring throws for being in cover.WAREEAR OPTIONS•This model may replace its Thunderhawk heavy cannon with a turbo-laser destructor. • • The model may replace its hell strike battery with balefire missiles or Thunderhawk cluster bombs. • • The model may replace its entry with balefire missiles or Thunderhawk cluster bombs. • • The model may replace its entry with the space of two other models. It may also transport 30 CLEGION> INFANTRY models (each TERMINATOI JUMP PACK model takes up the space of two other models, and each CULT OF DESTRUCTION model 1 there other models).ABILITIESAirborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be att the Fight phase by units that can FLY.Colossal Flyer: When targeting this unit with shooting attacks and psychic powers, always measure to the me where it would be at tabletop level, even if it is on a flying base. In addition, unless the attacking unit can FLY. to the measured distance to determine the range when making shooting attacks against it. Note that this mat attacks that target this model in the Shooting phase.Supersonic: Each time this model in west, first givt it on the spot up to 90° (this does not contribute to how f model advances, increase its Move characteristic by 20' until the end of the phase - d on or oll al dice. Void-hardened Hull: The Chaos Thund			110	avyo			-1	1	-					
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unit suffers a mortal wound. A unit which consists only of CHARACTERS cannot be targeted by this ability.		bombs c the Chao or MON	an mak os Thur I STER ,	e a bom derhaw or a D6	bing r k Gun for eve	un agaiı ship has ery othe	nst a sin s moved er model	gle enemy , pick a sin in the un	unit it ngle ene it, up to	moves over o my unit that a maximun	during one of its Mov t it flew over. Roll 3D n of 12D6 per unit. Fo	vement phase 6 for every V or each roll o	s. After EHICLE f a 5+, the	
FACTION KEYWORDS CHAOS, <mark chaos="" of="">, HERETIC ASTARTES, EYRINE CULTS, <legion></legion></mark>	ACTION KEYWORDS													
¥ 50	C	HA STO	OS PRN	SO 1BI	KA RD	R P GU	AT'I JNS	ſER HII	N	DAMAGE Some of a Char characteristics	change as			
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NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as show REMAINING W	n below:	BS	A	VOID SHIELD
Chaos Sokar Pattern Stormbird	*	6+	*	10	9	40	*	93-	+ (5++)	30-40+	20"-50"	2+	6	4+
A Chaos Sokar Pattern St	ormbird is	a single	model	It is eau	inned w	ith four	twin lase	annon		20-29	20"-40"	3+	4	5+
three twin heavy bolters a				it is equ	ipped w	itti ioui	twiii iast	annon,		10-19	20"-30"	4+	3	6+
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES	1-9	20"	5+	2	7+
Twin heavy bolter	36"	Hea	ivy 6		5	-1	1	-						1.10
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-						1.1
Dreadstrike missiles	120"	Hea	vy 4		10	-3	2D3	-						3.53
Reaper battery	36"	Hea	ivy 6		7	-1	1	-						16.4
WARGEAR OPTIONS	• The	model n	nay repla	ace any	of its tw	in heavy	v bolters	with rea	per batt	tery.	141			1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1
ABILITIES	disemb	arking, t	the Rhir	no may	only exit	t via the	rear of t	he Chao	s Sokar	pying 25 models' Pattern Stormbin can FLY, and can	rd.			ed in
	12" to the many short for the second	he meast hort-ran r attacks	ured dis ged sho that tarş	tance to oting w get this	determi eapons w model in	ine the ra vill not b the Sho	ange whe e able to ooting ph	en makir hit this r ase.	ng shoot model. ⁷	ition, unless the a ting attacks again. Your opponent m	st it. Note th sust also sub	hat this otract 1	from	ns hit
	model i When t	moves), a this mod	and ther el Adva	n move nces, in	the mode crease its	el straigl Move c	nt forwar haracteri	ds. Note stic by 2	that it o 0" until	90° (this does not cannot pivot again the end of the ph	n after the in	nitial p	ivot.	1. 1.1.1.1
	Crash a before a	and Bur	n: If this arked m	model	is reduce	ed to 0 w	vounds, r	oll a D6	before 1	Inerable save. removing the moo s, and each unit w				and
	become	es 20" un	til the e	nd of th		and it lo				eclare it will hove al Flyer and Supe				
	Daemo	onic Mac	hine Sp	irit: Igr	nore the -	1 to hit	modifier	for mov	ring and	shooting Heavy	weapons fo	r this r	nodel	
	impene the imp unique save aga are una In this o being ig	etrable ba bact of hi kind of s ainst any affected b case how gnored if	arriers o gh-ener saving th form o by the Al rever, ro T the save	f force p gy attac hrow wl f attack P of an a ll one d e roll is	projected ks and n nich the except fr attack, bu ice for ea passed. V is damag	l out at a nissiles a controlli rom wea ut unlike uch mort Void shie	distance gainst th ng playe pons with invulne al wound elds must	from th em. In g r can opt h the Me rable sav l that ha be cont	eir hulls ame ter t to use elee type res, they s been i inuous	l by specialised vo s in layers and des ms, these void sh instead of their n 2. Like invulnerab may also be used nflicted on the So y re-energised an void shields is red	signed to de ields are rep ormal save le saves, voi l to negate r okar, with th d renewed i	eflect a present or invu id shie nortal ne mor in com	nd ab ed by ilnera ld sav wour tal wo bat	sorb a ble es ds. pund

for the Chaos Sokar Pattern Stormbird). **Shield Projection:** So long as the Chaos Sokar Pattern Stormbird is using the Hover Jet ability (as described previously), and does not move at all during the turn, you may declare that the Chaos Sokar Pattern Stormbird is projecting its void shields beyond its hull at the start of the Movement phase. If this is the case, the void shields' save is extended to all models and buildings within 8" of the Chaos Sokar Pattern Stormbird's hull and wings.

 is extended to all models and buildings within 8" of the Chaos Sokar Pattern Stormbird's hull and wings.

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

 KEYWORDS
 TITANIC, VEHICLE, TRANSPORT, FLY, CHAOS SOKAR PATTERN STORMBIRD GUNSHIP

			IN	[E]	S X RCE	EPT	ION OR			DAMAGE Some of Chaos Xij characteristics cha shown below:		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Chaos Xiphon Interceptor	*	6+	*	6	7	10	2	8	3+	6-10+	20"-70"	3+
A Chaos Xiphon Interceptor and a Soulstalker missile lau		le mode	el. It is e	quipped	d with tv	vo twin	lascanno	n		3-5	20"-40"	4+
WEAPON	RANGE	ТҮРІ	E		S	AP	0	ABILI	TIES	1-2	20"	5+
Twin lascannon	48"	Hea	vy 2		9	-3	 D6	_				
Soulstalker missiles	60"	Hea	vy D3		7	-2	2	the ta	arget su	ou roll a wound roll o iffers a mortal wound ormal damage.		
WARGEAR OPTIONS	• None	2.										
ABILITIES	in the Fi	ight pha	se by un	its that	can FLY		U			can FLY, and can only		
	Hard to	Hit: Yo	our oppo	nent m	ust subti	act 1 fro	om hit rol	ls for at	tacks th	hat target this model in	the Shootin	g phase.
	contribu	ite to ho up to 90	ow far th ° to face	e mode a new	l moves) direction	, and the	en move	the mod	lel strai	ot it on the spot up to 9 ght forwards. You may ncrease its Move chara	then if you	wish pivot
		ore any e	embarke							removing the model fi lodes, and each unit w		
	Termina	al Targe	eting: Ig	nore the	e -1 to hi	t modifi	er for mo	oving an	d shoot	ting Heavy weapons fo	or this model	
	Skybori	n Predat	tor: Wh	en targe	eting uni	its that c	an FLY , a	dd 1 to	your hi	it rolls for this model.		
FACTION KEYWORDS	CHAO	S, <m.< td=""><td>ARK O</td><td>F CHA</td><td>AOS>, 1</td><td>HERET</td><td>TIC AST</td><td>ARTE</td><td>S, EYI</td><td>RINE CULTS, <le< td=""><td>GION></td><td></td></le<></td></m.<>	ARK O	F CHA	AOS>, 1	HERET	TIC AST	ARTE	S, EYI	RINE CULTS, <le< td=""><td>GION></td><td></td></le<>	GION>	
					IPHO							



ZHUFOR THE IMPALER LORD OF THE SKULLTAKERS													
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Zhufor the Impaler	5"	2+	2+	5	4	7	5	9	2+ (4++)				
Zhufor the Impaler is a s Terminator armour. Only							nos, a De	emnos b	olter and the Skulltaker axe. He also wears a suit of				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Demnos bolter	24"	Rap	id Fire 2	2	4	-1	1	-					
Claw of Demnos	Melee	Mel	ee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.				
Skulltaker axe	Melee	Mel	ee		User	-2	2	roll o	n targeting a CHARACTER model, every wound of 6+ inflicts becomes AP -4 and Damage 3. Roll s for these wounds separately.				
WARGEAR OPTIONS	• None	e.	and the second										
ABILITIES	it can, it	f it was t	argeting	g an IM	PERIUN	1 unit, i	mmedia	tely mal	For a model with this ability in the Fight phase, ke an extra attack against the same unit using the any further attacks.				
	Sigil of	Corrup	tion: Th	ne mod	el has a 4	+ invul	nerable	save.					
	Lord of	the Ski	illtakers	s: You c	an re-rol	l hit rol	ls of 1 fc	or friend	lly SKULLTAKERS units within 6" of this model.				
	instead	of placi	ng him c	on the l	oattlefield	l. At the	e end of	any of yo	e Impaler in the teleportarium of his grand cruiser our Movement phases, Zhufor the Impaler can use a more than 9" away from any enemy models.				
	Favour Psychic		Blood G	od: Zh	ufor the I	mpaler	may atte	empt to	deny one psychic power a turn in each enemy				
			t er: Such s they m		fear enge	endered	by Zhu	for that e	enemy units within 6" must add 1 to the result of				
FACTION KEYWORDS	CHAO	S, KH	ORNE,	HER	ETIC AS	STAR	TES, W	ORLD	EATERS, SKULLTAKERS				
KEYWORDS	CHAR	ACTE	R, INFA	ANTR	Y, CHA	OS LC	RD, T	ERMIN	NATOR, ZHUFOR THE IMPALER				

27		NE	CRO	DS	IUS	TН	IE U	JND	YING
Cowe					RCERI				
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Necrosius the Undying	5"	3+	3+	4	5	6	4	9	3+ (4++)
Necrosius the Undying is a Only one of this model ma					ith a taint	ed force	e blade a	nd a pox	pistol, blight grenades and krak grenades.
WEAPON	RANGE	TYP			S	AP	D	ABILIT	IES
Pox pistol	12"	Pist	ol 1		4	-1	2	-	
Tainted force blade	Melee	Mel	ee		+1	-2	D3	You c	an re-roll wound rolls of 1 for this weapon.
Blight grenade	6"	Gre	nade D6		3	0	1	You c	an re-roll wound rolls of 1 for this weapon.
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	None								
	it can, it same we Disgust lose a w Sigil of Arch-Se	f it was t eapon. 7 tingly R round. Corrup orcerer	argeting These ext esilient: tion: Th	an IN ra atta Each e moc ainted	IPERIUN acks cann time Nec lel has a 4 : You may	I unit, i ot them rosius t + invul	immedia iselves ge he Undy nerable s	tely mak enerate a ing loses save.	for a model with this ability in the Fight phase, ce an extra attack against the same unit using the ny further attacks. a wound, roll a D6; on a roll of 5 or 6, he does not for any friendly THE TAINTED units within 6" of
					. 1	f Macro	sins PO	VIATATE	
			Dead: Wisilient al		ithin 6" o	I NECIO	5103, 1 0.	AWALK	ER units can re-roll results of a 1 for their
PSYKER	Disgust Necrosi psychic	ingly Re us can a powers	silient al ttempt to in each o	bility. o man enemy	ifest two	psychic phase. I	powers He know	in each f s the Sm	riendly Psychic phase, and attempt to deny three <i>ite</i> psychic power and three psychic powers from
PSYKER Faction keywords	Disgust Necrosi psychic the Cor	ingly Re us can a powers itagion	silient al ttempt to in each discipline	bility. o man enemy e (see	iifest two v Psychic Warhamr	psychic phase. I ner 40,0	powers He know 200 – Ind	in each f s the Sm lex Chao	riendly Psychic phase, and attempt to deny three <i>ite</i> psychic power and three psychic powers from

7 towt	LORD ARKOS MASTER OF THE FAITHLESS													
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Lord Arkos	6"	2+	2+	4	4	5	5	9	3+ (5++)					
					Blade of	Venom	n and a c	ombi-m	neltagun, frag grenades and krak grenades.					
Only one of this model m	RANGE	ted in y TYP		у.	S	AP	D	ABILI	TIES					
Black Blade of Venom	Melee	Me	lee		User	-2	3		1 to all wound rolls for this weapon against any et that is not a VEHICLE .					
Combi-melta	When a hit rolls					ose one	or both	of the p	rofiles below. If you choose both, subtract 1 from all					
- Bolter	24"	Rap	id Fire 1	1	4	0	1	-						
- Meltagun	12"	Ass	ault 1		8	-4	D6	two	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the est result.					
Frag grenade	6"	Gre	nade De	5	3	0	1	-						
Krak grenade	6"	Gre	nade 1		6	-1	D3	-						
WARGEAR OPTIONS	None		1.0	24.9		136								
ABILITIES	it can, if same we Aura of against Lord of 6" of thi	f it was eapon. ⁷ f Dark I it in the 7 the Fa i is mode illain: I	targeting These ex Majesty: Shootir ithless: I.	g an IM tra atta The m ng phas You ma	IPERIUM acks cann aodel has se. ay add 1 ta	1 unit, i ot them a 5+ inv o Advar	immedia selves g vulnerat	ately ma enerate a ole save. Charge i	+ for a model with this ability in the Fight phase, ke an extra attack against the same unit using the any further attacks. In addition, subtract 1 from all hit rolls made rolls for any friendly THE FAITHLESS units within kos is your warlord you gain +1 Command points a					
									where on the battlefield that is not within your nemy unit.					
FACTION KEYWORDS	CHAO	S, HE	RETIC	ASTA	RTES,	ГНЕ Б	AITHI	ESS, A	LPHA LEGION					
KEYWORDS	CHAR	ACTE	R, INF.	ANTR	Y, CHA	OS LC	ORD, L	ORD A	RKOS					

			CII		e II		3471		
NAME	М	WS	BS	AU S		U U			SHT Sv
Chaos Hellwright	6"	3+	2+	5	5	5	3	9	2+
A Chaos Hellwright is a	a single model			-	-	-	-	-	voidcutter, a flamer, a soulburner pistol,
frag grenades and krak WFAPNN	grenades. RANGE	ТУР	E		S	AP	0	ABILI	1110
Infernal axe	Melee	Me	-			-3	2	ADILI	1168
Mechatendrils	Melee	Me			+1 User	-5	1		n time the bearer fights, it can make 2 additional
						Ū			cks with this weapon. 1 to wound rolls made for this weapon if the target
Voidcutter	8"	Ass	ault 1		8	-4	3		VEHICLE.
Soulburner pistol	12"	Pis	tol 2		-	0	1	wour weap	cessful hit rolls with this weapon inflict mortal nds. If any hit roll made in a given phase with this pon results in a score of a '1', then the firing unit ers one mortal wound at the end of the phase.
Frag grenade	6"	Gre	enade De	5	3	0	1	-	-
Krak grenade	6"	Gre	enade 1		6	-1	D3	-	
Flamer	8"	Ass	ault D6		4	0	1	This	weapon hits its target automatically.
WARGEAR OPTIONS	None	2.		1	114				
ABILITIES	it can, if same we	f it was eapon.	targeting These ex	g an IN tra att	APERIUN acks canno	I unit, i ot them	immedia selves ge	tely mal enerate a	+ for a model with this ability in the Fight phase, ike an extra attack against the same unit using the any further attacks. of each of your turns.
	Gift of t	the Hel		Any H l					of the Hellwright adds +1 to their Attacks and
	DAEM can FLY within 1	ON EN Y) withi 18". Rol	GINE/Q n 1". Th: l a D6; o	UEST at mod n a rol	OR TRAI lel regains ll of 2+, th	ITORO D3 los at VEH	US or D t wound IICLE su	ARK M s. A Hell affers a n	a Hellwright can repair a single <legion>/ IECHANICUS VEHICLE (other than models that llwright can instead curse a single enemy VEHICL mortal wound. A VEHICLE cannot be repaired or a the same turn.</legion>
FACTION KEYWORDS							-	-	ES, <legion> OR DARK MECHANICUS</legion>
KEYWORDS		-							HELLWRIGHT

		Nak				1.0.0			
9 Power		(CH						HT
NAME	M	WS	BS	S	I DAR I	K AI W	SEYAN A	Lq Lq	Sv
Chaos Hellwright on Dark Abeyant	8"	3+	2+	5	5	6	3	9	2+ (5++)
A Chaos Hellwright on D a flamer and a soulburne									vith an infernal axe, mechatendrils, a voidcutter,
WEAPON	RANGE	TYPE		yunt is	S	AP	D	ABILI	TIES
Infernal axe	Melee	Mel	ee		+1	-3	2	-	
Mechatendrils	Melee	Mel	ee		User	0	1		time the bearer fights, it can make 2 additional ks with this weapon.
Voidcutter	8"	Assa	ault 1		8	-4	3		1 to wound rolls made for this weapon if the target TEHICLE .
Soulburner pistol	12"	Pisto	ol 2		-	0	1	woun weap	essful hit rolls with this weapon inflict mortal nds. If any hit roll made in a given phase with this on results in a score of a '1', then the firing unit rs one mortal wound at the end of the phase.
Warpfire lance	15"	Hea	vy 2		6	-3	D6	the w weap initia addit	time you make a wound roll of 6+ for this weapon reapon scores an additional automatic hit at the on's normal profile which is resolved after the al attacks for the weapon on the same unit. These ional hits do not themselves generate more ional hits.
Flamer	8"	Assa	ault D6		4	0	1	This	weapon hits its target automatically.
WARGEAR OPTIONS	None				_	1.1			
ABILITIES	it can, if	it was t	argeting	, g an IM	PERIUM	I unit, i	immedia	tely mak	 for a model with this ability in the Fight phase, ke an extra attack against the same unit using the any further attacks.
	Inferna	l Augm	etics: Tl	his mod	el heals o	one wo	und at th	e start o	of each of your turns.
	Warp-f	lux Shie	ld: This	model	has a 5+	invuln	erable sav	ve.	
	Gift of t Leaders				LLFORG	ED mo	odels wit	hin 6" of	f the Hellwright adds +1 to their Attacks and
	Implaca Heavy v		is mode	l can or	nly Advai	nce D3'	', but ign	ores the	e -1 penalty to its hit rolls for moving and firing a
	Monstr	ous Bul	k: When	n taking	up space	es withi	n a TRA l	NSPOR'	T, this model takes up three spaces, rather than one
	DAEM can FLY within 1	ON ENG () within 8". Roll	GINE/ Q n 1". Tha a D6; o:	QUEST at mode n a roll	OR TRA l regains of 2+, th	ITORC D3 los at VEH	DUS or E t wounds IICLE su	ARK M a. A Hell ffers a n	Hellwright can repair a single <legion>/ IECHANICUS VEHICLE (other than models tha lwright can instead curse a single enemy VEHICL nortal wound. A VEHICLE cannot be repaired or the same turn.</legion>
FACTION KEYWORDS	CHAO	S, <m <="" td=""><td>ARK O</td><td>F CHA</td><td>10S>, H</td><td>IERET</td><td>TIC AST</td><td>TARTE</td><td>S, <legion> OR DARK MECHANICUS</legion></td></m>	ARK O	F CHA	10S>, H	IERET	TIC AST	TARTE	S, <legion> OR DARK MECHANICUS</legion>
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, WAR	PSMI	TH, CH	IAOS H	HELLWRIGHT ON DARK ABEYANT



					TH OF BL						iE of An'ggrath's ers damage i			0
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REN	AAINING W	М	S	A
An'ggrath	*	2+	4+	*	8	24	*	10 2	2+ (4++)		13-24+	16"	12	10
An'ggrath is a single mo Only one of this model					Chorne a	nd the E	Bloodlasł	h.			7-12 1-6	12" 8"	10 8	8 6
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES					2
Bloodlash	12"	Assa	ult 2D6		7	-3	2				sed within 1' ts within 1" o			1
Axe of Khorne	Melee	Mele	ee		+3	-4	D6	-						
WARGEAR OPTIONS	None	2.												
	Heroic I	Interven									harges, is cha dels in the ur			
	Heroic I the turn Daemon Arch-da	Interven 1. n Lord: aemonic ry of the	tion, ad The mo Ritual : Blood	d 1 to t del has : See pa God: Y	he Stren a 4+ inv age 4. You may	gth and rulnerab	Attacks le save.	charact	eristics	of all mo		nit until the	e end of	
	Heroic I the turn Daemon Arch-da Emissan model v Scorn o	Interven Interven In Lord: aemonic ry of the vhen Mo of the Blo	tion, add The mode Ritual: Blood orale test	d 1 to t del has : See pa God: Y ts are t d: An'g	he Stren a 4+ inv age 4. You may aken.	gth and rulnerab use this e Unbou	Attacks le save. model's and may	charact Leaders be used	eristics of ship for a l to attem	of all mo friendly i	dels in the ur	nit until the	e end of 9" of this	
	Heroic I the turn Daemon Arch-da Emissan model v Scorn o each eno Shatteri	Interven Interven Interven Intervention	tion, ad The moo Ritual: Blood orale tes ood Goo chic pha laught:	d 1 to t del has : See pa God: Y ts are t d: An'g ase and On any	he Stren a 4+ inv age 4. You may aken. grath the adds +3 y turn in	gth and rulnerab use this e Unbou to any a which <i>I</i>	Attacks le save. model's and may attempt t	charact Leaders be used to do so n the Ui	ship for shi	of all mo friendly : npt to de successfu	dels in the ur KHORNE ur	nit until the nits within nic powers j	e end of 9" of this per turn in	
	Heroic I the turn Daemon Arch-da Emissar model v Scorn o each ene Shatteri within 1 Frenzie	Interven Interven Interven Interven Intervention Inte	tion, ad The mo Ritual: Blood orale tes ood Goo chic pha laught: end of it a-throes h's frem	d 1 to t del has See pa God: Y ts are t d: An'g ase and On any ts charg : If this	he Stren a 4+ inv age 4. You may aken. grath the adds +3 y turn in ge move. s model i	gth and rulnerab use this e Unbou to any a which A On a re s reduce	Attacks le save. model's und may attempt t An'ggrath esult of a ed to 0 w	charact Leaders be used to do so 1 the Ui 2+, the rounds,	ship for a	of all mo friendly : npt to de successfu fers D3 r 5 before r	dels in the ur KHORNE ur ny two psych ılly charges, r	nit until the nits within nic powers p coll a D6 fo ds. rom the ba	e end of 9" of this per turn in r each unit ttlefield;	
FACTION KEYWORDS	Heroic I the turn Daemon Arch-da Emissaa model v Scorn o each end Shatteri within 1 Frenzie on a 4+	Interven Interv	tion, ad The moo Ritual: Blood orale tes ood Goo chic pha laught: end of in -throes h's fren:	d 1 to t del has See pa God: Y ts are t d: An'g ase and On any ts charg : If this	he Stren a 4+ inv age 4. You may aken. grath the adds +3 y turn in ge move. s model i	gth and rulnerab use this e Unbou to any a which A On a re s reduce	Attacks le save. model's und may attempt t An'ggrath esult of a ed to 0 w	charact Leaders be used to do so 1 the Ui 2+, the rounds,	ship for a	of all mo friendly : npt to de successfu fers D3 r 5 before r	dels in the ur KHORNE ur ny two psych ully charges, r nortal wound removing it fi	nit until the nits within nic powers p coll a D6 fo ds. rom the ba	e end of 9" of this per turn in r each unit ttlefield;	

		U	RA]	KA	TH	E	NA]	RFI	END					
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Uraka	7"	2+	3+	6	6	8	5	9	3+ (5++)					
Uraka the Warfiend is a sin WEAPDN	igle model RANGE	armed TYP		Execut	tioner's A S	xe. On AP	ly one of D	this mo ABILI	del may be included in your army.					
The Executioner's Axe														
Bloody Arc (melee)	Melee	Mel	ee		+2	-3	2	Dam: mode	ach wound roll of 6 made using this weapon, the age value of that attack is increased to D6. If a el is slain as a casualty by one of these enhanced ks, add +1 to Uraka's Unholy Frenzy total.					
Vengeful Cast (shooting)	*	attacks, add +1 to Uraka's Unholy Frenzy total.												
WARGEAR OPTIONS	• None	e.	11/2		1.6.67	1616	1.3							
ABILITIES	None. Daemonic: This model has a 5+ invulnerable save.													
	Daemo	Daemonic: This model has a 5+ invulnerable save. Daemonic Ritual: See Warhammer 40,000 – Index: Chaos.												
		Interven							s ability either charges, is charged, or performs a eristics of all models in the unit until the end of					
	The Bla Psychic		ar of Kh	orne:	Uraka's co	ontrolli	ng playe	r may att	tempt to deny a single psychic power in each enemy					
	from pl	ay with	the Bloo	dy Arc		ility. T	he benef	its are as	cteristics based on the number of models removed s follows and Uraka gains the benefits of the current me:					
	Total Se	core	Ber	nefits										
	0		No	benefi	t									
	1			Move	4									
	2-3 4-6			Streng	th onal +1 S	tronath	and 11	Attacks						
	4-0													
	7+		For	r each a	additional	point	scored. U	Jraka he	eals one wound.					
FACTION KEYWORDS		OS, KH		each a	additional	point	scored, l	Jraka he	eals one wound.					

	DA	LEMC)N PF		MU E OF T		RUIN	STORM	DAMAGE Some of Samus' cha suffers damage in b		0	
NAME	М	WS	BS	S	T	W	A	Ld Sv	REMAINING W	М	WS	A
Samus	*	*	4+	7	7	12	*	9 4+ (5++)	7-12+	8"	2+	6
Samus is a single model. He be included in your army.	e is equipp	ed with	the Slav	ıghterir	ng blade.	Only o	ne of th	is model may	4-6 1-3	6" 4"	3+ 4+	5 4
WEAPON	RANGE	TYPI	E		S	AP	0	ABILITIES				30
Slaughtering blade	Melee	Mel	ee		User	-3	3		ing INFANTRY mode r wound rolls.	els with th	is weapon,	
WARGEAR OPTIONS	• None		1200	13.2	1							
ABILITIES	Heroic I the turn Daemon Daemon from the Ritual ca	nterven nic: The nic Ritu n Prince eir rolls an also rs of M	e model al: See e of the to mani re-roll the adness:	d 1 to t has a 5- <i>Warhan</i> Ruinst ifest psy heir sun All uni	he Streng + invulne nmer 40, orm: If a rchic pov nmoning ts which	gth and erable sa 000 – Ir n enem vers for g roll wh	Attacks nve. ndex: Ch y PSYK that PS nen doir	a characteristics of naos. ER is within 9" of YKER. Friendly ng so.	either charges, is char of all models in the un of this model, their pla models within 9" atter IORNE within 6" of Sa	it until the yer must s npting a I	e end of subtract 1 Daemonic	
FACTION KEYWORDS	CHAO	S, KH	ORNE									
KEYWORDS	OTTAD	1 OTT	DDA	MON	MONT	OTTO	DAD		OF THE RUINSTO			

23 ww		ТН			AKY er of			TS		DAMAGE Some of Zarakyr characteristics c	hange as i		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as shown REMAINING W	below: M	A	LD PENALTY
Zarakynel	*	2+	2+	7	8	20	*	10	4+ (4++)		12"	6	-2
Zarakynel the Bringer o as well as its slicing claw								lade		4-10 1-3	9" 6"	5 4	-1 0
WEAPON	RANGE	TYPE			S	AP	D	ABIL	ITIES		-		
Souleater blade	Melee	Mele	ee		+1	-4	3	wea	pon, it iı	ou make a wound r nflicts 3 mortal wou nst the target unit.			
Slicing claws	Melee	Mele	ee		User	-2	D6		pon, tha	ou make a wound r t hit is resolved wit			
WARGEAR OPTIONS	None	e.			1		1999				215	29.9	
	the play Arch-da Dance o Lissom charge o Emissa this mo Aura of	ver whos aemonic of Serpe Terror: distance ry of the del when f Exquisi	e turn is c Ritual nts: Ad Zaraky: roll is n c Prince n Moral ite Desg	s taking : See pa d 1 to a nel can ot affec e tests pair: Su	g place. age 4. hoy save r both Adv cted by ter cess: You r are taken. ibtract th	olls may vance a train. may use	de for Za nd/or Fa e this mo	arakyno Ill Back odel's L	el agains and stil eadershi	e choosing units to t Melee attacks. l charge in the same p for friendly SLA A s Damage table fror	e turn, in : ANESH u	addition nits with	, its 111 6" of
PSYKER	This mc psychic	powers	attempt in each	to man enemy	nifest thre	hase. I	t knows	the Sm		dly Psychic phase, a nic power and two p			
FACTION KEYWORDS		S, SLA											
KEYWORDS					, MONS GER OI				SYKER	, KEEPER OF SI	ECRETS	,	

35 Jan		AE			'RA YER (RES		change as he s	suffers	0" 6 +2 4" 4 +1 " 2 +0 n 1" of an enemy unit in 1" of an enemy unit in 1" of friendly models. RY models has its last hit of 3 FLAMERS OF rmy and immediately it before it is removed. and rolls immediately he target unit in addition		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	M	٨	PSVCHIC TEST RAN	
Aetaos'rau'keres	*	2+	2+	8	8	27	*	10 3	+ (4++)	13-27+	20"			
Aetaos'rau'keres is an im talons or lay them to wa Only one of this model 1	ste with the po	ower of	the sorce	erous S				hroude	d	6-12 1-5	14" 8"	-		
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	ITIES				2	
Staff of Cataclysm	60"	Ass	ault 2D6		9	-4	3	and If a mod TZE	can targe unit of at lels slain ENTCH	et enemy units v t least 10 INFA by this attack, a I is added to yo	vithin NTRY a unit o ur arm	l" of fi mode of 3 Fl y and	riendly models. Is has its last LAMERS OF immediately	
Warpfire talons	Melee	Mel	ee		User	placed within 1" of the slain unit before it is removed. Any hit that rolls a 6 for its wound rolls immediately								
Cataclysmic strike	Melee	Mel	ee		x2	-4	3			HICLE, BUILD becomes Dama		r MO	NSTER targets	
WARGEAR OPTIONS	• None			1					1		0			
	Emissar this moo Mantle is reflect	ty of th del whe of Twis ted back	e Great I n Morale ated Fate	Mutato e tests : s: Any	or: You m are taken successfi	ay use ully ma	this moo	del's Lea enemy	dership psychic	TZEENTCH I for friendly TZ power directed ignored and th	EENT agains	CH ui t Aeta	nits within 9" of os'rau'keres	
			wound.		ro roll or	ur failad	attomn	t by Act		raras to involva	Doon	onic	Ditual	
	Dark Je DAEMO attack m	alousy: ON PRI tust be t	If at the NCE is v	begini within inst th	ning of th 12" of Ae e closest 1	e contr taos'rai	olling pl ı'keres, i	layer's S roll a De	hooting 6. On a r	keres to invoke a phase, any LOF result of 4+, the MON PRINCE (RD OF Staff o	CHA f Cata	NGE or clysm's ranged	
										before removing D6 mortal wou		n the	battlefield; on a	
PSYKER	to deny and thre Aetaos'r	three pa e psych au'kere	sychic po nic power s attemp	owers i rs from ts to m	n each er n the Tzee anifest o	nemy Pa entch D r deny a	sychic pl iscipline a psychie	hase. Ae e (see W c power	etaos'rau <i>Tarhamn</i> , add the	friendly Psychio 'keres knows the ner 40,000 – Ind bonus shown i os'rau'keres.	e Smite ex: Cha	e psycl nos). V	hic power Whenever	
FACTION KEYWORDS			EENTC											
KEYWORDS		IIC, CI	HARAC	TER,	MONS	TER,	DAEM	ON, FI	.Y, PSY	KER, LORD	OF C	HAN	GE,	

9 Powet		M					ISF E TAI		J RED
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Mamon Transfigured	5"	3+	3+	6	7	8	5	9	5+ (5++)
Mamon Transfigured is a included in your army.	single mode	l armeo	l with th	ne conta	igion spr	ay, pust	ulant sto	omp and	l fist of decay. Only one of this model may be
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES
Contagion spray	9"	Pist	ol 2D3		*	-2	1	the s resul	cks made with this weapon automatically hit elected target. This weapon always wounds on a t of a 2+ unless the target unit has the VEHICLE rord, in which case a result of 6+ is required.
Pustulant stomp	Melee	Mel	ee		+2	-3	D3	phas	n targeting a unit with this weapon during the Figh e, add +3 to the Damage caused if the target unit he INFANTRY keyword.
Fist of decay	Melee	Mel	ee		+3	-1	1	woui	attack made with this weapon causes an unsaved nd to a model, roll a D6. On a 4+, the model suffers iditional D6 wounds.
WARGEAR OPTIONS	• None.								
ABILITIES	Daemon	ic: Thi	s unit ha	as a 5+ i	invulner	able sav	e.		
	Disgusti a wound	0.	esilient:	Each t	ime Mar	non los	es a wou	nd, roll	a D6; on a roll of 5 or 6, the model does not lose
	Daemon	ic Ritu	al: See	Warhan	nmer 40,	000 – Ir	idex: Ch	<i>aos</i> for r	nore details.
	Fel Icon THE TA							of 1 dur	ring the Fight phase for all friendly models with
FACTION KEYWORDS	CHAOS	S, NUI	RGLE,	THET	AINTI	ED			
KEYWORDS	CHARA	ACTE	R, MOI	NSTEI	R, DAE	MON,	MAMO	ON TR	ANSFIGURED

					UTT ZE OF 1					DAMAGE Some of Cor'bax U change as he suffe shown below:					
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	A		
Cor'bax Utterblight	*	*	4+	6	8	12	*	10	6+ (4++	-) 7-12+	7"	2+	5		
Cor'bax Utterblight is a s which can swallow whole scrabble for whatever mo your army.	e almost any	thing hi	s rotting	limbs	can catch	, while	his canl	ker wor	ms	4-6 1-3	5" 3"	3+ 4+	4		
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	ITIES						
Gaping maw	Melee	Me	lee		User	-3	3	All	rolls of 6	6 to hit with this weap	on become	3 hits each			
Canker worms	Melee	Melee Melee User -3 3 All rolls of 6 to hit with this weapon become 3 hits each. Melee Melee 2 0 1 After this model makes their close combat attacks, the canker worms infesting Cor'bax make their attacks separately. Make D6 additional attacks using this weapon profile.													
WARGEAR OPTIONS	• None	e.													
	not lose Daemo Daemo	a wour nic Ritu n Princ	nd. 1 al: See 1 e of the	Warha Ruinst	<i>mmer 40,0</i> t orm: If a:	000 – In n enem	odex: Ch y PSYK	<i>aos.</i> ER is w	vithin 9"	, roll a D6; on a roll of of this model, their pl	ayer must s	subtract 1	s		
					ychic pow mmoning				Friendly	y models within 9" att	empting a	Daemonic			
					bax Utter , that uni					a charge move, roll a I	06 for each	enemy unit			
	and swa charge r	imps an rolls ma	ything, l de for h	be it bla im beca	ade or bul ause of ter	let, that rain. Ir	t strikes additic	it, with on, whe	n little ou en makin	uid horror that simply utward effect. Cor'bax ng rolls for Cor'bax's I are ignored on a 4+.	ignores an	y penalty to)		
										efore removing it fror ortal wounds.	n the battle	field; on a			
FACTION KEYWORDS	CHAO	S, NU	RGLE												
KEYWORDS			R, MO			MON,	DAEM	ON P	RINCH	E OF THE RUINST	'ORM,				

		1.4.2.2.2.2.2.2.2		1922	1.12.00	less to 1	11/128	
T 6	P	LAG	UE]	ΓΟΑ	ADS	5 OF	N	URGLE
NAME	М	WS BS	i S	T	W	A	Ld	Sv
Plague Toad	7"	4+ 4+	5	5	4	3	7	6+ (5++)
This unit contains 3 Play Rating +12). Each mod								ing +6) or up to 6 additional Plague Toads (Power
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	TES
Grasping tongue	7"	Pistol 1		4	0	1	-	
Yawning maw	Melee	Melee		5	-1	D3		it rolls of a 6 made when using this weapon rate a single additional automatic hit.
WARGEAR OPTIONS	• None.		12.26			1 all		
ABILITIES	Daemor	nic: This uni	t has a 5+	invulner	able sav	e.		
								RGLE or DAEMON keywords with this ability ot lose a wound.
	Daemor	nic Ritual: S	ee Warhar	nmer 40	,000 – Ir	ıdex: Ch	aos for n	nore details.
FACTION KEYWORDS	CHAO	S, NURGL	E	1. 10 10			1000	
KEYWORDS	BEAST	, DAEMO	N, FLY, P	PLAGU	E TOA	DS OF	NURG	LE

18		D		DIE	TT	0.0			
tower		P()X	KID	JER		JF I		RGLE
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Pox Rider	7"	4+	4+	5	5	5	3	7	6+ (5++)
This unit contains 3 Pox (Power Rating +14). Eac									+8) or up to 6 additional Pox Riders
WEAPON	RANGE	TYPE	0 1 1	5 tonguo	S	AP	D	ABILI	
Grasping tongue	7"	Piste	ol 1		4	0	1	-	
Yawning maw	Melee	Mel	ee		5	-1	D3		nit rolls of a 6 made when using this weapon erate a single additional automatic hit.
Rider's plaguesword	Melee	Mel	ee		4	0	1	equip may 1	r all other attacks have been made by a model pped with this weapon during the Fight phase, it make an additional two attacks using this weapon ile, re-rolling all failed wound rolls.
WARGEAR OPTIONS	• One	Pox Rid	er may t	ake an ir ake a Da monic Ic	emoni			der that I	has taken an Instrument of Chaos may not also be
ABILITIES	Daemo	nic: Thi	s unit ha	as a 5+ ir	nvulner	able sav	ve.		
									TRGLE or DAEMON keywords with this ability ot lose a wound.
	Daemo	nic Ritu	al: See	Warham	mer 40,	000 – Ia	ndex: Ch	aos.	
									start of any phase then any attacks that target this luration of that phase.
		ality bliı							g a Morale test for a unit equipped with a Daemor odels flee and one slain Pox Rider is returned to
	Instrun for it.	nent of	Chaos: 4	A unit th	at inclu	ides an	Instrum	ent of Cl	Chaos adds +1 to any Charge or Advance rolls mad
FACTION KEYWORDS	CHAO	S, NUI	RGLE						
KEYWORDS	REAST	DAF	MON	FLY, PC	X RI	DERS	OF NU	RGLE	

	S	PI I	NEI) C	HA	os	BE.	AS'	Г	DAMAGE Some of a Spined C change as it suffers			risti
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	WS	A
Spined Chaos Beast	*	*	-	7	6	12	*	6	4+ (5++)		10"	3+	8
A Spined Chaos Beast is	a single mod	lel. It is	armed w	vith a tu	isked ma	w, jagge	ed claws	and		4-6	8"	4+	5
warp spines. WEAPON	RANGE	TYP	F		S	AP	D	ARII	ITIES	1-3	4"	5+	3
Tusked maw	Melee	Mel			x2	-3	D6	Onl Figl	y one atta nt phase.	ack may be made with If a model is slain as a Chaos Beast heals 1 wo	result of		
Jagged claws	Melee	Mel	ee		User	-1	2	-					8
Warp spines	*	*			4	0	1	Inst Cha with Spin	ead, if th irge move nin 1", ro ned Chao	cks may not be made w e Spined Chaos Beast e, or any enemy unit e Il a D6 for each enemy s Beast. On a result of gle automatic hit.	completes nds a pile v unit with	a successful in move in 1" of the	
WARGEAR OPTIONS	None	2.	- 11/2	1 Cal	S ALT		100	2.181					
ABILITIES	Daemo	nic: Thi	s unit ha	as a 5+ i	invulnera	able sav	e.						
	Daemo	nic Ritu	al: See	Warhan	nmer 40,0	000 – Ir	idex: Ch	aos.					B
	select o keywor on the c Disgust Quicksi Unstop	ne of the d: KHO shosen k ingly Re lver Swi pable F	e followi RNE, N ceyword esilient; i aftness. erocity:	ng four URGLI , if KH(f TZEE If a KH	e keyword E, SLAAN ORNE is ENTCH i IORNE I	ls to ad NESH, ' chosen s chose: DAEMO	d to this TZEEN' , it gains n, it gain DN unit	model TCH. T Blood is Ephe with th	's Faction This mod for the E emeral Fo his ability	r Detachment, the con n keywords, replacing el will gain one additi slood God; if NURGL rm; and if SLAANES either charges, is char	the <all onal abilit E is chose H is chose rged, or pe</all 	EGIANCE> y based n, it gains n, it gains erforms a	
										of all models in the un			- 102
	the turr												
	the turr Disgust	i. tingly R	esilient:		ime a mo 5 or 6, th					EMON keywords and l.	l this abili	ty loses a	
	the turr Disgus t wound,	i. t ingly R roll a D	esilient : 6; on a 1	oll of a	5 or 6, th	ne mode	el does r	ot lose	a wound				
	the turr Disgust wound, Ephem Quicks If the er	n. t ingly R roll a D eral For ilver Sw nemy als	esilient: %; on a 1 m: Add iftness: 50 has u	roll of a 1 to any A SLA hits that	5 or 6, th y invulne ANESH 1	ne mode erable sa DAEM arged, c	el does r aving th ON alwa or that h	iot lose rows m iys atta ave a si	a wound ade for a cks first i	l. '	ON with t en if it didr	his ability. 1't charge.	
FACTION KEYWORDS	the turr Disgust wound, Ephem Quicks If the er with, sta	n. ti ngly R roll a D eral For ilver Sw nemy als arting w	esilient: %; on a 1 m: Add iftness: 50 has u	oll of a 1 to any A SLA hits that blayer w	5 or 6, th y invulne ANESH t have cha zhose tur	ne mode erable sa DAEM arged, c	el does r aving th ON alwa or that h	iot lose rows m iys atta ave a si	a wound ade for a cks first i	l. TZEENTCH DAEM n the Fight phase, eve	ON with t en if it didr	his ability. 1't charge.	

5	(GIA	NT	' C]	HAC	DS	SPA	WN	V	DAMAGE Some of a Gian change as it suf shown below:			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	S	A
Giant Chaos Spawn	*	4+	-	*	5	10	*	10 4	4+ (5++)	20+	8+D6"	6+D6	6+D6
A Giant Chaos Spawn is a si	ingle mod	lel. It is	armed v	with ch	urning fa	ngs and	d claws.			10-19	6+D6"	6+D3	6+D3
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	ITIES	5-9	3+D3"	3+D6	3+D6
Churning fangs and claws	Melee	Me	lee		User	-1	D3	-		1-4	D6"	2D6	2D6
WARGEAR OPTIONS Abilities	Daemo Eternal Chaos S and a 1 gains D of 10 W more W	nic: Th nic Rith Torme Spawn's or a 6 is 3 Wour Younds. Younds,	ual: See nt: Whe mutable s rolled o nds. This If the Gi	Warha enever a charac on any may b ant Ch the TI	invulnera mmer 40, a roll is m cteristics (D6 or D3 e used to aos Spaw FANIC ko	000 – <i>i</i> ade to (see the , the G take it n ever	ndex: cha set one o e Damag iant Cha above it reaches	of the G e table) os Spav s startin a total o	vn g total of 20 or	At the start of ee Spawn's mutable the first time it i roll for Moveme roll is made to d based on the nu currently posses characteristic ur at which point it	e character s called up ent, Strengt etermine t mber of W s. That roll ntil the end	stics are r on to use, h or Attac hat charac ounds the is then u of the cu	eset, and test or ks, a new cteristic model sed for that
FACTION KEYWORDS	CHAC	S			- 1.9								
KEYWORDS	CHAC	OS, MO	NSTEI	R, DA	EMON,	GIAN	T CHA	OS SP	AWN				

55

\$ 30 SC	CABE				K TH BLIGH					DAMAGE Some of Scabeiathr characteristics chan battle, as shown bel	ige as he s		age
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	S	ŀ
Scabeiathrax	*	2+	2+	*	9	22	*	10 6-	+ (4++)	11-22+	7"	10	e
Scabeiathrax the Bloated ouch all flesh rots, stone project vast sprays of leth suffering. The Daemon L anything that cannot esca	crumbles an ally infected ord is accon	nd metal l vomit v npanied	corrod which k by swar	es to du ills thos ms of N	ist, while ise it cove: Jurglings	from h rs with which	is stoma unimagi bite and	ich he ca nable		6-10 1-5	5" 3"	8 6	5
WEAPON	RANGE	TYPE		1	S	AP	D	ABILIT	TES				
Horrific vomit	9"	Pisto	ol 2D6		6	-2	D3	Thisy	weapon l	hits automatically.			
Blade of Decay	Melee	Mel	ee		+2	-4	6	-	-				
Nurglings	Melee	Mel	ee		2	0	1	Nurg attack weap	lings info ks separa	del makes its close co esting Scabeiathrax tl itely. Make D6 additio le. You can re-roll wo	he Bloated onal attack	make their ts using this	
WARGEAR OPTIONS	None	2.	- 11.00	1 Pal	16.84		12.1	1. 1. 1. 1.					
ABILITIES	Disgust does no Arch-d Emissa model v	tingly Ra t lose a v aemonic ry of the when Mo	esilient: wound. c Ritual e Plague orale tes	: Each t : See pa : God: T ts are ta	ige 4. You may iken.	eiathra use this	x the Blo s model's	s Leaders	ship for f	und, roll a D6; on a ro friendly NURGLE un y hit rolls that target f	nits within	6" of this	
	DAEM Putrid	ON unit Demise:	s within When	6" of Sotthis mo	cabeiath del is rec	rax the l luced to	Bloated	in the Fig nds, roll a	ght phas a D6 bef				
PSYKER	Scabeia to deny	athrax c / three j	an atte psychic	mpt to power:	manifes s in eacl	st three 1 enem	e psychi y Psych	c powers ic phase	s in eacl	h friendly Psychic p iathrax knows the S ner 40,000 – Index: C	Smite psych		
FACTION KEYWORDS		S, NUI			-319.4				-				
KEYWORDS	TITAN	JIC CH	HARAG	CTER.	MONS	TER. I	DAEM	ON. PS	VKFR	GREAT UNCLEA	N ONE		



25		RE			DE HER					DAMAGE Some of a Renegade characteristics chan battle, as shown belo	ge as it su		age in
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M.	WS	BS
Renegade Knight Acheron	*	*	*	8	8	27	4	9	3+	15-27+	14"	3+	3+
A Renegade Knight Acheror	n is a sing	gle mode	l. It is ec	luippe	d with an	Achero	on flame	cannon	and a	7-14	10"	4+	4+
reaper chainfist with an inbu WEAPON		neavy bo TYPE		hay als	o crush it	s toes b	eneath i	ts titanio ABILI		1-6	6"	5+	5+
Acheron flame cannon	18"		vy 2D6		7	-2	3			automatically hits its t	arget.		
Twin heavy bolter	36"	Hear			5	-1	1	-	1	,	0		
Reaper chainfist	Melee	Mele	ee		x2	-4	6	Whe hit ro		ting with this weapon, s	subtract 1	from the	
Titanic feet	Melee	Mele	ee		User	-2	D3		e 3 hit ro ad of 1.	olls for each attack mad	le with th	is weapon	
WARGEAR OPTIONS	• None	e.			1 to all								
	one wor Flank S	und.	/hen ma	king a	dvance ro	U	·			1 D6; on the result of a s			
	charge of models can sho keywor within t move at	during it , though ot if ther d. In this range an nd fire H	s turn, V at the en ce are en case, it d more t leavy we	When nd of i emy n can sh than 1 apons	a Renegac ts move it nodels wit noot the es " away fro without s	le Knig must b thin 1" o nemy u om any f sufferin	ht Acher of more of it, as l nit that friendly g the per	ron Falls than 1" f ong as a is withir models. nalty to	Back, i from all ll of the 1" of it In addi its hit ro	the Movement phase at it can even move over e enemy units. A Reneg e enemy models have th or any other visible en ition, the Renegade Kn olls. Finally, the Renega scured from the bearer.	nemy INI ade Knigh e INFAN emy unit ight Ache de Knigh	FANTRY at Acheron TRY that is ron can	
					uced to 0 in 2D6" s					ving the model from th	e battlefie	eld; on a 6+	
					-		-	-					
FACTION KEYWORDS	CHAC	os, qui	ESTOR	TRA	ITORO	US OR	DAR	K MEC	HANIC	CUS			

				LA	DE NC	ER				DAMAGE Some of a Renegade characteristics chan battle, as shown bel	ge as it su		ige ii		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS		
Renegade Knight Lancer	*	*	*	8	8	27	4	9	3+	15-27+	14"	3+	3+		
A Renegade Knight Lancer wields in melee combat and foes beneath its titanic feet.	d can also									7-14 1-6	10" 6"	4+ 5+	4+ 5+		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				3		
Cerastus shock lance	Melee	Mel	ee		+6	-4	6	Rene		oll failed hit rolls with night Lancer has succe phase.			1000		
Shock blast	18"	Hea	ivy 6		6	-1	D3	-					1		
Titanic feet	Melee	Mel	ee		User	-2	D3			olls for each attack ma	de with th	is weapon			
WARGEAR OPTIONS	• None	e.													
	from the Inferna	 None. Ion Gauntlet Shield: The Renegade Knight Lancer has a 5+ invulnerable save, increasing to a 4+ invulnerable save in the Fight phase of any turn. In addition, enemy units with the TITANIC keyword within 1" must subtract 1 from their hit rolls when directing their attacks against the Renegade Knight Lancer (to a maximum of 6+ to hit). Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound. Flank Speed: When making advance rolls for this model, roll 2D6 and add the result together to determine the 													
		None. n Gauntlet Shield: The Renegade Knight Lancer has a 5+ invulnerable save, increasing to a 4+ invulnerable save the Fight phase of any turn. In addition, enemy units with the TITANIC keyword within 1" must subtract 1 om their hit rolls when directing their attacks against the Renegade Knight Lancer (to a maximum of 6+ to hit). fernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals e wound. ank Speed: When making advance rolls for this model, roll 2D6 and add the result together to determine the aximum distance it may move. fernal Knight Titan: A Renegade Knight Lancer can Fall Back in the Movement phase and still shoot and/or arge during its turn, When a Renegade Knight Lancer Falls Back, it can even move over enemy INFANTRY odels, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Lancer n shoot if there are enemy models within 1" of it, as long as all of the enemy models have the INFANTRY													
	maximu Inferna charge o models, can sho keyword within r move ar	I Knigh during i , though oot if the d. In thi range an nd fire F	transe it m at Titan : ts turn, at the e re are er s case, it ad more Heavy we	A Ren When a nd of it nemy m can sh than 1' eapons	ve. egade Kn a Renegad ts move it nodels wit nodels wit oot the er ' away fro without s	ight La le Knig must b hin 1" o nemy u m any f sufferin	ncer can ht Lance be more of it, as h nit that i friendly g the per	Fall Bac r Falls E than 1" f ong as a is within models. nalty to i	ck in th Back, it o From all Il of the 1" of it In addi its hit ro	e Movement phase and can even move over en enemy units. A Reneg	l still shoo emy INFA ade Knigh ne INFAN nemy unit ight Lance ade Knigh	t and/or NTRY It Lancer TRY that is er can			
	maximu Inferna charge c models, can sho keyword within r move ar only gai	um dista I Knigh during i , though ot if the d. In thi range an nd fire F ins a bon es: If thi	transe it m t Titan: ts turn, at the e re are er s case, it ad more Heavy we nus to it is model	A Ren When a nd of in nemy m can sh than 1' eapons s save i is redu	ve. egade Kn a Renegac ts move it nodels wit oot the er ' away fro without s n cover if	ight La le Knig must b hin 1" o nemy u m any i ufferin at least wounds	ncer can ht Lance be more to of it, as l nit that i friendly g the per half of to s, roll a I	Fall Bac r Falls E than 1" f ong as a s within models. halty to the mod D6 befor	ck in th Back, it o From all Il of the 1" of it In addi its hit ro el is obs e remov	e Movement phase and can even move over en enemy units. A Reneg enemy models have th or any other visible er tion, the Renegade Kn olls. Finally, the Reneg	l still shoo emy INFA ade Knigh ne INFAN nemy unit ight Lance ade Knigh	t and/or NTRY at Lancer TRY that is er can t Lancer			
FACTION KEYWORDS	maximu Inferna charge c models, can shoo keyword within r move ar only gai Explod it exploo	um dista al Knigh during i , though oot if the d. In thi range an nd fire F ins a bon es: If thi des and	ance it m at Titan : ts turn, ' at the e re are er s case, it ad more Heavy we nus to it is model each un	A Ren When a nd of it hemy n c can sh than 1' eapons s save i is redu it with	ve. egade Kn a Renegac ts move it nodels wit oot the en ' away fro without s n cover if aced to 0 %	ight La le Knig must b hin 1" d nemy u m any i ufferin at least wounds uffers D	ncer can ht Lance e more fo fit, as l nit that i friendly g the per half of f s, roll a I 66 morta	Fall Bac r Falls E than 1" f ong as a s within models. halty to i the mod D6 befor l wound	ck in th Back, it of From all Il of the 1 " of it In addi its hit ro el is obs e remov Is.	e Movement phase and can even move over en enemy units. A Reneg enemy models have th or any other visible er tion, the Renegade Kn olls. Finally, the Reneg scured from the bearer <i>v</i> ing the model from th	l still shoo emy INFA ade Knigh ne INFAN nemy unit ight Lance ade Knigh	t and/or NTRY at Lancer TRY that is er can t Lancer			

25			CA	\S 7	DE TIG/					DAMAGE Some of a Renegade characteristics chan battle, as shown bel	ge as it su		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M.	WS	BS
Renegade Knight Castigator	*	*	*	8	8	27	4	9	3+	15-27+	14"	3+	3+
A Renegade Knight Castig Tempest warblade. It may	gator is a sin also crush	ngle mo its foes	del. It is beneath	equip ₁ its tita	ped with a nic feet.	a Castig	ator bol	t cannor	n and a	7-14 1-6	10" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES	<u> </u>			
Castigator bolt cannon	36"	Hea	vy 14		6	-2	2	-					
Tempest warblade	Melee	Mel	ee		+6	-3	5	weap addit	, on agai	of a 6 is rolled on any v nst a MONSTER or V ¹³ mortal wounds are a	EHICLE,	then an	
Titanic feet	Melee	Mel	ee		User	-2	D3		e 3 hit ro ad of 1.	olls for each attack ma	le with th	is weapon	
WARGEAR OPTIONS	• None	e.				1978							
	one wo	und. S peed: V	Vhen ma	aking a	dvance ro	U	· ·			D6; on the result of a ladd the result togethe			
	and/or INFAN Knight INFAN unit tha Castiga	charge c TRY m Castigat TRY ke at is with tor can	luring it odels, th or can s yword. I in rang move an	s turn, lough a shoot if In this e and r id fire I	When a l at the end there are case, it ca nore than Heavy we	Renegac of its m enemy n shoot 1" awa apons w	le Knigh nove it n models the ene y from a vithout s	nt Castignust be r within 1 my unit ny frien uffering	ator Fal nore tha 1" of it, a that is v dly moo	n the Movement phase lls Back, it can even mo an 1" from all enemy u as long as all of the ene within 1" of it or any of dels. In addition, the R- nalty to its hit rolls. Fin of the model is obscur	ove over en nits. A Re my mode her visible enegade K ally, the R	nemy negade ls have the e enemy night enegade	
				1	used to 0	wound	, roll o l			· · · · · · · · · · · · · · · · · · ·	1		- 11
					in 2D6" s					ving the model from th	e battlefie	eld; on a 6+	
FACTION KEYWORDS	it explo	des and	each ur	it with		uffers D	06 morta	al wound	ds.	0	e battlefie	eld; on a 6+	-

29		RE	NEC A		DE ROF			HT		DAMAGE Some of a Renegade characteristics chan	ge as it su		ige i
NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as shown belo REMAINING W	ow: M	WS	B
Renegade Knight Atropos	*	*	*	8	8	27	4	9	3+	15-27+	14"	3+	3
A Renegade Knight Atropos								er and a		7-14	10"	4+	4
graviton singularity cannon WEAPON	RANGE	TYPI		beneau	S Institut	AP	D	ABILIT	ES	1-6	6"	5+	5
Atropos lascutter (shooting) Atropos lascutter (melee)	9" Melee	Hea Mel	vy 1 ee		12 14	-4	6	If an a or MC imme target gener You n this w	uttack w DNSTE diately unit w ate furt hay re-r reapon a	ith this weapon slays a R unit in the Shooting make another attack a ithin range. This bonu- her attacks. oll failed hit and wour against targets with the	g phase, yo gainst a se s attack do nd rolls for e MONST	u may parate bes not	,
Graviton singularity cannon	36"	Hea	vy 4		8	-3	3	Roll a roll of weapo a roll its list are in	D6 eac a 1, the on fires of 2-5, t ed prof stead ca	or VEHICLE keyword h time before this wea e bearer suffers a mort normally (if the beare the attack is carried ou ile. On a roll of a 6, the urried out at Strength 1 normal profile.	pon is fire al wound r survives at normally e weapon's	and the this). On y using attacks	
Titanic feet	Melee	Mel	ee		User	-2	D3		3 hit ro d of 1.	lls for each attack mad	de with thi	s weapon	
WARGEAR OPTIONS	• None	2.		12		16233		1223					
ABILITIES	Knight	Atropos l Veil: T								eristic when within 6" ttacks, and a 5+ invulı			
	Inferna	1 Autos			baginn								
	one wou Macro-	ınd. extincti	on Proto	c ols: Yo	ou may :	add 1 to				D6; on the result of a structure of			
	one wou Macro- against Flank S	ind. extincti targets v peed: V	on Proto with the T	cols: Yo ITANI ing adv	ou may : IC keyw vance ro	add 1 to ord.	o your h	it rolls w	ith this		Shooting a	ttacks	
	one woo Macro- against Flank S maximu Inferna charge o models, can sho keywor within r move an	und. extincti targets v peed: V um dista l Knigh luring i though ot if the d. In thi range an ad fire F	on Proto with the T When mak unce it mar t Titan: A ts turn. W at the end re are ene s case, it c d more th Heavy wea	cols: Ye ITANI ing adv y move Reneg hen a I d of its my mo an sho an sho an 1" a pons w	ou may : C keyw vance ro gade Kn Renegac move it dels wit ot the en way fro rithout s	add 1 to ord. ills for t ight Atti le Knigl must b hin 1" o nemy u m any f uffering	b your h his mod ropos ca ht Atrop be more of it, as l nit that friendly g the per	it rolls w lel, roll 2 In Fall Ba oos Falls 1 than 1" fi ong as al is within models. nalty to i	ith this D6 and ck in th Back, it rom all l of the 1" of it In addit ts hit ro	model when making S	Shooting a er to deter ad still sho nemy INF ade Knigh e INFAN temy unit t ight Atrop	ttacks mine the ot and/or ANTRY t Atropos TRY that is pos can	
	one woo Macro- against Flank S maximu Inferna charge c models, can sho keyword within n move an only gai	and. extincti targets of peed: V um dista I Knigh during i though ot if the d. In thi ange an ad fire F ns a bon es (Uns	on Proto with the T When mak ince it man it Titan: A ts turn. W at the end re are ene s case, it c id more the Jeavy wea nus to its s table Read	cols: Ye ITANI ing adv y move A Reneg hen a I d of its my mo an sho an 1" a pons w pons w ave in ctor): I	ou may a IC keyw vance ro gade Kn Renegac move it dels wit ot the en way fro rithout s cover if f this m	add 1 to ord. ills for t ight Atu le Knig must b hin 1" o nemy u m any f uffering at least odel is n	b your h his mod ropos ca ht Atrop e more of it, as l nit that friendly g the per half of reduced	it rolls w lel, roll 2 an Fall Ba oos Falls 1 than 1" fi ong as al is within models. nalty to i the mode to 0 wou	ith this D6 and ck in th Back, it rom all l of the 1" of it In addit ts hit ro el is obs unds, ro	model when making S add the results togethe the Movement phase an can even move over et enemy units. A Reneg enemy models have th or any other visible en tion, the Renegade Kn lls. Finally, the Renega	Shooting a er to deter ad still sho nemy INF ade Knigh ne INFAN ' nemy unit (ight Atrop ade Knight	ttacks mine the ot and/or ANTRY t Atropos TRY that is sos can t Atropos	
FACTION KEYWORDS	one woo Macro- against Flank S maximu Inferna charge o models, can sho keywore within n move an only gai Explod the batt	und. extincti targets of peed: V um dista I Knigh luring i though of if the d. In thi range an nd fire F nns a bon es (Uns:	on Proto with the T When mak ince it man it Titan: A ts turn. W at the end re are ene s case, it c id more the Jeavy wea nus to its s table Read	cols: Yo ITANI ing adv y move A Reneg hen a I d of its my mo an sho an s	ou may a C keyw vance ro- gade Kn Renegac move it dels wit ot the en way fro rithout s cover if f this m es and e	add 1 to ord. ills for t ight Ata le Knigl must b hin 1" o hemy u many f uffering at least odel is n ach uni	o your h his mod ropos ca ht Atrop e more of it, as l nit that friendly g the pee half of reduced it within	it rolls w lel, roll 2 on Fall Ba bos Falls 1 than 1" fi ong as al is within models. nalty to i the models. to 0 wou a 2D6" su	ith this D6 and ck in th Back, it rom all l of the 1" of it In addit ts hit ro el is obs unds, ro ffers D6	model when making S add the results togethe the Movement phase an can even move over en- enemy units. A Reneg enemy models have th or any other visible en- tion, the Renegade Kn Ils. Finally, the Renega cured from the firer. Il a D6 before removir 5 mortal wounds.	Shooting a er to deter ad still sho nemy INF ade Knigh ne INFAN ' nemy unit (ight Atrop ade Knight	ttacks mine the ot and/or ANTRY t Atropos TRY that is sos can t Atropos	

¥ 28		RE			DE GA			HT		DAMAGE Some of a Renegade characteristics char	nge as it si		ige ir
NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel REMAINING W	ow: M	WS	BS
Ren. Knight Magaera	*	*	*	8	8	24	4	9	3+	13-24+	12"	3+	3+
A Renegade Knight Maga										7-12	9"	4+	4-
an ectoplasma fusil and re WEAPON	RANGE	sword. I TYP	,	so crus	sh its foes	AP	n its tita D	nic feet.	IFC	1-6	6"	5+	5-
Lightning cannon	48"		avy 6		7	-1	D3	Each that l	time ye nit is re	ou make a wound roll solved with an AP of instead of D3.			,
Ectoplasma fusil	24"	Rap	oid Fire 2	2	6	-3	2	-					
Twin rad cleanser	9"	Ass	ault 2D6	5	*	0	3	on a l	3+, exc	n hits automatically, an ept against TITANIC : h it always wounds on	and VEH		
Reaper chainsword	Melee	Me	lee		+4	-3	6	-					
Hekaton siege claw	Melee	Me	lee		x2	-4	6	Subtr weap		om hit rolls for attacks	s made wi	th this	
Titanic feet	Melee	Me	lee		User	-2	D3		e 3 hit r ad of 1.	olls for each attack ma	de with th	iis weapon	
WARGEAR OPTIONS		0	0	0	aera may i its cost by	1	-	er chains	word w	rith a hekaton siege cla	w with an	inbuilt twi	n
ABILITIES	Empyre against			nits ot	her than `	VEHIC	LES car	not clair	n the b	onus +1 to their save f	or being i	n cover	
	Inferna melee at		This moc	lel has	a 4+ invu	llnerabl	e save aş	gainst sh	ooting	attacks, and a 5+ invul	nerable sa	ive against	
			imulacr	a: At t	he beginn	ing of e	ach of y	our turn	ıs, roll a	a D6; on the result of a	5+ the m	odel heals	
	 Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound. Infernal Knight Titan: A Renegade Knight Magaera can Fall Back in the Movement phase and still shoot and/or charge during its turn, When a Renegade Knight Magaera 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. A Renegade Knight Magaera 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, the Renegade Knight Magaera can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Renegade Knight Magaera only gains a bonus to its save in cover if at least half of the model is obscured from the bearer. 												
										oll a D6 before removi 6 mortal wounds.	ng the mo	del from	
FACTION KEYWORDS				-	ITORO							11111	
KEYWORDS	TITAN	JIC. V	EHICL	E. RE	NEGAD	E KNI	GHT N	AGAI	ERA				

¥ 40			NE PO		egade Knight Porphyrion's change as it suffers damage ir n below:												
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS				
Renegade Knight Porphyrion	*	*	*	8	9	30	3	9	3+	23-30+	10"	3+	2+				
A Renegade Knight Porph										16-22 9-15	8" 6"	4+ 5+	3+ 4+				
two autocannon and an ire		-		y also o						1-8	0 4"	5+ 6+	4+ 5+				
WEAPON	RANGE	TYP	E		S	AP		ABILI			-	• ·	51				
Twin magna lascannon	72"	Hea	wy 2D3		12	-3	6	This attacl		may not be used to ma	ake Overv	vatch					
Lascannon	48"		wy 1		9	-3	D6	-									
Autocannon	48"	Hea	ivy 2		7	-1	2	- Th:		· · · · · · · · · · · · · · · · · · ·		hlh					
Ironstorm missile pod	72"	Hea	wy D6		5	-	D3	beare		on can target units that are not visible to the							
Helios defence missiles	60"	Hea	avy 2		8	-2	3			ll hit rolls made against targets that can FLY. from all hit rolls against all other targets.							
Titanic feet	Melee	Me	lee		User	-2	D3		e 3 hit r ad of 1.	it rolls for each attack made with this weapon							
WARGEAR OPTIONS										oon with lascannon. pod with Helios defen	ce missile	s.					
ABILITIES	Ion shi Inferna one woi Inferna and/or INFAN Knight INFAN UNIT tha Porphy; Knight Explod the batt Explod	eld: The al Autos und. al Knigh charge of TRY m Porphy: TRY ke ti s with rion car Porphy: es (Uns lefield; of es: If th	e model h imulacr at Titan: during it: odels, th rion can yword. I nin range n move a rion only table Re on a 5+ i is model	A Ren s turn. ough a shoot : n this and n nd fire gains actor): t explo is redu	+ invulne he beginn he gade Kr When a l tt the end if there an case, it ca more than Heavy w a bonus f : If this m odes and e uced to 0	rable sa ing of e ight Po Renegac of its n e enem n shoot 1" awa eapons to its sa odel is each un wound	we again each of y orphyrior de Knigh nove it n y model t the ene y from a without ve in cov reduced it within s, roll a l	st shoot our turn n can Fa nt Porph nust be n s within my unit ny friend sufferin rer if at l to 0 woo a 2D6" su D6 befor	ing atta as, roll a ll Back yrion F nore tha 1" of it. that is v dly moo g the pe east hal unds, ro iffers D re remov	-	5+ the mo e and still tove over nits. A Re emy mod her visible enegade K nally, the red from ng the mo	odel heals shoot enemy negade els have th e enemy night Renegade the bearer. del from					
FACTION KEYWORDS					in 2D6" s ITORO					CUS		1	_				
KEYWORDS					NEGAD								_				

¥ 24	RENEGADE KNIGHT STYRIX BAMAGE Some of a Renegade Knight Styrix's characteristics change as it suffers dam battle as shown below:												nage in			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel REMAINING W	ow: M	WS	BS			
Renegade Knight Styrix	*	*	*	8	8	24	4	9	3+	13-24+	12"	3+	3+			
A Renegade Knight Styrix i								vile, a gi	aviton	7-12	9"	4+	4+			
crusher and reaper chainsw WEAPON	RANGE	ay also t TYP	1	ts foes I	beneath 1	ts titani AP	c feet.	ABILI	TIES	1-6	6"	5+	5+			
Hellburner chieorovile	45"	Hea	ivy 5		8	-3	D6	the w weap initia addit	veapon s on's noi l attack	you make a wound roll of 6+ for this weapon, scores an additional automatic hit at the ormal profile which is resolved after the ks for the weapon on the same unit. These hits do not themselves generate more						
Graviton crusher	18"	Hea	ivy D3		6	-2	2	If the	target	unit's armour save is 3- nis weapon's attacks inc						
Twin rad cleanser	9"	Ass	ault 2D6	i	*	0	3	a 3+,	is weapon hits automatically and always wounds on +, except against TITANIC and VEHICLE units hinst which it always wounds on a 6+.							
Reaper chainsword	Melee	Me	ee		+4	-3	6	-								
Hekaton siege claw	Melee	Me	ee		x2	-4	6	Subti weap		from hit rolls for attacks made with this						
Titanic feet	Melee	Me	ee		User	-2	D3		e 3 hit ro ad of 1.	rolls for each attack made with this weapon						
WARGEAR OPTIONS			le Knigh s its cost			lace its	reaper o	chainswo	rd with	a hekaton siege claw a	nd twin r	ad cleanser	,			
ABILITIES		eal Prey	sight: U			VEHIC	CLES, ca	innot cla	im the l	bonus +1 to their save	for being	in cover				
	Inferna melee a		This moo	lel has a	a 4+ invu	lnerabl	e save a	gainst sh	ootinga	attacks, and a 5+ invul	nerable sa	ve against				
	Inferna one wou		imulacr	a: At th	ie beginn	ing of e	each of y	our turr	ıs, roll a	D6; on the result of a	5+ the mo	odel heals				
	charge of models, shoot if In this of and mo Heavy v	during i , though there a case, it c re than weapons	ts turn, " at the e re enemy an shoo 1" away s withou	When a nd of it y mode t the en from a t suffer	Renegat s move it ls within emy unit ny friend ing the po	le Knig must b 1" of it, that is ly mode enalty t	ht Styrin e more as long within els. In ac o its hit	x Falls Ba than 1" f as all of 1" of it or ddition, f rolls. Fir	ack, it ca from all the ene any ot the Ren hally, the	Movement phase and an even move over ene enemy units. A Reneg my models have the I N her visible enemy unit egade Knight Styrix ca e Renegade Knight Sty the bearer.	my INFA ade Knigl NFANTRY that is with n move an	NTRY nt Styrix ca Y keyword. thin range nd fire				
										oll a D6 before removir 6 mortal wounds.	ng the mo	del from				
FACTION KEYWORDS	CHAO	os, qu	ESTOR	TRA	TORO	US OR	DARI	K MEC	HANI	CUS						
KEYWORDS	TITAN															



200		CHAO BA'							DAMAGE Some of a Chae characteristics				damage in		
NAME	M	WS BS	S	T	W	A	Lđ	Sv	battle, as show		7:				
Chaos Warlord Titan	*	* *	_	16	70	5	10		REMAINING W	Μ	WS	BS	VOID SHIEL		
			16	16		-		2+	60-70+	18"	4+	2+	3+		
The Chaos Warlord Titan is a arm-mounted weapons select									40-59	14"	4+	3+	4+		
ardex-defensor mauler bolter	cannon turr	ets, and two arde							20-39	12"	5+	4+	4+		
also crush its enemies beneath WEAPON	RANGE	TYPE		S	AP	D	ARII	ITIES	10-19	10" 8"	5+	4+	5+		
						_		ke 4 hit	1-9	0	6+	5+	6+		
Greater titanic stride	Melee	Melee		User	-4	3			attack made with	n this w	eapon,	instea	d of 1.		
Mori quake cannon	24"-360"	Macro 3D6		20	-5	6	cha		his weapon must c and cannot Adv hase.				ng		
Sunfury plasma annihilator	72"	Macro 2D6		10	-4	2D6	for e	every oth	ng all damage on er unit within 6" suffers D3 hits u	of the ta	arget ui	nit; on	a 4+		
Warlord gatling blaster	72"	Macro 12		8	-3	3			ANTRY units, ead on instead becom			it infli	icted		
Apocalypse missile launcher	24"-360"	Heavy 12		7	-2	2	Thi: bear		can target units v	which a	re not v	risible	to the		
Reaver gatling blaster	72"	Macro 6		8	-3	3	infli	icted by tl	ANTRY units, each his weapon instea	nd becon	mes 3 h	its.			
Reaver laser blaster	96"	Macro 3D3		10	-3	2D6			roll of a 6 made with this attack automatically ditional D3 mortal wounds on the target.						
Arioch Titan power claw	Melee	Melee		x2	-5	12	havo claw 4+ t	e the TIT 7, select an hat unit s	VEHICLE or MONSTER that does not ANIC keyword, with the Warlord power n enemy unit within 12" and roll a D6; on a uffers D6 mortal wounds as the dead body rown at it.						
Saturnyne lascutter (shooting)	18"	Heavy 1		12	-4	6	you the succ eith Afte	may imn same targ cessful, yc er you mi	ve rolled a successful hit with this weapon, nediately roll for an additional hit against get unit, if this additional hit roll is bu may roll to hit again and again until iss or a total of 12 hits has been achieved. Il number of hits has been determined for						
Saturnyne lascutter (melee)	Melee	Melee		20	-5	12	targ		oll failed hit rolls he MONSTER, I		-	•			
Dual turbo-laser destructor	96"	Macro 2D3		16	-3	2D6	auto		oll of a 6 made w / inflicts an addit			al wou	inds		
Belicosa volcano cannon	180"	Macro D6		30	-6	12	Any add	v wound r itional De	coll of a 6 made w 6 mortal wounds	rith this on the	weapo target.	n infli	cts an		
Titan plasma blastgun	-		g mod				ng use	d before t	he attack is made	2:					
- Normal - Overcharged	72" 72"	Macro 2D6 Macro 2D6		8 10	-3 -4	3 4	Tita shot	n suffers ts have be	this firing mode, a mortal wound een resolved. The y the Titan's own	after all se morta	of this al woui	weapo	on's		
Titan Vulcan mega-bolter	72"	Heavy 20		6	-3	2	_	rread	/						
Twin Titan mega-bolter	72"	Heavy 40		6	-3	2	-								
Incinerator missile bank	24"-360"	Heavy 10		6	-2	2	rolle wea beir	ed for this pon do n ng in cove	ANTRY, the num s weapon is doub ot gain any bonu er. This weapon ca the bearer.	led. Uni s to thei	its attac ir savin	ked b g thro	y this ws for		
Ardex-defensor maulers	36"	Heavy 6		6	-2	2	rega	rdless of	ttacks with this w modifiers.	-					
Ardex-defensor twin lascannon	48"	Heavy 2		9	-3	D6	rega	rdless of	ttacks with this w modifiers. These d the Titan.				ire at		

WARGEAR OPTIONS	• This model must take two entions from the following list of energy mounted evenence.										
WARGEAR OFTIOND	 This model must take two options from the following list of carapace-mounted weapons: Dual turbo-laser destructor 										
	- Titan plasma blastgun										
	- Twin Titan Vulcan mega-bolter										
	- I win I itan Vulcan mega-bolter - Apocalypse missile launcher										
	- Reaver laser blaster										
	- Reaver gatling blaster										
	- Incinerator missile bank										
	The model must take two of the following arm-mounted weapons:										
	- Sunfury plasma annihilator										
	- Mori quake cannon										
	- Saturnyne lascutter										
	- Arioch Titan power claw with an inbuilt Titan mega-bolter										
	- Warlord gatling blaster										
	- Belicosa volcano cannon										
ABILITIES	Infernal God-engine: A Chaos Warlord Titan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Chaos Warlord Titan Falls Back, it can move over enemy INFANTRY models, though at the end of its move it must be more than 1" away from all enemy units. A Chaos Warlord Titan can fire its shooting weapons even if there are enemy models within 1" unless those enemy models are TITANIC. 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 Chaos Warlord Titan can move and fire Heavy weapons without any penalty to its hit rolls. Finally, a Chaos Warlord Titan only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.										
	Titan Void Shields: Titans are protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from their hulls in layers and designed to deflect and absorb the impact of high-energy attacks and missiles against them. In game terms, Titan void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, Titan void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves they may also be used to negate mortal wounds. In this case, roll one dice for each mortal wound that has been inflicted on the Titan, with the mortal wound being ignored if the save roll is passed. Titan void shields must be continuously re-energised and renewed in combat operations and so as the Titan is damaged, the defensive potential of its void shields is reduced (see the Damage table listed for the Titan).										
	Titanic Gait: When this model advances, increase its Move characteristic by 8" instead of rolling a dice.										
	Icon of the Apocalypse: All enemy models within 9" suffer a -2 penalty to their Leadership characteristic.										
	Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield. On a 5+, it suffers a cataclysmic explosion and each unit within 3D6" suffers 2D6 mortal wounds.										
FACTION KEYWORDS	CHAOS, TITANICUS TRAITORIS, <heretic legion="" titan=""></heretic>										
	· · · · · · · · · · · · · · · · · · ·										

¥ 120					REA TIT	DAMAGE Some of a Chaos Reaver Titan's characteristic change as it suffers damage in battle, as shown below:										
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	BS	VOID SHIELI		
Chaos Reaver Titan	*	*	*	10	10	60	5	10	3+	50-60+	20"	4+	2+	3+		
The Chaos Reaver Titan is a s										35-49	18"	4+	3+	4+		
and two arm-mounted weapo beneath its titanic stride.	ons selected f	from the	lists in	this da	atasheet.	It may a	also crusl	n its ener	nies	20-34	15"	5+	4+	5+		
WEAPON	RANGE	ТҮРЕ			S	AP	0	ABILIT	IFS	10-19	12"	5+	5+	6+		
				_						- 1-9	10"	6+	6+	7+		
Titanic stride	Melee	Mele	ee		User	-3	3		e 3 hit for eacl	n attack made wit	h this w	eapon,	instea	d of 1.		
Apocalypse missile launcher	24"-360"	Hear	vy 12		7	-2	2		weapor	a can target units		1 .		2555		
Reaver gatling blaster	72"	Mac	ro 6		8	-3	3			ANTRY units, ea by this weapon in				s.		
Reaver laser blaster	96"	Mac	ro 3D3		10	-3	2D6	autor		roll of a 6 made w y inflicts an addit t.				inds		
Reaver volcano cannon	180"	Mac	ro D6		25	-5	12	-						100		
Reaver melta cannon	48"	Mac	ro 2D6		16	-4	6	-						100		
Reaver power fist	Melee	Mele	ee		x2	-5	10	have select that u	the TI an ene init suf	y a VEHICLE or MONSTER that does not TITANIC keyword with the Reaver power fist, enemy unit within 12" and roll a D6; on a 4+ suffers D6 mortal wounds as the dead body or thrown at it.						
Reaver chainfist	Melee	Mele	ee		x2	-5	10	Any v VEH	wound ICLE, I	from hit rolls made with this weapon. d roll of a 6 made with this attack on any d, MONSTER or BUILDING automatically additional 2D6 mortal wounds on the target.						
Dual turbo-laser destructor	96"	Mac	ro 2D3		16	-3	2D6	autor		roll of a 6 made w y inflicts an addit t.			al wou	ınds		
Titan plasma blastgun	This weap	on has t	wo firin	g mo	des, decl	are whi	ich is bei		U	the attack is made	e:			12		
- Normal	72"	Mac	ro 2D6	0	8	-3	3	-								
- Overcharged	72"	Mac	ro 2D6		10	-4	4	Titan shots	suffers have b	this firing mode, s a mortal wound een resolved. The by the Titan's own	after all se mort	of this al wou	weapo	on's		
Titan inferno gun	18"	Hea	vy 4D6		7	-3	4	Thisy	weapor	hits automaticall	y.			123		
Titan vulcan mega-bolter	72"	Hear	vy 20		6	-3	2	-						100		
Incinerator missile bank	24"-360"	Hea	vy 10		6	-2	2	rollec weap being	l for th on do 1	ANTRY, the number of successful hits is weapon is doubled. Units attacked by this not gain any bonus to their saving throws for er. This weapon can target units which are						
WARGEAR OPTIONS	- Dual t - Titan - Titan - Titan - Apoca - Incine • The mo	turbo-la plasma inferno vulcan r dypse m rator m del mus r gatling r laser b r volcan r melta r power	ser dest blastgun nega-bo issile la issile ba t take tv 5 blaster laster o cannon fist	ructo n olter uncho nk wo of	r er					mounted weapon	S:					

(ABILITIES	Infernal God-engine: A Chaos Reaver Titan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Chaos Reaver Titan Falls Back, it can move over enemy INFANTRY models, though at the end of its move it must be more than 1" away from all enemy units. A Chaos Reaver Titan can fire its shooting weapons even if there are enemy models within 1" unless those enemy models are TITANIC . 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 Chaos Reaver Titan can move and fire Heavy weapons without any penalty to its hit rolls. Finally, a Chaos Reaver Titan only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.							
	Titan Void Shields: Titans are protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from their hulls in layers and designed to deflect and absorb the impact of high-energy attacks and missiles against them. In game terms, Titan void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, Titan void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves they may also be used to negate mortal wounds. In this case, roll one dice for each mortal wound that has been inflicted on the Titan, with the mortal wound bein ignored if the save roll is passed. Titan void shields must be continuously re-energised and renewed in combat operations and so as the Titan is damaged, the defensive potential of its voids shields is reduced (see the Damage table listed for the Titan).							
	Titanic Gait: When this model advances, increase its Move characteristic by 8" instead of rolling a dice.							
	Icon of the Apocalypse: All enemy models within 9" add an additional D6 to the result of any Morale tests they make.							
	Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield. On a 5+, it suffers a cataclysmic explosion and each unit within 3D6" suffers 2D6 mortal wounds.							
FACTION KEYWORDS	CHAOS, TITANICUS TRAITORIS, <heretic legion="" titan=""></heretic>							
KEYWORDS	TITANIC, VEHICLE, GOD-ENGINE, CHAOS REAVER BATTLE TITAN							

¥ 75		C			WAH JT T)UNI N	D		DAMAGE Some of a Cha characteristics							
NAME	M WS BS S T W A Ld Sv battle, as shown below: REMAINING W M								v: WS	BS	VOID SHIEL						
Chaos Warhound Titan	*	*	*	10	9	35	4	10	3+	30-35+	24"	5+	2+	4+			
The Chaos Warhound Titan i	s a single	model.	It is equi	oped wi	th two a	m-mou	nted wea	pons sel	lected	20-29	18"	5+	3+	5+			
	It may al	It may also crush its enemies beneath its titanic stride.						10-19	12"	6+	4+	6+					
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-9	8"	6+	4+	7+			
Titanic stride	Melee	Me	lee		User	-3	3		e 3 hit		1.41.		• ,	1.61			
										n attack made wit		-	instea	a of 1.			
Dual turbo-laser destructor	96"	Ma	cro 2D3		16	-3	2D6	auto		roll of a 6 made v y inflicts an addi t.			al wou	inds			
Titan plasma blastgun	This we	eapon ha	as two fi	ring mo	odes, dec	lare wh	ich is bei	ng used	l before	the attack is mad	e:						
- Normal	72"	Ma	cro 2D6		8	-3	3	-									
- Overcharged	72"	Ma	cro 2D6		10	-4	4	Tita: shot:	n suffers s have b	g this firing mode, for each hit roll of 1, the 's a mortal wound after all of this weapon's been resolved. These mortal wounds may not by the Titan's own void shields.							
Titan inferno gun	18"	Hea	avy 4D6		7	-3	4			hits automatical				1			
Titan vulcan mega-bolter	72"	Hea	avy 20		6	-3	2	-									
ABILITIES	charge though fire its s this cas and mo weapon	during i at the e shooting e, it can ore than as witho	its turn. nd of its g weapon shoot th 1" away ut any p	When a move i ns even ne enem from an enalty t	t Chaos t must b if there a ny unit th ny frienc o its hit	Warhou e more are ener nat is wi lly mod rolls. Fi	ind Titan than 1" a ny mode ithin 1" o els. In ad	Falls B way fro ls withi f it or a ldition, Chaos W	ack, it ca m all en n 1" unl ny other a Chaos	Movement phase an move over ene- temy units. A Cha- ess those enemy u- r visible enemy u- s Warhound Titar d Titan only gain	emy INF aos War models a nit that i n can mo	ANTR hound are TIT is withi ove and	Y moo Titan 'ANIC n rang l fire H	dels, can C. In ge Heavy			
	Titan V projecte attacks throw v form of unaffec In this o ignored operation table liss	Void Shi ed out a and mis which th f attack o ted by t case, rol l if the s ons and sted for	elds: Tit t a distant ssiles aga ne contro except fr he AP of l one did ave roll i so as the the Titan	ans are nee fror inst the elling pl om wea an atta e for ea s passe e Titan h).	protecte n their h em. In ga ayer can apons wi ack, but u ach mort d. Titan is damag	ed by sp nulls in l ame-tern opt to u th the M nulike in al wour void shi ged, the	ecialised ayers and ms, Titar use instea Melee typ nvulneral nd that ha ields mus defensiv	void sh d design n void sl ad of th e. Like ble save as been st be con re poten	ned to de hields an eir norm invulner s they m inflicted ntinuou tial of it	herators, near-imp eflect and absorb re represented by nal save or invulr rable saves, Titan nay also be used t d on the Titan, w sly re-energised a s void shields is r	the imp a uniqu nerable s void sh to negate ith the n and rene reduced	e kind ave aga ield save mortal v wed in (see the	nigh-e of sav inst a ves are l wou vound comb e Dam	nergy ing ny nds. I being pat			
	Flank S	Speed: V	When thi	s mode	el advanc	es, incr	ease its N	Aove ch	aracteri	stic by 12" instea	d of rolli	ing a di	ce.				
										6 before removin							
	battlefie	eld. On	a 5+ it su	affers a	cataclysi	mic exp	losion, a	nd each	unit wi	thin 3D6" suffers	D6 mor	rtal wo	inds.				
FACTION KEYWORDS							HAOS '				D6 moi	rtal wo	inds.				


DAEMON BOUND POINTS VALUES

When playing games of Warhammer 40,000 using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Daemon Bound units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not
		include wargear)
Blood Slaughterer of Khorne	1	180
Greater Blight Drone	1	139
Chaos Decimator	1	90
Plague Hulk of Nurgle	1	210
Kytan Ravager	1	330
Greater Brass Scorpion of Khorne	1	625

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Slaughter blade	0
Plague probe	25
Decimator siege claw	30
Iron claw	0
Warpsword	0
Great cleaver of Khorne	0
Hellcrusher claws	0

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Scorpion cannon	0
Soulshatter bombard	0
Twin hellmaw blasters	0
Kytan gatling cannon	184
Rot cannon	0
Rancid vomit	0
Hellflamer	17
Decimator storm laser	25
Soulburner petard	30
Butcher cannon	45
C-beam cannon	30
Blightreaper cannon	18
Bile maw	18
Impaler harpoon	0

HELLFORGED POINTS VALUES

When playing games of Warhammer 40,000 using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Hellforged units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Hellforged Contemptor Dreadnought	1	116
Hellforged Deredeo Dreadnought	1	135
Hellforged Leviathan Dreadnought	1	175
Hellforged Sicaran	1	160
Hellforged Sicaran Venator	1	160
Hellforged Predator	1	110
Hellforged Scorpius	1	175
Hellforged Spartan Assault Tank	1	300
Hellforged Land Raider Proteus	1	245

UNITS	1999 - State Andrewsky, 200	
UNIT	MODELS Per unit	POINTS PER MODEL (Does not include wargear)
Hellforged Land Raider Achilles	1	255
Hellforged Typhon Heavy Siege Tank	1	500
Hellforged Cerberus Heavy Destroyer	1	470
Hellforged Fellblade	1	520
Hellforged Falchion	1	600
Hellforged Mastodon	1	704
Hellforged Dreadclaw Drop Pod	1	200
Hellforged Kharybdis Assault Claw	1	300
Hellforged Rapier	1-3	20
Chaos Space Marine Crew	*	13

*Each Hellforged Rapier must be accompanied by two Chaos Space Marine Crewmen.

RANGED WEAPONS		
WEAPON	POINTS PER WEAPON	
Meltagun	17	
Hellflamer	17	
Boltgun	0	
Bolt pistol	0	
Butcher cannon array	80	
Soulburner ribaudkin	70	
Grav-flux bombard	65	
Twin heavy bolter	17	
Quad lascannon	80	
Laser destroyer	60	
Twin heavy flamer	34	
Havoc launcher	11	
Combi-bolter	2	
Combi-flamer	11	
Combi-melta	19	
Combi-plasma	15	
Ectoplasma blaster	21	
Soulburner	23	
Butcher cannon	45	
Multi-melta	27	
Twin autocannon	40	
Kheres assault cannon	25	
C-beam cannon	30	
Twin lascannon	50	
Twin multi-melta	54	
Soulburner bombard	45	

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Infernal hunger	0
Eternal hunger	0
Blade struts	0
Hellforged deathclaw	40
Hellforged chainclaw	45
Hellforged siege claw	55
Hellforged siege drill	65

OTHER WARGEAR	
ITEM	POINTS PER ITEM
Hellfire veil	35

RANGED WEAPONS		
WEAPON	POINTS PER WEAPON	
Plasma destroyer	52	
Infernal flamestorm cannon	45	
Magna-melta cannon	52	
Heavy bolter	10	
Lascannon	25	
Heavy flamer	17	
Predator autocannon	49	
Scorpius multi-launcher	40	
Twin accelerator autocannon	75	
Malignatas beam laser	60	
Ectoplasma battery	40	
Dual malignatas saker	65	
Greater havoc launcher	21	
Ectoplasma cannon	26	
Quad heavy bolter	36	
Thermaljets	0	
Melta cutters	0	
Kharybdis storm launchers	0	
Dreadhammer siege cannon	0	
Malignatas beam cannon	0	
Demolisher cannon	0	
Fellblade accelerator cannon	0	
Twin volcano cannon	0	
Skyreaper battery	42	
Thermal jet array	0	
Siege melta array	0	
	and the property of the second s	

EYRINE CULTS POINTS VALUES

When playing games of Warhammer 40,000 using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Eyrine Cults units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

UNITS		
UNIT	MODELS PER UNIT	PDINTS PER MODEL (Does not include wargear)
Chaos Hell Blade	1	110
Chaos Hell Talon	1	200
Chaos Storm Eagle Assault Gunship	1	210
Chaos Fire Raptor Assault Gunship	1	250
Chaos Thunderhawk Assault Gunship	1	650
Chaos Sokar Pattern Stormbird Gunship	1	651
Chaos Xiphon Interceptor	1	80

RANGED WEAPONS POINTS PER WEAPON WEAPON Twin lascannon 50 Soulstalker missile launcher 50 17 Twin heavy bolter 110 Dreadstrike missiles 0 Thunderhawk heavy cannon 25 Lascannon Hellstrike missiles 40 Hellstrike battery 60 Helstorm cannon 20 Turbo-laser destructor 0 Balefire missiles 60 Thunderhawk cluster bombs 60 Warp-pulse bombs 0 Quad heavy bolter 36 Vengeance launcher 28 Twin multi-melta 54 Havoc launcher 11 Pyrax incendiary bombs 0 Reaper battery 42 0 Twin avenger bolt cannon Baletalon shatter charges 0

LORDS OF RUIN POINTS VALUES

When playing games of Warhammer 40,000 using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Lords of Ruin units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

UNITS		
UNIT	MODELS PER UNIT	PDINTS PER MODEL (Does not include wargear)
Zhufor the Impaler	1*	150
Necrosius the Undying	1*	120
Lord Arkos	1*	105
Chaos Hellwright	1	90
Chaos Hellwright on Dark Abeyant	1	100

*There may only be a single unit of this type in any given army.

OTHER WARGEAR	
WEAPON	POINTS PER ITEM
Frag grenade	0
Krak grenade	0
Blight grenade	0

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Voidcutter	15
Soulburner pistol	7
Warpfire lance	35
Combi-melta	19
Pox pistol	0
Flamer	9
Demnos bolter	0

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Infernal axe	12
Mechatendrils	0
Black Blade of Venom	0
Tainted force blade	0
Claw of Demnos	0
Skulltaker axe	0

CHILDREN OF THE WARP POINTS VALUES

When playing games of Warhammer 40,000 using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Children of the Warp units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

UNITS

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UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Mamon Transfigured	1*	180
Uraka the Warfiend	1*	170
Samus	1*	220
Cor'bax Utterblight	1*	230
Scabeiathrax the Bloated	1*	610
An'ggrath the Unbound	1*	700
Aetaos'rau'keres	1*	700
Zarakynel	1*	460
Plague Toads of Nurgle	3-9	40
Pox Riders of Nurgle	3-9	55
Giant Chaos Spawn	1	75
Spined Chaos Beast	1	190

*There may only be a single unit of this type in any given army.

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Bloodlash	0
Staff of Cataclysm	0
Contagion spray	0
Grasping tongue	0
Horrific vomit	0

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Axe of Khorne	0
The Executioner's Axe	0
Slaughtering blade	0
Souleater blade	0
Slicing claws	0
Warpfire talons	0
Cataclysmic strike	0
Pustulant stomp	0
Fist of decay	0
Gaping maw	0
Canker worms	0
Yawning maw	0
Rider's plaguesword	0
Tusked maw	0
Jagged claws	0
Warp spines	0
Churning fangs and spines	0
Blade of decay	0
Nurglings	0

OTHER WARGEAR	
UNIT	POINTS PER ITEM
Instrument of Chaos	10
Daemonic Icon	25

TRAITOR QUESTORIS POINTS VALUES

When playing games of Warhammer 40,000 using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Traitor Questoris units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

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UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Renegade Knight Acheron	1	358
Renegade Knight Lancer	1	420
Renegade Knight Castigator	1	350
Renegade Knight Atropos	1	405
Renegade Knight Magaera	1	440
Renegade Knight Porphyrion	1	540
Renegade Knight Styrix	1	340

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Titanic feet	0
Hekaton siege claw	30
Reaper chainsword	30
Tempest warblade	30
Reaper chainfist	40
Cerastus shock lance	60

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Hellburner chieorovile	80
Graviton crusher	25
Twin rad cleanser	25
Twin heavy bolter	17
Twin magma lascannon	100
Lascannon	25
Autocannon	20
Ironstorm missile pod	16
Helios defence missiles	45
Lightning cannon	70
Ectoplasma fusil	20
Atropos lascutter	80
Graviton singularity cannon	70
Castigator bolt cannon	120
Shock blast	0
Acheron flame cannon	80

HERETIC TITAN LEGIONS POINTS VALUES

When playing games of Warhammer 40,000 using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Heretic Titan Legion units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

UNITS

0 0

UNIT	MODELS Per Unit	POINTS PER MODEL (Does not include wargear)
Chaos Warhound Scout Titan	1	1,500
Chaos Reaver Battle Titan	1	2,400
Chaos Warlord Battle Titan	1	4,000

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Greater titanic stride	0
Titanic stride	0
Arioch Titan power claw	0
Reaver power fist	0
Reaver chainfist	0

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Mori quake cannon	0
Sunfury plasma annihilator	0
Warlord gatling blaster	0
Apocalypse missile launcher	0
Reaver gatling blaster	0
Reaver laser blaster	0
Saturnyne lascutter	0
Dual turbo-laser destructor	0
Belicosa volcano cannon	0
Titan plasma blastgun	0
Titan mega-bolter	0
Twin Titan mega-bolter	0
Incinerator missile bank	0
Ardex-defensor maulers	0
Ardex-defensor twin lascannon	0
Reaver volcano cannon	0
Reaver melta cannon	0
Titan inferno gun	0
Titan vulcan mega-bolter	0

DAEMON BOUND WARGEAR

DAEMON BOUND RANGED WEAPONS										
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES				
Impaler harpoon	12"	Assault 1	8	-3	3	If the bearer charges a VEHICLE or MONSTER unit it has previously successfully hit with this weapon in the Shooting phase of the same turn, add +2 to their charge rolls.				
Bile maw	12"	Pistol D3	8	-2	D3	You can re-roll any wound rolls of 1 when attacking with this weapon.				
Blightreaper cannon	36"	Heavy 4	7	-1	2	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of -1.				
Hellflamer	8"	Heavy D6	5	-1	2	This weapon automatically hits its target.				
Decimator storm laser	24"	Assault 5	6	-2	1	-				
Soulburner petard	24"	Assault 2D3	-	0	1	Each successful hit roll made with this weapon inflicts a mortal wound instead of the normal damage. If any hit roll made in a given phase results in a score or a '1', then the firing unit suffers one mortal wound. This effect can only occur once per phase regardless of how many results of '1' are rolled.				
Butcher cannon	36"	Heavy 4	8	-1	2	If a unit has any models slain by any butcher cannon in the Shooting phase, the unit must subtract 2 from to its Leadership for the rest of the turn. This modifier is not cumulative.				
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the bearer and the target increase the Strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, then the target unit suffers 2D6 additional hits at Strength 6, AP 0 and causing 1 Damage. These additional hits do not trigger further hits themselves.				
Rot cannon	36"	Heavy D6	6	-3	2	Against INFANTRY targets, failed wound rolls for this weapon are re-rolled.				
Rancid vomit	7"	Pistol D6	5	-2	1	This weapon automatically hits its target.				
Kytan gatling cannon	48"	Heavy 8	8	-2	2	-				
Scorpion cannon	36"	Heavy 10	6	-2	2	-				
Soulshatter bombard	24"	Heavy D6	12	-3	D6	Against VEHICLE, BUILDING and MONSTER units, this weapon's attacks are Damage 2D6 rather than D6.				
Twin hellmaw blasters	8"	Pistol 2D6	User	-2	1	This weapon automatically hits its target.				

DAEMON BOUND MELEE WEAPONS

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WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Slaughter blade	Melee	Melee	+2	-3	3	A model equipped with two slaughter blades may make 1 additional attack with the weapon each time it fights.
Plague probe	Melee	Melee	User	-2	D3	You can re-roll any wound rolls of 1 when attacking with this weapon.
Decimator siege claw	Melee	Melee	+2	-3	3	-
Iron claw	Melee	Melee	x2	-3	D6	-
Warpsword	Melee	Melee	User	-3	3	You can re-roll failed hit rolls for this weapon.
Great cleaver of Khorne	When att	acking with th	is weapon,	choose	one of th	e 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.
Hellcrusher claws	Melee	Melee	+4	-4	6	-

HELLFORGED WARGEAR

HELLFORGED RANGED V	VEAPONS	1.	1. 1954	1000	1.2.21.2	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Ectoplasma blaster	18"	Assault 2	8	-3	2	If any hit roll made in a given phase results in a score of a '1', then the firing unit suffers one mortal wound.
Hellflamer	8"	Heavy D6	5	-1	2	Attacks made by this weapon automatically hit.
Soulburner	24"	Assault D3	-	0	1	Each successful hit roll made with this weapon inflicts a mortal wound instead of the normal damage.
Butcher cannon	36"	Heavy 4	8	-1	2	If a unit has any models slain by this weapon in the Shooting phase, the unit must subtract 2 from its Leadership for the rest of the turn. This modifier is not cumulative.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
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.
Twin autocannon	48"	Heavy 4	7	-1	2	-
Kheres assault cannon	24"	Heavy 6	7	-1	1	-
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the bearer and the target, increase the Strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, then the target unit suffers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Havoc launcher	48"	Heavy D6	5	0	1	-
Twin multi-melta	24"	Heavy 2	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.
Soulburner bombard	48"	Heavy 2D3	-	0	1	Each successful hit roll made with this weapon inflicts a mortal wound instead of the normal damage. This weapon may target enemy units which the bearer cannot see.
Infernal flamestorm cannon	8"	Heavy 2D6	5	-1	2	This weapon automatically hits its target.
Magna-melta cannon	24"	Heavy D3	10	-4	D6	If the target of an attack by this weapon is within half range, roll an additional dice when inflicting damage with it and discard the lowest result.
Plasma destroyer	36"	Heavy 2D3	7	-3	2	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Scorpius multi-launcher	48"	Heavy 3D3	6	-2	2	This weapon may target enemy units the bearer cannot see.
Twin accelerator autocannon	48"	Assault 8	7	-1	2	Attacks made with this weapon suffer no penalty to its hit roll when targeting units with the FLY keyword. In addition, every wound roll of 6 made with this weapon increases the AP of that individual wound to -3.
Malignatas beam laser	36"	Heavy 1	*	-5	2D6	The player with this weapon does not roll to wound as normal, instead roll 3D6 and compare the total rolled to the target model's Leadership characteristic, if the total equals or exceeds it then the target model is wounded.
Combi-melta		cking with this v ade for this wear	-	choose	one or t	both of the profiles below. If you choose both, subtract 1 from all
– 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.

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HELLFORGED RANGED W WEAPON	CAPUN5 Range	TYPE	S	AP	D	ABILITIES			
Combi-flamer		cking with this v ade for this wear		choose	one or b	oth of the profiles below. If you choose both, subtract 1 from all			
– Boltgun	24"	Rapid Fire 1	4	0	1	-			
– Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.			
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 – page 123 of <i>Warhammer 40,000 –</i> <i>Index: Chaos</i> for details.			
Quad lascannon	48"	Heavy 4	9	-3	D6	-			
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's damage is increased to 2D6. On a result of a '6', the weapon's damage is increased to 3D6.			
Butcher cannon array	36"	Heavy 8	8	-1	2	If a unit has any models slain by any butcher cannon in the Shooting phase, the unit subtracts 2 from its Leadership for the rest of the turn. This modifier is not cumulative.			
Ectoplasma battery	24"	Heavy 5	8	-3	3	If any hit roll made in a given phase results in a score or a '1', then the firing unit suffers one mortal wound.			
Dual Malignatas saker	48"	Heavy 2	*	-5	D6	This weapon does not roll to wound as normal, instead roll 3D6 and compare the total rolled to the target model's Leadership characteristic, if the total equals or exceeds the Leadership characteristic then the target model is wounded.			
Greater havoc launcher	48"	Heavy 3D3	6	-1	1	This weapon can target units that are not visible to the bearer.			
Ectoplasma cannon	24"	Heavy D3	7	-3	D3	-			
Quad heavy bolter	48"	Heavy 12	5	-1	1	-			
Boltgun	24"	Rapid Fire 1	4	0	1	-			
Bolt pistol	12"	Pistol 1	4	0	1				
Soulburner ribaudkin	18"	Heavy 2D3	-	0	1	Each successful hit roll made with this weapon inflicts a mortal wound instead of the normal damage.			
Grav-flux bombard	18"	Heavy D3	9	-5	2	If the target model has any of the MONSTER , VEHICLE or TITANIC keywords then the amount of damage suffered becomes 5 per hit. For every five models in the target unit, add D3 to the number of attacks made by this weapon.			
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.			
Thermal jets	6"	Pistol D6	6	-1	1	When fired, this weapon automatically inflicts D6 hits on each unit, friendly or enemy, with at least one model within range. The weapon can only be used if more enemy units will be affected than friendly ones.			
Thermal jet array	6"	Pistol D6	8	-1	D3	When fired, this weapon automatically inflicts D6 hits on each unit, friendly or enemy, with at least one model within range. The weapon can only be used if more enemy units will be affected than friendly ones.			
Kharybdis storm launchers	24"	Heavy 3	6	-1	1	-			
Malignatas beam cannon	72"	Heavy 4	*	-5	4+D6	This weapon does not roll to wound as normal, instead roll 3D6 and compare the total rolled to the target model's Ld characteristic, if the total equals or exceeds the Ld characteristic then the target model is wounded.			
Dreadhammer siege cannon	24"	Heavy 2D6	10	-5	3	If the Typhon does not move in the Movement phase, then the range of this weapon is increased to 48" for the duration of the current turn.			
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with five or more models, change this weapon's Type to Heavy D6.			
Fellblade accelerator cannon	When firin	ng this weapon, s	select or	e of the	two pro	files below:			
- HE shells	100"	Heavy 2D6	8	-3	1	When attacking units with five or more models, the dice rolled to decide the number of shots fired may be re-rolled.			
- AE shells	100"	Heavy 2	14	-4	6	-			
Twin volcano cannon	120"	Heavy 2D6	16	-5	2D6	You can re-roll failed wound rolls when targetting TITANIC units with this weapon.			

HELLFORGED RANGED WE	APONS		41253			
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Skyreaper battery	48"	Heavy 8	7	-1	5	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Siege melta array	12"	Heavy 4D3	9	-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.

HELLFORGED MELEE WEAPONS									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Hellforged deathclaw	Melee	Melee	x2	-3	3	-			
Hellforged chainclaw	Melee	Melee	x2	-4	4	-			
Infernal hunger	Melee	Melee	User	-3	1	-			
Hellforged siege claw	Melee	Melee	x2	-3	3	-			
Hellforged siege drill	Melee	Melee	x2	-4	4	-			
Blade struts	Melee	Melee	User	-2	2	-			
Melta cutters	Melee	Melee	16	-5	2D6	Normal attacks may not be made using this profile, instead if the Hellforged Kharybdis successfully charges a model with the VEHICLE , MONSTER or TITANIC keywords, the controlling player may choose to forfeit all of its standard attacks to make a single attack with this profile that hits its target on a 2+.			
Eternal hunger	Melee	Melee	User	-3	D3	-			

EYRINE CULTS WARGEAR

EYRINE CULT RANGED WEAPONS										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Helstorm cannon	36"	Heavy 2	6	-2	3	Each time you roll a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.				
Lascannon	48"	Heavy 1	9	-3	D6	-				
Havoc launcher	48"	Heavy D6	5	0	1	-				
Twin lascannon	48"	Heavy 2	9	-3	D6	-				
Twin heavy bolter	36"	Heavy 6	5	-1	1	-				
Vengeance launcher	48"	Heavy 2D6	5	-1	1	-				
Hellstrike missiles	72"	Heavy 2	8	-3	3	-				
Hellstrike battery	72"	Heavy 4	8	-3	3	-				
Balefire missiles	36"	Heavy 2D3	6	-1	D3	Units targeted by this weapon do not gain any bonus to their saving throws for being in cover.				
Twin multi-melta	24"	Heavy 2	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 avenger bolt cannon	36"	Heavy 10	6	-2	2	-				
Reaper battery	36"	Heavy 6	7	-1	1	-				
Thunderhawk heavy cannon	48"	Heavy 2D6	8	-2	D6	-				
Turbo-laser destructor	96"	Heavy D3	16	-4	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.				
Dreadstrike missiles	120"	Heavy 4	10	-3	2D3	-				
Soulstalker missiles	60"	Heavy D3	7	-2	2	Each time you roll a wound roll of 5+ for this weapon, the target suffers a mortal wound in addition to the weapon's normal damage.				
Quad heavy bolter	36"	Heavy 12	5	-1	1	-				

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LORDS OF RUIN WARGEAR

LORDS OF RUIN RANGE	LORDS OF RUIN RANGED WEAPONS										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Demnos bolter	24"	Rapid Fire 2	4	-1	1	_					
Pox pistol	12"	Pistol 1	4	-1	2	-					
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	-					
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.											
- Bolter	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.					
Frag grenade	6"	Grenade D6	3	0	1	-					
Voidcutter	8"	Assault 1	8	-4	3	Add 1 to wound rolls made for this weapon if the target is a VEHICLE .					
Soulburner pistol	12"	Pistol 2	-	0	1	Successful hit rolls with this weapon inflict mortal wounds. If any hit roll made in a given phase with this weapon results in a score of a '1', then the firing unit suffers one mortal wound at the end of the phase.					
Flamer	8"	Assault D6	4	0	1	This weapon hits its target automatically.					
Warpfire lance	15"	Heavy 2	6	-3	D6	Each time you make a wound roll of 6+ for this weapon, the weapon scores an additional automatic hit at the weapon's normal profile which is resolved after the initial attacks for the weapon on the same unit. These additional hits do not themselves generate more additional hits.					

LORDS OF RUIN MELE	LORDS OF RUIN MELEE WEAPONS										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Claw of Demnos	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.					
Skulltaker axe	Melee	Melee	User	-2	2	When targeting a CHARACTER model, every wound roll of 6+ inflicts becomes AP -4 and Damage 3. Roll saves for these wounds separately.					
Tainted force blade	Melee	Melee	+1	-2	D3	You can re-roll wound rolls of 1 for this weapon.					
Black Blade of Venom	Melee	Melee	User	-2	3	Add 1 to all wound rolls for this weapon against any target that is not a VEHICLE .					
Infernal axe	Melee	Melee	+1	-3	2	-					
Mechatendrils	Melee	Melee	User	0	1	Each time the bearer fights, it can make 2 additional attacks with this weapon.					

CHILDREN OF THE WARP WARGEAR

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GHILDREN OF THE WARF	CHILDREN OF THE WARP RANGED WEAPONS									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Bloodlash	12"	Assault 2D6	7	-3	2	This weapon can be used within 1" of an enemy unit and can target enemy units within 1" of friendly units.				
Staff of Cataclysm	60"	Assault 2D6	9	-4	3	This weapon can be fired within 1" of an enemy unit and can target enemy units within 1" of friendly models. If a unit of at least 10 INFANTRY models has its last models slain by this attack, a unit of 3 FLAMERS OF TZEENTCH is added to your army and immediately placed within 1" of the slain unit before it is removed.				
Contagion spray	9"	Pistol 2D3	*	-2	1	Attacks made with this weapon automatically hit the selected target. This weapon always wounds on a result of a 2+ unless the target unit has the VEHICLE keyword, in which case a result of 6+ is required.				
Grasping tongue	7"	Pistol 1	4	0	1	-				
Horrific vomit	9"	Pistol 2D6	6	-2	D3	This weapon hits automatically.				

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CHILDREN OF THE WARP Weapon	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Axe of Khorne	Melee	Melee	+3	-4	D6	-
The Executioner's Axe						
Bloody Arc (melee)	Melee	Melee	+2	-3	2	For each wound roll of 6 made using this weapon, the Damag value of that attack is increased to D6. If a model is slain as a casualty by one of these enhanced attacks, add +1 to Uraka's Unholy Frenzy total.
Vengeful Cast (shooting)	*	Assault D3	User	-3	D6	The range of this weapon is equal to Uraka's current Strength in inches. Unless Uraka successfully charges or piles in to the unit targeted by this attack in the Shooting phase, he may not use the Bloody Arc attack ability in the Fight phase of a turn in which he has attacked with Vengeful Cast.
Slaughtering blade	Melee	Melee	User	-3	3	When attacking INFANTRY models with this weapon, add 1 to your wound rolls.
Souleater blade	Melee	Melee	+1	-4	3	Each time you make a wound roll of 4+ with this weapon, it inflicts 3 mortal wounds instead of its normal damage against the target unit.
Slicing claws	Melee	Melee	User	-2	D6	Each time you make a wound roll of 6+ with this weapon, that hit is resolved with an AP of -4 instead of -1.
Warpfire talons	Melee	Melee	User	-3	D6	Any hit that rolls a 6 for its wound rolls immediately inflicts D3 mortal wounds on the target unit in addition to any other damage.
Cataclysmic strike	Melee	Melee	x2	-4	3	Against VEHICLE, BUILDING or MONSTER targets this weapon becomes Damage 6.
Pustulant stomp	Melee	Melee	+2	-3	D3	When targeting a unit with this weapon during the Fight phase, add +3 to the Damage caused if the target unit has the INFANTRY keyword.
Fist of decay	Melee	Melee	+3	-1	1	If an attack made with this weapon causes an unsaved wound to a model, roll a D6. On a 4+, the model suffers an additiona D6 wounds.
Gaping maw	Melee	Melee	User	-3	3	All rolls of 6 to hit with this weapon become 3 hits each.
Canker worms	Melee	Melee	2	0	1	After this model makes their close combat attacks, the canker worms infesting Cor'bax make their attacks separately. Make D6 additional attacks using this weapon profile.
Yawning maw	Melee	Melee	5	-1	D3	All hit rolls of a 6 made when using this weapon generate a single additional automatic hit.
Rider's plaguesword	Melee	Melee	4	0	1	After all other attacks have been made by a model equipped with this weapon during the Fight phase, it may make an additional two attacks using this weapon profile, re-rolling al failed wound rolls.
Tusked maw	Melee	Melee	x2	-3	D6	Only one attack may be made with this weapon per Fight phase. If a model is slain as a result of this attack, the Spined Chaos Beast heals 1 wound.
Jagged claws	Melee	Melee	User	-1	2	-
Warp spines	*	*	4	0	1	Normal attacks may not be made with this weapon. Instead, the Spined Chaos Beast completes a successful Charge move, or any enemy unit ends a pile in move within 1", roll a D6 for each enemy unit within 1" of the Spined Chaos Beast. On a result of 2+, each enemy unit suffers a single automatic hit.
Churning fangs and claws	Melee	Melee	User	-1	D3	-
Blade of Decay	Melee	Melee	+2	-4	6	-
Nurglings	Melee	Melee	2	0	1	After this model makes its close combat attacks, the Nurgling infesting Scabeiathrax the Bloated make their attacks separately. Make D6 additional attacks using this weapon profile. You can re-roll wound rolls of a 1 for these attacks.

TRAITOR QUESTORIS WARGEAR

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TRAITOR QUESTORIS R						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Acheron flame cannon	18"	Heavy 2D6	7	-2	3	This weapon automatically hits its target.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Shock blast	18"	Heavy 6	6	-1	D3	-
Castigator bolt cannon	36"	Heavy 14	6	-2	2	-
Atropos lascutter (shooting)	9"	Heavy 1	12	-4	6	If an attack with this weapon slays an enemy VEHICLE or MONSTER unit in the Shooting phase, you may immediately make another attack against a separate target unit within range. This bonus attack does not generate further attacks.
Atropos lascutter (melee)	Melee	Melee	14	-4	6	You may re-roll failed hit and wound rolls for this weapon against targets with the MONSTER , BUILDING or VEHICLE keyword.
Graviton singularity cannon	36"	Heavy 4	8	-3	3	Roll a D6 each time before this weapon is fired. On a roll of a 1, the bearer suffers a mortal wound and the weapon fires normally (if the bearer survives this). On a roll of 2-5, the attack is carried out normally using its listed profile. On a roll of a 6, the weapon's attacks are instead carried out at Strength 16, AP -4, Damage 6 instead of its normal profile.
Lightning cannon	48"	Heavy 6	7	-1	D3	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of -1 and Damage 3 instead of D3.
Ectoplasma fusil	24"	Rapid Fire 2	6	-3	2	-
Twin rad cleanser	9"	Assault 2D6	*	0	3	This weapon hits automatically, and it always wounds on a 3+, except against TITANIC and VEHICLE units against which it always wounds on a 6+.
Twin magna lascannon	72"	Heavy 2D3	12	-3	6	These weapons may not be used to make Overwatch attacks.
Lascannon	48"	Heavy 1	9	-3	D6	-
Autocannon	48"	Heavy 2	7	-1	2	-
Ironstorm missile pod	72"	Heavy D6	5	-	D3	This weapon can target units that are not visible to the bearer.
Helios defence missiles	60"	Heavy 2	8	-2	3	Add 1 to all hit rolls made against targets that can FLY . Subtract 1 from all hit rolls against all other targets.
Hellburner chieorovile	45"	Heavy 5	8	-3	D6	Each time you make a wound roll of 6+ for this weapon, the weapon scores an additional automatic hit at the weapon's normal profile which is resolved after the initial attacks for the weapon on the same unit. These additional hits do not themselves generate more additional hits.
Graviton crusher	18"	Heavy D3	6	-2	2	If the target unit's armour save is 3+ or better, the damage of this weapon's attacks increase to 3.
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TRAITOR QUESTORIS N	NELEE WEAF	UNS				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Reaper chainfist	Melee	Melee	x2	-4	6	When attacking with this weapon, subtract 1 from the hit roll.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.
Cerastus shock lance	Melee	Melee	+6	-4	6	You may re roll failed hit rolls with this weapon if the Renegade Knight Lancer has successfully charged in your Charge phase.
Tempest warblade	Melee	Melee	+6	-3	5	If any result of a 6 is rolled on any wound roll with this weapon against a MONSTER or VEHICLE , then an additional D3 mortal wounds are also inflicted on the enemy unit.
Reaper chainsword	Melee	Melee	+4	-3	6	-
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Hekaton siege claw

Melee

Melee

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Subtract 1 from hit rolls for attacks made with this weapon.

HERETIC TITAN LEGION WARGEAR

HERETIC TITAN LEGION R	ANGEN W	FAPONS	1.954	1000		
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Mori quake cannon	24"-360"	Macro 3D6	20	-5	6	Units hit by this weapon must halve their Move characteristic and cannot Advance in their following Movement phase.
Sunfury plasma annihilator	72"	Macro 2D6	10	-4	2D6	After resolving all damage on the target unit, roll a D6 for every other unit within 6" of the target unit; on a 4+ that unit also suffers D3 hits using the weapon's profile.
Warlord gatling blaster	72"	Macro 12	8	-3	3	Against INFANTRY units, each successful hit inflicted by this weapon instead becomes 3 hits.
Apocalypse missile launcher	24"-360"	Heavy 12	7	-2	2	This weapon can target units which are not visible to the bearer.
Reaver gatling blaster	72"	Macro 6	8	-3	3	Against INFANTRY units, each successful hit roll inflicted by this weapon instead becomes 3 hits.
Reaver laser blaster	96"	Macro 3D3	10	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Saturnyne lascutter (shooting)	18"	Heavy 1	12	-4	6	After you have rolled a successful hit with this weapon, you may immediately roll for an additional hit against the same target unit, if this additional hit roll is successful, you may roll to hit again and again until either you miss or a total of 12 hits has been achieved. After the total number of hits has been determined for the weapon, resolve the attack.
Saturnyne lascutter (melee)	Melee	Melee	20	-5	12	You may re-roll failed hit rolls for this weapon against targets with the MONSTER , BUILDING or VEHICLE keyword.
Dual turbo-laser destructor	96"	Macro 2D3	16	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Belicosa volcano cannon	180"	Macro D6	30	-6	12	Any wound roll of a 6 made with this weapon inflicts an additional D6 mortal wounds on the target.
Titan plasma blastgun	This weapo	on has two firing	g modes,	declare	which i	s being used before the attack is made:
- Normal	72"	Macro 2D6	8	-3	3	-
- Overcharged	72"	Macro 2D6	10	-4	4	When using this firing mode, for each hit roll of 1, the Titan suffers a mortal wound after all of this weapon's shots have been resolved. These mortal wounds may not be stopped by the Titan's own void shields.
Titan Vulcan mega-bolter	72"	Heavy 20	6	-3	2	-
Twin Titan Vulcan mega-bolter	72"	Heavy 40	6	-3	2	-
Incinerator missile bank	24"-360"	Heavy 10	6	-2	2	Against INFANTRY , the number of successful hits rolled for this weapon is doubled. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. This weapon can target units which are not visible to the bearer.
Ardex-defensor maulers	36"	Heavy 6	6	-2	2	Overwatch attacks with this weapon hit on a 5+ regardless of modifiers.
Ardex-defensor twin lascannon	48"	Heavy 2	9	-3	D6	Overwatch attacks with this weapon hit on a 5+ regardless of modifiers. These weapons may only fire at targets behind the Titan.
Reaver volcano cannon	180"	Macro D6	25	-5	12	-
Reaver melta cannon	48"	Macro 2D6	16	-4	6	-
Titan inferno gun	18"	Heavy 4D6	7	-3	4	This weapon automatically hits its target.
Titan vulcan mega-bolter	72"	Heavy 20	6	-3	2	

HERETIG TITAN LEGION MELEE WEAPONS									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Greater titanic stride	Melee	Melee	User	-4	3	Make 4 hit rolls for each attack made with this weapon, instead of 1.			
Titanic stride	Melee	Melee	User	-3	3	Make 3 hit rolls for each attack made with this weapon, instead of 1.			
Arioch Titan power claw	Melee	Melee	x2	-5	12	If you slay a VEHICLE or MONSTER that does not have the TITANIC keyword, with the Warlord power claw, select an enemy unit within 12" and roll a D6; on a 4+ that unit suffers D6 mortal wounds as the dead body or debris is thrown at it.			
Reaver power fist	Melee	Melee	x2	-5	10	If you slay a VEHICLE or MONSTER that does not have the TITANIC keyword with the Reaver power fist, select an enemy unit within 12" and roll a D6; on a 4+ that unit suffers D6 mortal wounds as the dead body or debris is thrown at it.			
Reaver chainfist	Melee	Melee	x2	-5	10	Subtract 1 from hit rolls made with this weapon. Any wound roll of a 6 made with this attack on any VEHICLE , MONSTER or BUILDING automatically inflicts an additional 2D6 mortal wounds on the target.			

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